

Little Red
Goblin Games



THE AUG

STARFINDER
COMPATIBLE

AUG

A NEW CHARACTER CLASS FOR THE STARFINDER ROLEPLAYING GAME

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AUG

7+ CON ~~STAMINA~~ 7 HP

AUGMENTS, OR “AUGS”, ARE THOSE WHO MODIFY THEIR BODY FOR THE SAKE OF IMPROVING THEIR CAPACITY FOR VIOLENCE. SOME DO IT THROUGH EXTENSIVE CYBERNETICS, OTHERS THROUGH CHEMICAL TAMPERING, INTEGRATED WEAPON SYSTEMS, OR PERMANENT MAGICAL “UPGRADES”.

AUGMENTS WANT TO TURN THEMSELVES INTO HUGE KILLER KILL-BOTS, HUMANS WHO UNDERGO RADICAL SUPER-SOLDIER TRANSFORMATION PROGRAMS, EMOTIONLESS LIVING WEAPONS WHO GO AS FAR AS REPLACING MOST OF THEIR BODY TO BE MORE EFFICIENT, OR EVEN CHEM-GUZZLING MAMMOTH MUTANTS.

KEY ABILITY SCORE: CONSTITUTION

Your Constitution helps you handle the intensive surgeries, countless upgrades, and the battle damage you are sure to encounter. A tough aug is a living aug and living through hell to come out stronger is what an aug is all about.

CLASS SKILLS

Skill Ranks Per Level: 4 + Intelligence Modifier

- Athletics (Str)
- Disguise (Cha)
- Engineering (Int)
- Intimidate (Cha)
- Medicine (Int)
- Perception (Wis)
- Profession (Cha, Int, or Wis)

PROFICIENCIES

ARMOR PROFICIENCY

Light armor and heavy armor

WEAPON PROFICIENCY

Basic and advanced melee weapons, small arms, longarms, and grenades



TABLE 1-1: THE AUG

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	CLASS FEATURES
1ST	+1	+2	+0	+0	TRANSFORMATION TYPE, MODIFICATION
2ND	+2	+3	+0	+0	AUG-SLOT
3RD	+3	+3	+1	+1	INTEGRATED ARMORY, WEAPON SPECIALIZATION
4TH	+4	+4	+1	+1	AUG-SLOT
5TH	+5	+4	+1	+1	MODIFICATION
6TH	+6	+5	+2	+2	AUG-SLOT
7TH	+7	+5	+2	+2	INTEGRATED ARMORY
8TH	+8	+6	+2	+2	AUG-SLOT
9TH	+9	+6	+3	+3	MODIFICATION
10TH	+10	+7	+3	+3	AUG-SLOT
11TH	+11	+7	+3	+3	INTEGRATED ARMORY
12TH	+12	+8	+4	+4	AUG-SLOT
13TH	+13	+8	+4	+4	MODIFICATION
14TH	+14	+9	+4	+4	AUG-SLOT
15TH	+15	+9	+5	+5	INTEGRATED ARMORY
16TH	+16	+10	+5	+5	AUG-SLOT
17TH	+17	+10	+5	+5	MODIFICATION
18TH	+18	+11	+6	+6	AUG-SLOT
19TH	+19	+11	+6	+6	INTEGRATED ARMORY
20TH	+20	+12	+6	+6	AUG-SLOT, TOTAL RESPEC

SIDEBAR: FUTUREPROOFING

This product was written at a time when only the Starfinder Core Rulebook, Starfinder: First Contact, and Alien Archives were released. As such, material released after Alien Archives may be incompatible with the Aug or too powerful. If you want to take an option (particularly equipment) from a later book, please consult your GM.

TRANSFORMATION TYPE (Ex)

[1ST LEVEL]

At 1st level you must decide what kind of transformation you want to undergo. Your dedication to this sort of modification to yourself will result in dramatic changes to your body and change you into a living weapon. Your chosen type of transformation will define the kind of modifications you receive. This gives you a bonus class skill and a number of related abilities.

AUG-SLOT (Ex)

[2ND LEVEL]

At 2nd level and every even level thereafter you gain 1 aug-slot. An aug-slot may be used for an armor upgrade (for any sort of armor) or augmentation. If used for an armor upgrade it exists regardless of whether you are wearing physical armor- it is integrated into your body. If using an aug-slot for an augmentation, it can co-exist with 1 other augmentation that would normally take up that slot (so an aug could have aug-slotted dermal plating and normally installed skin of the chameleon). You may also use an aug slot to install a personal upgrade. Anything that provides a stacking bonus (such as 2 kinds of dermal plating) does not stack.

Aug-slot items must be of an item level equal to your aug level or lower. You must purchase the armor upgrade or augmentation but it can be bought at half price. Aug-slots are hard to spot, you gain a +2 bonus on Disguise checks to hide an aug-slotted armor upgrade or augmentation.

INTEGRATED ARMORY (Ex)

[3RD LEVEL]

At 3rd level and every 4 levels thereafter an aug can select 1 weapon or armor that they own to become an integrated part of their body. The process of integrating something take 2 hours and access to a basic medical facility, though no check is required. When you integrate a piece of equipment, select an appropriate equipment slot for it.

You may possess any number of integrated weapons and armor, up to your maximum allowed by this class feature, to any given equipment slot but may only equip one at a time (example: you may have 2 kinds of integrated armor but can only use one at a time). You may assign which integrated equipment is active (or not active) at any or all locations as a swift action. Integrated weapons cannot be disarmed normally, although they may be disabled by abilities such as a mechanic's overload class ability.

Integrated analog melee weapons without the reach property can be counted as natural weapons if the wielder so chooses. Natural weapons gained in this fashion do not benefit from racial traits that enhance the damage of natural weapons and retain their own weapon profiles. Integrated armor loses any armor upgrade slots it has but reduces the ACP by 2 and raises the max Dex the armor allows by 1.

When determining the bulk of integrated equipment, use the highest value in each equipment slot, ignoring the lower bulk ones. If a piece of equipment takes up more than 1 equipment slot (such as a two-handed weapon) determine what the highest value across all those locations would be and take the option with more bulk (i.e if 2 integrated one-handed pistols would have more bulk than 1 integrated two-handed rifle, use the value for the 2 pistols).

WEAPON SPECIALIZATION (Ex)

[3RD LEVEL]

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with.

TOTAL RESPEC (Ex)

[20TH LEVEL]

As a standard action, you may spend 1 Resolve to trade one of your existing augments or armor upgrades you have slotted into an aug-slot. You may trade the augment or armor upgrade for any augment or armor upgrade of an equal or lesser item level. This trade last for 1 hour.

TRANSFORMATION TYPES

The following types of transformations represent the most common sorts augs undertakes. Each type of transformation lists the modifications you receive as you gain levels.

SUPER SOLDIER

Bonus Class Skill:

Acrobatics

Chemical Augmentation (Ex) [1st Level]:

Select one ability score your race gained a +2 bonus to (if your race allows you to chose, select the one you choose during character creation). You gain a further +2 bonus to this ability score and become proficient in all sniper and heavy weapons.

Living Weapon (Ex) [5th Level]:

You gain a +2 bonus on all attack rolls made with weapons you are proficient in and a +2 bonus to your AC. In addition, you become proficient with powered armor.

Intuitive Tactician (Ex) [9th Level]:

You can spend 1 point of Resolve to reroll a failed attack roll made by you or one of your allies within 30 feet of you that you can see and hear. You may spend 2 to cause an enemy who has successfully hit you with an attack roll to reroll that attack roll, regardless of their location.

Transhuman (Ex) [13th Level]:

You gain a +2 to an ability score of your choosing. In addition, integrated power armor does not require a charge to function (as it feeds of your biology).

Übermensch (Ex) [17th Level]:

The +2 granted by your Living Weapon class feature to your attack rolls and AC improves to a +4 bonus.



MUTANT

Bonus Class Skill:

Survival

Chem Beast (Ex) [1st Level]:

The strange concoction of chemicals, stims, new additions to your endocrine system, hype up your body to an almost feral level. You gain a +2 bonus on attack rolls made with melee weapons, unarmed strikes, and natural attacks. In addition, you gain Improved Unarmed Strike as a bonus feat.

Evolved (Ex) [5th Level]:

Your biology warps and distorts until you are hardly recognizable as what you started as. For effects targeting creatures by type, you count as both your base creature type and an aberration (whichever effect is worse). You gain immunity to radiation and acid resistance equal to 5 + your level. In addition you gain blindsense in a manner of your choosing (discuss with your GM) 20 feet if you did not already have blindsense. If you already have blindsense you may instead increase it's range by 10 feet.

Mutant Growth (Ex) [9th Level]:

You grow one size category.

Mutant Strength (Ex) [13th Level]:

You gain a +2 bonus on damage rolls made with melee weapons, unarmed strikes, natural attacks, or any other attack that adds the user's Strength to the damage roll.

Radioactive (Ex) [17th Level]:

You are a walking toxic dump and can vent radiation, literally leaking it from your skin. You constantly emit an aura of low-level radiation that you can suppress or reactivate as a free action. Creatures within 10 feet of you must succeed at a Fortitude save or be sickened. A sickened creature recovers as soon as it moves out of your aura, and a creature that succeeds at its saving throw is immune to your radiation for 24 hours. This is a poison effect. The radiation lasts for 1 round.



KILLBOT

Bonus Class Skill:

Computers

Partial Conversion (Ex) [1st Level]:

For effects targeting creatures by type, you count as both your base creature type and a construct (whichever effect is worse). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, you do not breathe or suffer the normal environmental effects of being in a vacuum.

If you already have this benefit from your base race (such as an android), you instead gain a bonus combat feat.

Efficient Integration (Ex) [5th Level]:

You become proficient with heavy weapons and sniper weapons. In addition, integrated longarms, heavy weapons and sniper weapons can be wielded in one hand at no penalty.

Full Conversion (Ex) [9th Level]:

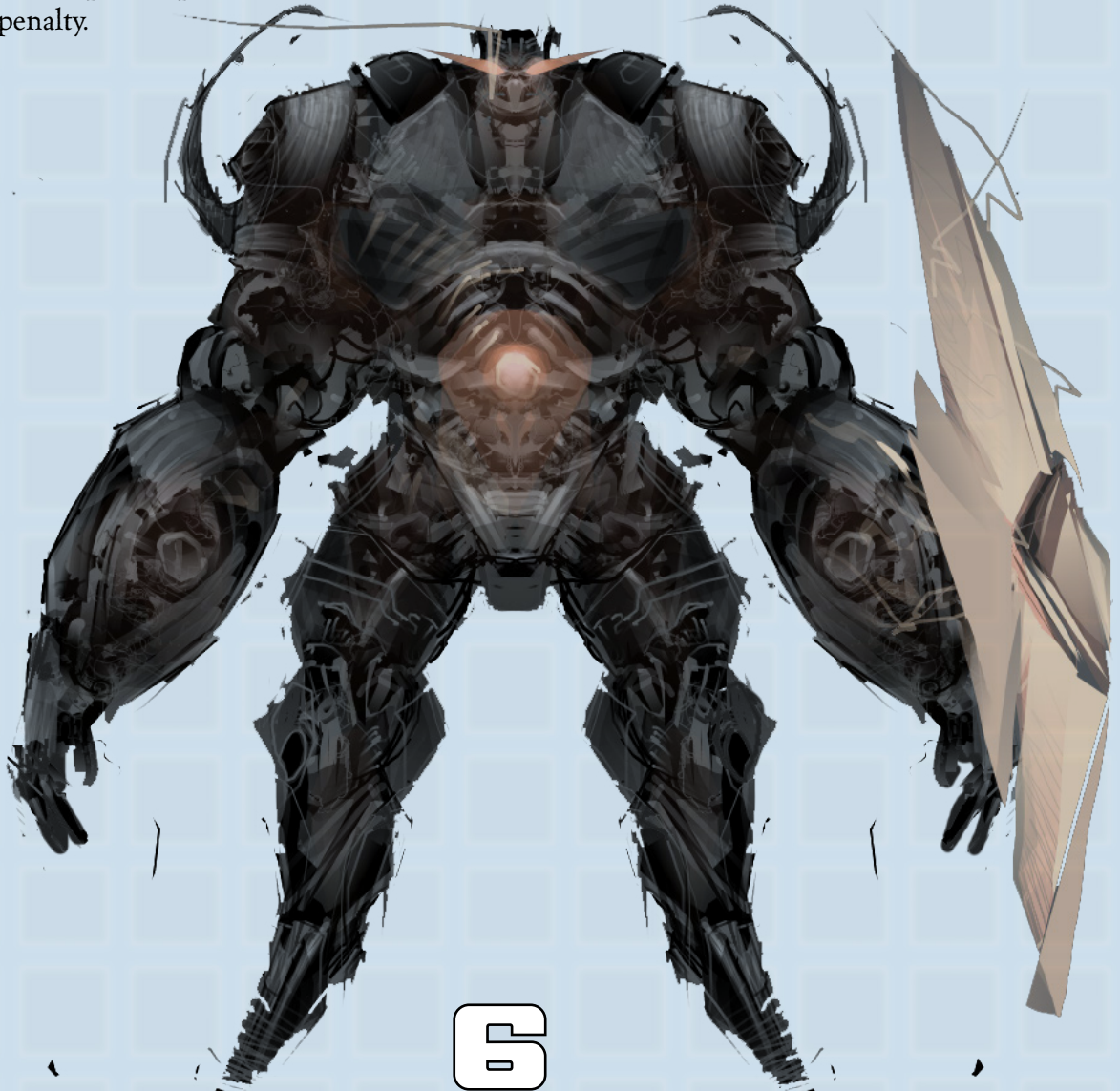
You become a full construct (technological), although you retain any base creature subtypes. You become immune to diseases, mind-affecting effects, and poisons unless those effects specifically target constructs. You do not need to sleep, breath, and you suffer no ill effects for being in a vacuum. Unlike other constructs you retain your Constitution score and calculate Hit Points (and Stamina) normally.

Fully Armed (Ex) [13th Level]:

Integrated two-handed weapons can be wielded in one hand at no penalty. Additionally, you no longer provoke attacks of opportunity when attacking with integrated ranged weapons.

Overkill Protocol (Ex) [17th Level]:

You can spend 1 Resolve Point to fully recharge the battery of all your integrated weapons.



SPELLJACKER

Key Ability Score:

A spelljacker can treat either Wisdom or Constitution as their key ability score.

Bonus Class Skill:

Mysticism

Runic Spell Tattoo (Su) [1st Level]:

When a spelljacker gains an aug slot, they may chose to add a spell, permanently, in its place. The level of the spell cannot exceed the spell level indicated on Table 1-2: The Spelljacker and must have duration of at least 1 minute per level. That effect becomes permanently active on you and takes the form of an extensive and bioluminescent runic tattoo (though other superficial, yet visible, representations of magical power are acceptable alternatives).

If the spell requires concentration to function, you must concentrate to have it function. If dispelled it is instead suppressed for a number of hours equal to 1/2 the level of caster of the spell. A spelljacker still need to pay for the spell to be cast on them, though it is automatically made permanent if the spelljacker desires it to be so and has an open aug slot. A spelljacker may dismiss a spell in an aug slot by partaking in a 6 hour ritual of cleansing. Once the ritual is complete, the spell's duration must run out (as it is no longer permanent).

In addition, at 1st level the spelljacker gets 1 additional aug slot that can only be used to house a spell.

TABLE 1-2: RUNIC TATTOOS

LEVEL	MAX SPELL LEVEL OF RUNIC TATTOOS
1st-6th	1st
7th-9th	2nd
10th-12th	3rd
13th-15th	4th
16th-20th	5th

Spell Eater (Su) [5th Level]:

When you successfully save against a harmful spell (GM's distinction) you instead consume the energy that would have harmed you- you can spend 1 resolve point to recover the spell's level in Stamina.

Magic Addict (Sp) [9th Level]:

When an ally uses a beneficial spell on you with a duration of 1 minute or longer, you gain the effects of haste for 1 round.

Mystic Charge (Sp) [13th Level]:

You can cast one spell you have in an aug slot as if you were a mystic of equal level by expending 1 Resolve point.

Supernatural Bastion (Su) [17th Level]:

You gain a +4 bonus on saves against all spells.



GEAR HEAD

Bonus Class Skill:

Piloting

Integrated Vehicle (Ex) [1st Level]:

You can transform into a vehicle (not a starship) of your choosing that you have bought. At 1st level you gain one level 1 vehicle to integrate into yourself at no cost. The selected vehicle must be within 2 size categories of you. You can transform into it as a standard action. Any integrated equipment, augmentations, and aug slots you have becomes integrated into the vehicle and may be utilized as though they were bound to the steering column. Any other equipment does not benefit you while in this form. Apply any adjustments to the vehicle's stat block. You retain your hit points and stamina but otherwise inherit the abilities and statistics of the vehicle. You, in effect, become the AI for the vehicle. You can take on passengers, you in effect count as "the driver" (additional mechanical bulk and integrated equipment taking up the space). Others may ride in you but no one but you can control you.

Upon gaining a new level you may select a new vehicle you own to integrate into yourself, replacing the old one. Integrating a vehicle works like a integrating any other piece of equipment. An integrated vehicle's level may never exceed $1/2$ your level.

Redline (Ex) [5th Level]:

When in vehicle mode, add 10 feet to your base land speed (not your full speed). In addition, when ramming someone with your vehicle form you add an additional +1d6 to the collision damage. Finally, you reduce the damage you take when using the ram action by your aug level.

Targeting Systems (Ex) [9th Level]:

You take no penalty for attacking with an integrated weapon while in vehicle form, even while moving. Additionally, when making a race action you may make a single attack at any point of your movement.

Second Form (Ex) [13th Level]:

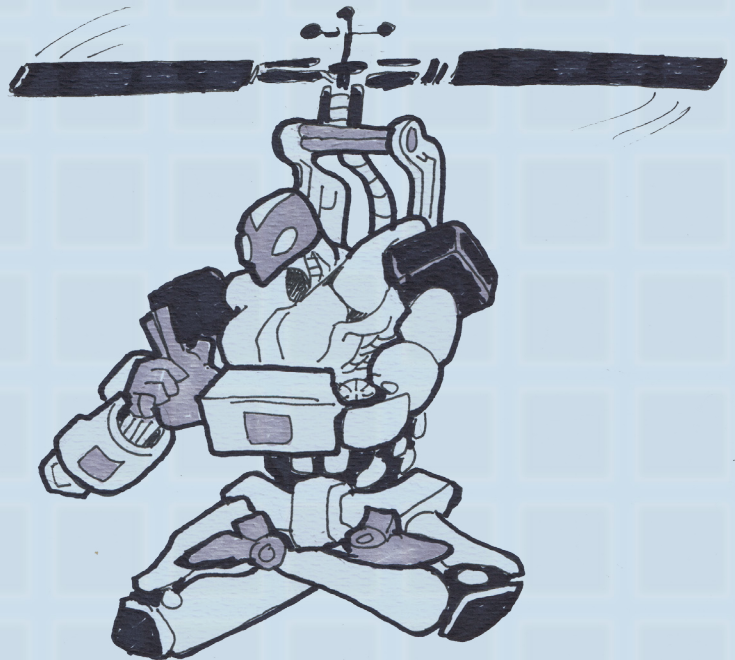
You gain a second integrated vehicle form, though only one can be active at a time. When you gain a new level, you may change either integrated vehicle form. An integrated vehicle's level may never exceed $1/2$ your level.

Stable Weapons Platform (Ex) [17th Level]:

While firing an integrated unwieldy weapon you can stabilize it in such a way that it can be used repeatedly (effectively removing the unwieldy quality). In addition, integrated blast weapons do not take the normal -2 attack roll penalty when used.

SIDEBAR: BUT I WANT TO BE A SPACESHIP!

For the sake of playing nice with the rules we restricted gear heads from taking ship scale vehicles—even if that would be appropriate. If you wish to take one, discuss it with your GM as it may be appropriate. If nothing else it may make your second form class feature more relevant to the party.



ALTERED OR REPLACED AUG CLASS FEATURES

For any level at which an archetype provides an alternate class feature, an aug who takes the archetype alters or replaces the listed class features.

Multilevel [2nd, 4th, 6th, 12th, and 18th Levels]: You don't gain aug slots at 2nd, 4th, 6th, 12th, or 18th levels.
9th Level: You don't gain your 9th level modification from your transformation type.

BUILDS



STAR MARINE

You are a soldier, born and bred, and were then subjected to years of military tampering to make you the best of the best.

Theme: Mercenary

Ability Scores: A space marine values Dexterity and Strength over its mental ability scores.

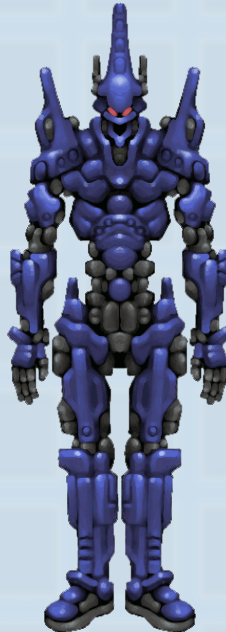
Transformation Type: Super Soldier

Aug Slots: Dermal Plating, Speed Suspension, Darkvision Capacitors

Integrated Equipment: Powered Armor, Long Arms, Melee Weapons

Feats: Deadly Aim, Toughness, Combat Feats

Skills: Athletics, Acrobatics, Survival, Profession (Soldier)



TERMINATION UNIT 0403

Termination Unit 0403, or "Four-Three" to it's few friends, is an assassination unit designed to seek out fantastic new species... and kill them.

Theme: Xenoseeker

Ability Scores: Four-Three prioritizes Constitution and Dexterity.

Transformation Type: Killbot

Aug Slots: Cardiac Accelerator, Speed Suspension, Datajack,

Integrated Equipment: Holoskin, Sniper Weapons, Longarms (energy weapons), Manacles

Feats: Deadly Aim, Improved Critical, Opening Volley, Penetrating Attack, Slippery Shooter

Skills: Computers, Perception, Life Sciences, Intimidate



RUNIC SOLDIER

You move around the battlefield, using both magic and integrated weapons to overpower your enemies.

Theme: Outlaw

Ability Scores: Wisdom is your most important ability score, since it empowers your spell abilities, while Dexterity improves your AC and your attacks bonuses.

Transformation Type: Spelljacker

Aug Slots: Mystic Spells, Jetpack

Integrated Equipment: Small Arms, Light Armor

Feats: Deadly Aim, Multi-Weapon Fighting, Sky Jockey

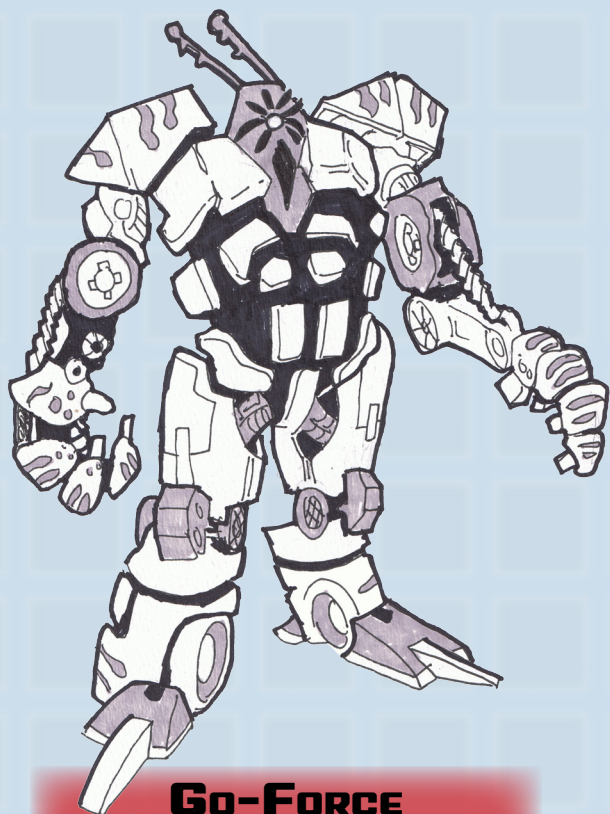
Skills: Athletics, Mysticism, Perception, Piloting

WHAT DOES IT MEAN TO BE HUMAN?

AUGMENTATION, SELFHOOD, AND CULTURE

In Plutarch's famous work of Greek literature "Theseus" we are told about a man who takes a ship on a long voyage and, over time, has all of its parts replaced with new ones. The audience is then asked, "Is this the same boat that set sail?". Like Plutarch we too must ask that if we replace every cell in our body or modify them with synthetic augmentations, are we still the same person? Are we even human (or elf, or yoski, etc. We will be using "human" for this section)? This is a somewhat subjective definition- to be human and to be "you" is a definition many people struggle with. Some cultures regard augmentation as a sort of loss of humanity, a perversion of a divine gift (if they believe we are made in the image of or by a deity), or a cheating advantage. Other cultures regard those who have expanded their abilities to contribute to society as brave heroes, as scientific pioneers, or even as being "cool".

The study of human augmentation and where humanity ends and something else begins is referred to as "transhumanism" or "posthumanism" (abbreviated H+). However where "acceptable aid" ends and "transhuman augmentation" begins is a blurry line. In many ways things like glasses, hearing aids, and medical implants are augmentations that transform the human body beyond what it was designed to do. No one is going to argue that a person who uses reading glasses is the next step in humanity and no one is going to deny that giving yourself a rocket fist isn't an augmentation that gives you capacity beyond what a human normally has, but where the hard line is is hard to define. Things like cosmetic surgery, medical augmentations that happen to expand your capacity as a side effect, and geriatric medication that allows people to live for longer all fall into grey area that puts us somewhere between human and transhuman.



Go-Force

Your love of vehicles and justice has culminated in you turning yourself into a crime-fighting car-man who travels from world to world righting wrongs for the common man.

Theme: Ace Pilot

Ability Scores: Dexterity is very important for Go-Force as it deals with its Piloting and ranged attacks.

Transformation Type: Gear Head

Aug Slots: Jetpack, Speed Suspension
Respiration Compounder

Integrated Equipment: Heavy
Weapons, Heavy Armor, Holoskin

Feats: Sky Jockey, Deadly Aim,
Barricade, Jet Dash, Mobility

Skills: Athletics, Piloting,
Engineering, Disguise

One can even argue that humanity in the 21st century is not the same sort of creature that diverged from other hominins. We have evolved; developing many phenotypes and natural adaptations, augmented ourselves (immunizations, tools/clothing, vitamins, medical aids, etc), and have been subject to environmental changes over time. These three paths to transhumanism are not distinct- there is lots of crossover between them and they can be broadly categorized as “advancements”. Others exists- symbiosis and parasitism, cultural or otherwise, helps us grow. We have symbiotic relationships with many animals and bacteria (dogs, the bacteria that live in your guts, etc) and rely on many technological aids in much the same way. Things like computers can be thought of as “external brains” or augmentations that allow us access to more information.

So, what does that mean for an aug in Starfinder? Augs often embrace at least one aspect of the preceding discussion on augmentation; some are transhumanists, others seek to push themselves to a point where they have a distinct advantage over others, and many (particularly androids) see it as part of their natural evolutions (via advancement of one form or another). Some cultures may have cultural taboos against it and taboos are excellent at exactly one thing: encouraging certain elements of the society to seek out what is forbidden. There will always be those who want to be “organic” or “pure” and consider anything that deviates from their narrow spectrum of what that constitutes is “abnormal”, a “monster”, or even “unholy”.

So where does your aug sit? What do they consider their motivation to be? What are their opinions on where humanity ends of posthumanity begins? Why are they augmenting themselves? What do they hope to achieve? Whatever their reasons, we hope you consider the gravity of the topics that you are playing with and enjoy!

NEW AUGMENTATIONS

CAT SPINE

Biotech Augmentation

System spinal column

Price 18,435

Level 9

You replace your spine with a more flexible support structure. You may move into a space 1/2 your size without squeezing, and into a space 1/4 your size by squeezing.

DETACHABLE HEAD

Cybernetic Augmentation

System head

Price 81,750

Level 14

Your neck and head become separable. As a swift action you may detach your head from your body. It floats with an anti-gravity unit and is able to maintain its balance in any type of gravity. While detached your body takes no action except to defend itself from attacks. Your body is considered blind while your head is missing. Your head gains a fly speed of 20 feet and has an AC equal to your normal AC without your armor bonuses. It has Hit Points equal to 1/4 your maximum but cannot exceed your current Hit Points. Your head is smaller than your body and gains a +3 bonus to Stealth checks when detached.

As a standard action, you can reattach your head to your body or another entity with a suitable port (usually another body with a detachable head, but a GM may invent other situations). If you attach to anything other than your own body, you take a -2 penalty to all d20 rolls while controlling the foreign body. After prolonged use of a new body, this penalty is removed.

GRAPPLING ROCKET FIST

Cybernetic Augmentation

System limb (arm and hand)

You replace your lower arm and hand with a launching system for a clawed metal fist. Firing your fist is a standard action, and it functions as a grappler (See Chapter 7 of the Starfinder Core Rulebook) with a 60 foot range, except that if you target a creature, the rocket fist deals damage based on its model type. You cannot attack more than once per turn with a given grappling fist, but you may make attacks of opportunity provided the grappling fist isn't grappling anything. The grappling fist counts as a basic melee weapon for the purpose of proficiency, and can have weapon fusions applied to it.

As a standard action, you may pull yourself to a grappled target, or you may attempt a special combat maneuver to pull the grappled target to you. You can release a target grappled by the fist, whether an object or a creature, as a move action. If you pull yourself to the target, or vice versa, you may release the target as a swift action on the same turn.

TABLE 2-1: GRAPPLING ROCKET FIST

MODEL	LEVEL	PRICE	DAMAGE	SPECIAL
Flying Fist	2	790	2d4 B + P	Stun
Jet Fist	8	8,795	2d8 B + P	Stun
Rocket Punch	14	79,000	3d10 B + P	Stun
Meteor Punch	18	300,000	5d10 B + P	Stun

SIDEBAR: ADVANCED PROSTHETICS

While the game assumes that prosthetic and replacement limbs are made of flesh-analogs or common metals, there may be instances where you want to have limbs made more exotic materials. In such instances, the metal limb causes your unarmed strikes and appropriate limb-based to be treated as the associated material. Treat prosthetics and replacement limbs as weapons when determining the cost of creating the limb out of a non-standard material (see Table 7-12: Special Materials in the Starfinder Core Rulebook). Thus, a player could create an adamantite alloy prosthetic limb by adding +2,500 credits to the overall cost.

LOCKPICK FINGER

Cybernetic Augmentation

System hand

Price 1,300

Level 3

Your fingers can transform into the most useful tool for many thieves, the lockpick. You gain a +4 circumstance bonus to Engineering checks made to disable a lock. While in use, you cannot use the hand to wield a weapon.

MAGNETIC HAND

Cybernetic Augmentation

System hand

Price 1,500

Level 3

You replace your hand with a magnetic equivalent. You are able to attract any unequipped or unfastened metal object you have line of sight to with 2 or less bulk within 30 ft into your grasp as a swift action, within 60 ft as a standard action, and within 120 ft as a full round action. You are only able to attract one item at a time.

REMOTE LIMB

Cybernetic Augmentation

System limb (arm and hand or leg and foot)

Price 81,000

Level 14

You have modified one of your limbs to be detachable at a joint of your choice (elbow, hip, knee, or shoulder). The limb can be removed in the same fashion and speed that a weapon may be drawn. You can control your limb at a range up to 30 feet away. The limb is blind and has an AC of 10. While under your control, the limb may move at 30 ft. per round; it takes a move action to issue an order to the tiny limb. Without control, the limb functions on basic instincts. It attacks any creature who enters its square and crawls 5 + 1d20 ft. per round (increments of 5 ft). You can attempt to throw a remote limb at another creature. If you successfully makes a ranged attack with the limb (which must be thrown), the limb attempts to harass the target and entangles the creature.

The limb has a rudimentary AI installed, and acts as if it has a 2 in all mental stats. When detached, it shows preference towards you in the way a faithful pet might. A remote limb recognizes you by touch. When you are adjacent to a creature that has been entangled by your remote limb, you can make a touch attack to touch your own part and reattach it. This touch attack provokes an attack of opportunity, and it deals no damage to the enemy.

A detached limb cannot hold any sort of equipment, nor does it benefit from any equipment it has on it, although natural weapons function normally. A remote limb can only function away from your body for one minute per character level.

SCREAMER CORDS

Cybernetic Augmentation

System throat

You replace your vocal cords with a complex bio-integrated speaker system. As a standard action, you can create a 15 foot cone of powerful soundwaves. You are not harmed by your own breath weapon. Once you've used your breath weapon, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

A noisemaker model screamer deals 2d6 sonic damage and causes deafness for 1 round. A wailer model screamer deals 6d6 sonic damage and causes deafness for 1d4 +1 rounds. A banshee model screamer deals 12d6 sonic damage and causes permanent deafness. Creatures within the area can make a Fortitude save (DC 10 + half your level + your Constitution modifier) to half the damage and negate the deafness.

TABLE 2-2: SCREAMER CORDS

MODEL	LEVEL	PRICE
Noisemaker	2	755
Wailer	8	14,125
Banshee	14	81,000

SNAKE TONGUE

Biotech Augmentation

System throat

Price 4,500

Level 6

You replace your tongue with a thin serpentine one, allowing you to detect the temperature of your surroundings by 'tasting' the air. You also gain blindsense (heat) with a range of 15 feet. You don't gain this benefit if you are breathing a contained air supply (such as when wearing armor with a filtered rebreather).

TARRASQUE STOMACH

Biotech Augmentation

System stomach

Price 2,300

Level 4

Your stomach's lining has been replaced with the flesh of a tarrasque. Your body is now able to derive nutrients from any substance. You gain a +1 bonus against becoming sickened or diseased from consuming things.

TAUR-TAUR

Biotech Augmentation

System limb (legs)

Price 9,250

Level 8

You replace much of your lower body with the body of a horse or horse equivalent. You gain a +10 ft bonus to your land speed and a +4 bonus to KAC against trip and bull rush combat maneuvers. You can spend 1 Resolve point to use double move as a standard action.

NEW ARMOR UPGRADES

CHAMELEON COATING

Capacity 10 **Usage** 1

Price 3,000

Level 5

Slots 1

Armor Types Light, heavy

Bulk L

A passive light-refractive coating on your armor allows you to better go unnoticed. You gain a +10 bonus to Stealth checks, provided you didn't move last round. As a swift action you may spend 1 extra charge to gain this bonus even if you moved last turn.

HALLUCINATORY CIRCUIT [MAGIC]

Capacity 20 **Usage** 1/round

Price 10,000

Level 9

Slots 1

Armor Types Any

Bulk L

You can activate the hallucinatory circuit as a swift action to grant yourself concealment against all foes within 30 feet of yourself.

METAMORPHIC [HYBRID]

Price 20,000

Level 10

Slots 1

Armor Types Heavy, powered

Bulk -

Your armor can take the shape of a common worn or carried object held on your person, such as briefcase or armband. Transforming the armor is a standard action; the wearer may use this transforming standard action to simultaneously don the armor. Heavy armor metamorphoses into a small object, and powered armor metamorphoses into a medium object.

REACTIVE ARMOR

Slots 1

Armor Types Heavy, Powered

Bulk L

Whenever you take damage from an attack that targeted your KAC, a specially-prepared piece of armor explodes outwards towards whatever struck it by mixing chemicals underneath a membrane. Any creature within a 10 ft cone centered on your attacker must make a Reflex save in order to take half damage from the resulting explosion. You are immune to the damage from this effect. The damage dealt and Reflex save depends on this upgrade's type as noted below:

TABLE 3-1 REACTIVE ARMOR

MODEL	CAPACITY	USAGE	DAMAGE/ DC	LEVEL	PRICE
Mk 1	10	2	2d6 F/ DC 14	4	2,500
Mk 2	10	1	3d6 F/ DC 16	8	8,750
Mk 3	15	1	4d6 F/ DC 18	12	37,825
Mk 4	20	1	6d6 F/ DC 20	16	160,000

VITAL GUARD

Slots 1

Armor Types Any

Bulk L

Your armor has specially installed second-chance padding and guards, allowing you to hold up against deadly blows. Your armor gains fortification, gaining percentage chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect. You roll your fortification percentage chance before the critical hit's damage is rolled.

TABLE 3-2: VITAL GUARD

MODEL	FORTIFICATION	LEVEL	PRICE
Alpha	25%	7	3,500
Beta	50%	12	7,500
Omega	75%	17	28,000

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