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# FUTURE PLAYER'S COMPANION TOMORROW'S' EVOLUTION



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system



# FUTURE PLAYER'S COMPANION: TOMORROWS' EVOLUTION

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# Introduction

*"The only way to discover the limits of the possible is to go beyond them into the impossible."*

—Arthur C. Clarke

If there is only one adage that can be applied to science fiction roleplaying, it is this: The future is a place of limitless possibilities. By definition, a roleplaying game is a series of opportunities and possibilities defined by the people playing it. Like fantasy, science fiction multiplies these to the point that one is no longer limited by what is plausible or what is probable; if you can imagine it, science fiction can come up with some technology to explain it.

Thus, the challenge of every science fiction roleplaying game is born. How does one create a rules system for a game that has limitless possibilities? How can one create a complete rules set to cover every conceivable story, character, or bit of technology when those ideas are literally limitless? This problem has challenged players, Gamemasters, and authors alike ever since roleplaying games were invented. The simple answer is that one cannot, ever, under any circumstances, write a complete science fiction roleplaying game. Were it possible, no one would ever publish another sourcebook or rules system.

Futuristic roleplaying in the d20 System continues this trend of placing the options before the Gamemaster and giving the GM and players everything they need to get started. Yet there is always room for more: more occupations, more feats, more pieces of technology, more aliens, more time travelers. Thus, the *Future Player's Companion* is born.

Like its spiritual predecessor, the *Modern Player's Companion*, this book focuses on the material used in character creation and game play designed for use by players but also valuable for Gamemasters. After all, the same material that applies to a player character can just as easily apply to an NPC. Not every item in the book will apply to your character or your campaign, but that's all right—because enough will that we know you will be pleased with the result.

Within you will find new character options and all manner of new feats, skill uses, and races for your perusal. More than that, though, you will find inspiration and imagination. A character's stat block doesn't make it interesting or exciting; the way you play him or her does. It is with this concept in mind that this book was designed, allowing you to match mechanics to your abstract concepts in a way that makes logical sense. Each page is filled with a plethora of ideas, just waiting for you to pick one out and take it for a spin.

## What's in This Book?

The *Future Player's Companion* is all about building characters in a science fiction setting and providing players and Gamemasters alike with ideas to make every character unique. Chapter One presents several advanced and prestige classes usable in variety of futuristic settings. Chapter Two covers cybernetics in depth with dozens of new cybernetic enhancements as well as total body replacement chassis. More general gear can be found in Chapter Three, as well as new new gadgets for modifying gear. Chapter Four covers futuristic pharmaceuticals, giving guidelines for creating custom drugs in your sci-fi d20 System campaign. Finally, Appendix A includes a selection of feats which work particularly well with the material in this book.

## How to Use This Book

First, check with your Gamemaster to be sure that he approves of the material presented here. Then take out the *Future Player's Companion* and use it whenever you use the *d20 Modern Roleplaying Game* and *d20 Future*. You can use this book when creating new characters, leveling them up, or simply in deciding what options your character will pursue as he or she gains experience. This book presents options that will expand the possibilities for your character and open up some venues not accessible through any other product.

## For the Gamemaster

The big question on your lips is almost certainly: What will this material do to my campaign?

The answer is: nothing—except broaden the possibilities for your players to exercise their imaginations. The *Future Player's Companion* does not present new rules, power-ups, or optional reinterpretations of the modern and future d20 System games. It is designed with the same principles, decisions, and guidelines that the original designers used. We know this because it is written, edited, and produced by people who were involved in creating both the *d20 Modern Roleplaying Game* and *d20 Future*. This is material that might have even gone in the original products if size, cost, time, and other practical matters were not an issue.

Remember: The future is a place of limitless possibilities. Anything that's possible for a player character is possible for a GM character as well!

# Chapter One: Advanced & Prestige Classes

## Chapter One: Advanced & Prestige Classes

Feats marked with an asterisk (\*) appear in Appendix A.

### Corporate Agent

As megacorporations separate themselves from government controls and regulations, they send agents into the marketplace and distant frontiers to extend their influence. Tasked with acquiring new resources, trade goods, or information, Corporate Agents always put the needs of the company above their own. Such businesses then reward these loyal representatives with increased privileges, support, and power to call their own.

An official representative of corporate authority, the Corporate Agent gains access to resources and privileges beyond those of ordinary people. These privileges apply only as long as the Corporate Agent maintains his allegiance to the organization. Select this advanced class if you want your character to excel at business negotiations and economic interests.

The fastest path into this advanced class is the Charismatic hero basic class, though other paths also exist.

### Requirements

To qualify to become a Corporate Agent, a character must meet the following criteria.

**Skills:** Diplomacy 6 ranks, Knowledge (business) 6 ranks, Profession 6 ranks, and Sense Motive 3 ranks.

**Feats:** Windfall.

### Class Information

The following class information pertains to the Corporate Agent advanced class.

#### Hit Die

The Corporate Agent gains 1d6 hit points per level. The character's Constitution modifier applies.

#### Action Points

With each new level in this advanced class, a Corporate Agent gains a number of action points equal to 6 + one-half his character level, rounded down.

#### Class Skills

A Corporate Agent's class skills include:

Bluff (Cha), Computer Use (Int), Craft (visual art, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (art, behavioral sciences, business, civics, current events, history, popular culture, streetwise, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), and Spot (Wis).

**Skill Points at Each Level:** 7 + Int modifier (6 + Int modifier for nonhumans)

### Class Features

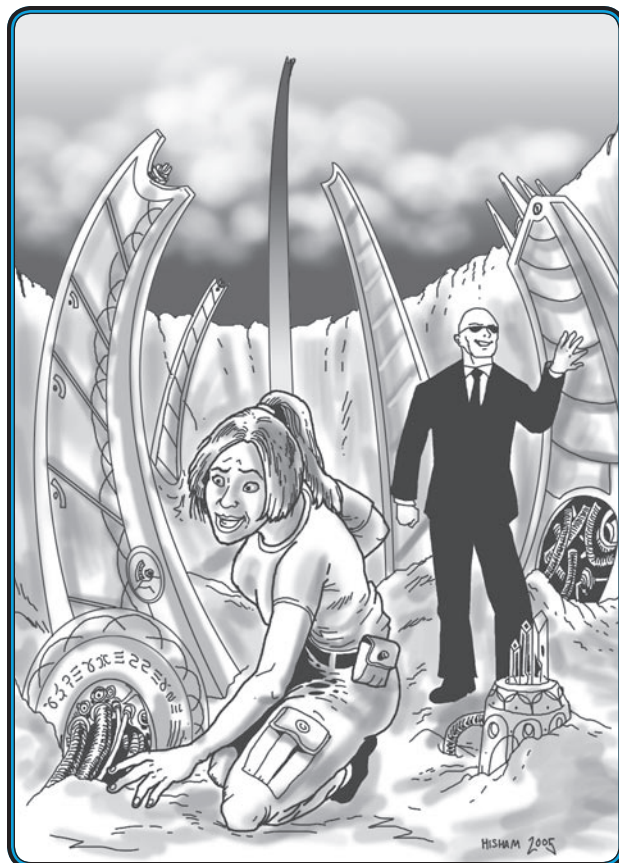
The following class features pertain to the Corporate Agent advanced class.

#### Corporate Allegiance

If a Corporate Agent loses or gives up his allegiance to his current employers, he can no longer advance in this class until he once again acquires an allegiance to another megacorporation. He also loses access to any class abilities that rely upon his corporate connections or reputation, including the company's expense ability, VIP treatment, company resources, and executive privilege.

#### Keen Negotiator

A Corporate Agent always hones his skills at negotiating corporate deals, small-business agreements, and haggling with local merchants to the benefit of his employers. He may add a competence bonus equal to one-half his Corporate Agent class level on all Knowledge checks to correctly appraise the value of objects and trade goods. He also gains a similar bonus to all



## Chapter One: Advanced & Prestige Classes

**Table 1-1: The Corporate Agent**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                               | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|---------------------------------------|---------------|------------------|
| 1st         | +0                | +0        | +0       | +2        | Corporate allegiance, keen negotiator | +1            | +1               |
| 2nd         | +1                | +0        | +0       | +3        | Company's expense, VIP treatment      | +1            | +1               |
| 3rd         | +2                | +1        | +1       | +3        | Bonus feat                            | +2            | +1               |
| 4th         | +3                | +1        | +1       | +4        | Stipend                               | +2            | +2               |
| 5th         | +3                | +1        | +1       | +4        | Climb the ladder                      | +3            | +2               |
| 6th         | +4                | +2        | +2       | +5        | Bonus feat                            | +3            | +2               |
| 7th         | +5                | +2        | +2       | +5        | Company resources                     | +4            | +3               |
| 8th         | +6                | +2        | +2       | +6        | Stipend                               | +4            | +3               |
| 9th         | +6                | +3        | +3       | +6        | Bonus feat                            | +5            | +3               |
| 10th        | +7                | +3        | +3       | +7        | Executive privilege                   | +5            | +4               |

Sense Motive checks to see through bluffs during negotiations for such items.

### Company's Expense

At 2nd level, a Corporate Agent may preserve his individual Wealth by drawing upon company coffers or turning in some of his expenses to corporate accounting. He regains 1 point of Wealth 24 hours after making any purchase, when he is reimbursed by his company. In addition, once per day, a Corporate Agent may spend 1 action point to gain temporary access to a +6 Wealth bonus.

### VIP Treatment

At 2nd level, a Corporate Agent learns how to take advantage of his company's reputation and prestige to gain access to VIP treatment and opportunities beyond his individual status. He may add a bonus equal to one-half his Corporate Agent class level on all Diplomacy checks to acquire extra perks and complimentary services.

### Bonus Feats

At 3rd, 6th, and 9th level, the Corporate Agent gets a bonus feat. The bonus feat must be selected from the following list, and the Corporate Agent must meet all the prerequisites of the feat to select it.

Alertness, Attentive, Confident, Deceptive, Educated, Iron Will, Mental Buffer\*, Mental Warding\*, Meticulous, Renown, Robo-Diplomat\*, Studious, Trustworthy, Windfall, Xenodiplomat\*.

### Stipend

At 4th level, a Corporate Agent receives a pay raise from his employer amounting to a +4 Wealth increase. He receives another raise at 8th level (for another +4 Wealth).

### Climb the Ladder

Upon attaining 5th level, a Corporate Agent receives a promotion that increases his Reputation score by +4 when dealing with fellow employees and by +2 when interacting with representatives from other corporations or business professions.

### Company Resources

At 7th level, a Corporate Agent receives access to a crack staff of fellow employees as well as corporate data archives that he

may draw upon to assist with complicated tasks or research. These resources provide a +5 bonus to any Knowledge checks to provide information to the Corporate Agent and a +5 bonus on Research checks. Contacting these company employees or accessing the data archives takes 1d4 hours.

### Executive Privilege

Upon attaining 10th level, a Corporate Agent may extend his privileges to a number of individuals equal to his Reputation bonus as "consultants" or "contractors." These designated individuals gain all the benefits of company's expense, VIP treatment, and company resources. The Corporate Agent may revoke these privileges at any time and appoint replacement staff members as he sees fit. It takes 1d4 hours for a Corporate Agent to secure or revoke executive privileges.

## Cyborg Adept

Cyborg Adepts are men and women who, for whatever reason, seek out the most extreme cybernetic modifications for their bodies. Though many of these cyborgs see their goal as a logical extension of body modification, scarification, and piercing, others follow a more spiritual route, seeking to "discover themselves" through voluntary surgery and enhancement implantation. Whatever their reasons, Cyborg Adepts are seemingly at one with their attachments. They see little difference between the attachments they have installed and the flesh that they were born with.

Select this class if you want to play a character who is able to install and benefit from a multitude of different cybernetic attachments.

Tough heroes, with their high Constitution scores, are especially appropriate for this advanced class. Smart heroes may also show some aptitude for this class, as well. Dedicated heroes are also a good choice, so long as your Gamemaster is using the alternate rules presented in Chapter 2 in order to determine the number of cybernetic attachments that a character may have.

## Requirements

To qualify to become a Cyborg Adept, a character must fulfill the following criteria.





## Chapter One: Advanced & Prestige Classes

**Table 1-2: The Cyborg Adept**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                                        | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|------------------------------------------------|---------------|------------------|
| 1st         | +0                | +1        | +0       | +1        | Cybertaker (bonus feat)                        | +1            | +0               |
| 2nd         | +1                | +2        | +0       | +2        | Cyborg resilience, cybernetic weapon focus     | +1            | +0               |
| 3rd         | +2                | +2        | +1       | +2        | Power surge (1 negative level)                 | +2            | +1               |
| 4th         | +3                | +2        | +1       | +2        | Cybertaker (bonus feat), emotionless           | +2            | +1               |
| 5th         | +3                | +3        | +1       | +3        | Cybernetic weapon specialization               | +3            | +2               |
| 6th         | +4                | +3        | +2       | +3        | Power surge (2 negative levels), plug and play | +3            | +2               |
| 7th         | +5                | +4        | +2       | +4        | Cybertaker (bonus feat)                        | +4            | +3               |
| 8th         | +6                | +4        | +2       | +4        | Cyber system upgrade                           | +4            | +3               |
| 9th         | +6                | +4        | +3       | +4        | Power surge (3 negative levels)                | +5            | +4               |
| 10th        | +7                | +5        | +3       | +5        | Cybertaker (bonus feat)                        | +5            | +4               |

**Base Attack Bonus:** +2.

**Base Save Bonuses:** Fort +2.

**Skills:** Knowledge (technology) 3 ranks, Repair 3 ranks.

**Feats:** Cybertaker.

**Special:** A character wishing to take levels in the Cyborg Adept advanced class must have at least one cybernetic attachment installed.

### Class Information

The following information pertains to the Cyborg Adept advanced class.

#### Hit Die

The Cyborg Adept gains 1d8 hit points per level. The character's Constitution modifier applies.

#### Action Points

The Cyborg Adept gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

#### Class Skills

The Cyborg Adept's class skills (and the key ability for each skill) are as follows.

Balance (Dex), Climb (Str), Computer Use (Int), Craft (electronic and mechanical) (Int), Disable Device (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (technology) (Int), Pilot (Dex), Profession (Wis), Repair (Int), Treat Injury (Int), and Tumble (Dex).

**Skill Points at Each Level:** 3 + Int modifier.

### Class Features

The following features pertain to the Cyborg Adept advanced class.

#### Cybertaker

Constant exposure to new cybernetic equipment ensures that the Cyborg Adept is constantly pushing the limits of his body and mind in relation to the number of attachments he can possess. At 1st level, the Cyborg Adept gains Cybertaker as a bonus feat. He gains this feat again at 4th, 7th, and 10th levels.

#### Cyborg Resilience

Beginning at 2nd level, a Cyborg Adept's body begins to exhibit a resilience that is more suited to a construct than to a human being. As such, he subtracts 5% per class level from any rolls he makes on the Massive Damage Effects table. The minimum result that the Cyborg Adept can achieve on this table is 1%.

#### Cybernetic Weapon Focus

At 2nd level, the Cyborg Adept gains the Weapon Focus feat with a single cybernetic weapon.



## Chapter One: Advanced & Prestige Classes

### Power Surge

Starting at 3rd level, once per day, the Cyborg Adept can ignore the effects of one negative level caused by any excess cybernetic attachments. At every 3rd level afterward (6th and 9th), the Cyborg Adept can ignore an additional negative level. This surge lasts for a period of time equal to 1 minute per class level. When the surge ends, the Cyborg Adept suffers twice the normal penalties from his negative levels for one hour.

### Emotionless

Outwardly, a Cyborg Adept of 4th level seems to lose a measure of his humanity, and he becomes increasingly hard for unmodified humans to read. Any character attempting to make a Sense Motive check against the Cyborg Adept suffers a penalty to his roll equal to the Cyborg Adept's class level.

### Cybernetic Weapon Specialization

A Cyborg Adept continues to become more adroit with his cybernetic weaponry as he gains experience. When he achieves his 5th level, the Cyborg Adept gains the Weapon Specialization feat with a single cybernetic weapon as a bonus feat. The weapon chosen for this feat must be the same cybernetic weapon that was chosen for his 2nd level cybernetic Weapon Focus.

### Plug and Play

At 6th level, a Cyborg Adept gains a +1 bonus to applicable skill rolls while using computers, vehicles, or weapons that he is directly connected to via a standard interface cable. Cybernetic attachments that allow for such direct neural connections include the microcomputer, vehicle link, and weapon link enhancements.

### Cyber System Upgrade

At 8th level, the Cyborg Adept is able to undergo a complete cybernetics refit. All cybernetic attachments he has installed have their Hit Point totals increased by one-half.

## Evolved Mutant

Evolved Mutants represent an ever-changing breed, whose genetic structure continues to morph over their entire lifespan.

Often ostracized or hunted for the unpredictable threat they represent to others, they find it difficult to maintain any sense of stability or permanence in their lives. These mutants never appear in DNA registries and face serious difficulty maintaining their identities in computerized systems. As a result, Evolved Mutants quickly learn to hide themselves and their abilities in order to survive. Many capitalize on their anonymity by turning to crime or espionage. Others seek to understand and develop their powers, adapting to each cycle of change as the next phase in their evolution.

Select this advanced class if you want your character to gain access to a variety of mutant abilities and have the flexibility to change them over his career.

The fastest path into this advanced class is the Tough hero basic class, though other paths also exist.

### Requirements

To qualify to become an Evolved Mutant, a character must meet the following criteria.

**Skills:** Concentration 6 ranks, Hide 3 ranks, Disguise 3 ranks, Survival 6 ranks.

**Feats:** Low Profile, Malleable Genetics\*.

**Special:** Must have at least 6 mutation points (MPs) of beneficial mutations and 6 MPs worth of drawbacks.

### Class Information

The following class information pertains to the Evolved Mutant advanced class.

#### Hit Die

The Evolved Mutant gains 1d10 hit points per level. The character's Constitution modifier applies.

#### Action Points

With each new level in this advanced class, an Evolved Mutant gains a number of action points equal to 6 + one-half his character level, rounded down.

#### Class Skills

An Evolved Mutant's class skills include:

Balance (Dex), Climb (Str), Concentration (Con), Disguise

Table 1-3: The Evolved Mutant

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                         | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|---------------------------------|---------------|------------------|
| 1st         | +0                | +2        | +1       | +0        | Rapid mutation, untraceable DNA | +1            | +0               |
| 2nd         | +1                | +3        | +2       | +0        | Mask mutation                   | +1            | +0               |
| 3rd         | +2                | +3        | +2       | +1        | Bonus feat                      | +2            | +1               |
| 4th         | +3                | +4        | +2       | +1        | Rapid mutation                  | +2            | +1               |
| 5th         | +3                | +4        | +3       | +1        | Mask mutation, mutation focus   | +3            | +1               |
| 6th         | +4                | +5        | +3       | +2        | Bonus feat                      | +3            | +2               |
| 7th         | +5                | +5        | +4       | +2        | Rapid mutation                  | +4            | +2               |
| 8th         | +6                | +6        | +4       | +2        | Mask mutation                   | +4            | +2               |
| 9th         | +6                | +6        | +4       | +3        | Bonus feat                      | +5            | +3               |
| 10th        | +7                | +7        | +5       | +3        | Rapid mutation, mutation focus  | +5            | +3               |

## Chapter One: Advanced & Prestige Classes

(Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Int), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

**Skill Points at Each Level:** 5 + Int modifier (4 + Int modifier for nonhumans)

### Class Features

The following class features pertain to the Evolved Mutant advanced class.

#### Rapid Mutation

Beginning at 1st level, an Evolved Mutant gains 3 new mutation points (MPs) free of drawbacks. These MPs may be used to acquire new mutant abilities, alleviate a mutation drawback condition, or combined with the MP value of a previous mutation to replace it with a new ability instead. Acquiring a new mutant power exercises the same expenditure of mutation points as described in Chapter 12: Mutations of *d20 Future*. Alleviating a drawback condition works on the same general principle, with the 3 free mutation points paying off the drawback on a point-for-point basis. Lastly, an Evolved Mutant may also use the opportunity presented by his Rapid Mutation to exchange a previous power for its MP value in order to combine those MPs with the 3 free mutation points to gain access to different or multiple abilities. The old mutation is lost in the evolutionary process, with the new abilities manifesting in its place.

The Evolved Mutant receives another Rapid Mutation and 3 additional mutation points at 4th, 7th, and 10th level.

#### Untraceable DNA

Because of the ever-changing nature of an Evolved Mutant's genetic structure, his DNA proves difficult to isolate. This trait inflicts a –8 penalty on any attempt to use forensics or modern medicine to identify the mutant with a DNA sample older than 8 hours.

In addition, the Evolved Mutant's metabolism inflicts a similar –8 penalty on any skill checks related to genetic experimentation on him. This includes research and experimentation involving engineered mutations, gene therapy, bioware, and other forms of genetic manipulation.

#### Mask Mutation

Starting at 2nd level, an Evolved Mutant learns how to mask one of his mutation powers or abilities, suppressing it until needed and leaving no outward sign of its existence. He may also purposefully hide any cosmetic mutations, but they always manifest when activating any other mutant power or ability. Masking or activating a mutation is a move-equivalent action.

An Evolved Mutant learns to mask another mutation power or ability at 5th and 8th level.

#### Bonus Feats

At 3rd, 6th, and 9th level, the Evolved Mutant gets a bonus feat. The bonus feat must be selected from the following list, and the Evolved Mutant must meet all the prerequisites of the feat to select it.

Acrobatic, Agile Riposte, Alertness, Animal Affinity, Brawl, Cleave, Combat Reflexes, Defensive Martial Arts, Dodge, Elusive Target, Endurance, Focused, Frightful Presence, Great Cleave, Great Fortitude, Guide, Heroic Surge, Improved Brawl, Improved Bull Rush, Improved Damage Threshold, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Run, Spring Attack, Stealthy, Sunder, Toughness, Unbalance Opponent.

#### Mutation Focus

At 5th level, an Evolved Mutant learns how to focus the damaging potential of his newfound abilities. He may select one of his mutant powers that deals damage and increase the number of damage dice dealt by that mutation by one. So a mutation that normally deals 1d6 points of damage will now deal 2d6 points of damage instead.

At 10th level, an Evolved Mutant may further enhance his Mutation Focus to add another die to the damage dealt, or he may improve a second damaging mutation instead.

## Geneshifter

Subjecting themselves to scientific experimentation, Geneshifters tinker with their own DNA to develop a variety of on-demand abilities. However, unlike other engineered mutants or genetically enhanced super-humans, the physical changes invoked by a Geneshifter only have a limited duration. Their perfect genome eventually overrides the temporary alterations created by their biochemistry. This allows Geneshifters to tailor their bodies to different environments or tasks, and then revert back as necessary. Such skills make them particularly effective spies, explorers, and warriors, crossing between cultures and landscapes as easily as others change their clothes.

Select this advanced class if you want your character to have the ability to temporarily alter his DNA to access special abilities and genetic templates.

The fastest path into this advanced class is a combination of the Smart and Tough hero basic classes, though other paths also exist.

### Requirements

To qualify to become a Geneshifter, a character must meet the following criteria.

**Skills:** Concentration 4 ranks, Craft (biological) 6 ranks, Knowledge (earth and life sciences) 6 ranks, Research 6 ranks, Survival 4 ranks.

**Feats:** Great Fortitude, Perfect Genome\*.

### Class Information

The following class information pertains to the Geneshifter advanced class.

#### Hit Die

The Geneshifter gains 1d8 hit points per level. The character's Constitution modifier applies.

#### Action Points

With each new level in this advanced class, a Geneshifter gains





## Chapter One: Advanced & Prestige Classes



a number of action points equal to 6 + one-half his character level, rounded down.

### Class Skills

A Geneshifter's class skills include:

Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Craft (biological, chemical, pharmaceutical) (Int), Disguise (Cha), Jump (Str), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Listen (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), and Treat Injury (Wis).

**Skill Points at Each Level:** 5 + Int modifier (4 + Int modifier for nonhumans)

**Table 1-4: The Geneshifter**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                                   | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|-------------------------------------------|---------------|------------------|
| 1st         | +0                | +2        | +1       | +0        | Cosmetic alteration, 1st genetic template | +1            | +0               |
| 2nd         | +1                | +3        | +2       | +0        | Boost ability                             | +1            | +0               |
| 3rd         | +2                | +3        | +2       | +1        | Bonus feat                                | +2            | +1               |
| 4th         | +3                | +4        | +2       | +1        | 2nd genetic template                      | +2            | +1               |
| 5th         | +3                | +4        | +3       | +1        | Improved healing                          | +3            | +1               |
| 6th         | +4                | +5        | +3       | +2        | Bonus feat                                | +3            | +2               |
| 7th         | +5                | +5        | +4       | +2        | 3rd genetic template                      | +4            | +2               |
| 8th         | +6                | +6        | +4       | +2        | Jack of All Trades                        | +4            | +2               |
| 9th         | +6                | +6        | +4       | +3        | Bonus feat                                | +5            | +3               |
| 10th        | +7                | +7        | +5       | +3        | 4th genetic template                      | +5            | +3               |

### Class Features

The following class features pertain to the Geneshifter advanced class.

#### Cosmetic Alteration

A Geneshifter gains the ability to alter his physical characteristics and take on an otherwise alien appearance. This allows him to adopt any cosmetic mutations (see Chapter 12: Mutations in *d20 Future*) as he sees fit. Under some circumstances, this ability may provide a +4 bonus to Disguise checks, but it cannot duplicate an exact individual, only a general impression of horns, fangs, fur, scales, etc. The cosmetic alterations require 1d4 minutes to acquire and last for 1d3 hours + 1 hour for every 2 levels in the Geneshifter advanced class.

#### Genetic Templates

A Geneshifter learns to consciously produce gene therapy treatments within his own body as a result of continuous experimentation and alteration of his biochemistry. This allows him to acquire short-term genetic templates such as Aquan, Morphean, Nocturnal, etc. (see Chapter 12: Mutations in *d20 Future*). Just like regular short-term treatments, these self-induced changes automatically take effect in 1d4 minutes and last for 1d3 hours. At the end of that time, the character returns to his normal state, is fatigued, and suffers 4 points of Constitution damage. However, a successful Fortitude saving throw (DC 15) can reduce this to only 2 points of Constitution damage.

Beginning at 1st level, the Geneshifter learns only a single template which he can manifest. Every three levels thereafter (i.e., 4th, 7th, 10th), he learns an additional template. Each selected template must receive Gamemaster approval.

#### Boost Ability

At 2nd level, a Geneshifter increases his bodily control, learning how to temporarily boost his physical attributes. Only one physical ability score (i.e., Strength, Dexterity, or Constitution) may be enhanced at a time, and enhancing a new ability replaces any previous enhancement. The amount of the increase is equal to one-half the Geneshifter's class level. The changes require 1d4 minutes to take effect and last for 1d3 hours. At the end of

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that time, the character returns to his normal state, is fatigued, and suffers 2 points of Constitution damage (from his normal Constitution score). A successful Fortitude saving throw (DC 15) can reduce this to only 1 point of Constitution damage.

If a Geneshifter chooses to boost an ability and invoke a genetic template during the same time period, the resulting Constitution damage upon reverting to normal is cumulative and the DC for both Fortitude saving throws to reduce such damage increases to 20.

### Bonus Feats

At 3rd, 6th, and 9th level, the Geneshifter gets a bonus feat. The bonus feat must be selected from the following list, and the Geneshifter must meet all the prerequisites of the feat to select it.

Acrobatic, Action Boost, Alertness, Animal Affinity, Athletic, Attentive, Educated, Endurance, Extra Action Boost\*, Focused, Gene Therapist\*, Genome Interchange\*, Improved Damage Threshold, Improved Initiative, Lightning Reflexes, Run, Stealthy, Studious, Surgery, Toughness, Ultra Immune System, Xenomedic.

### Improved Healing

At 5th level, a Geneshifter learns to take advantage of each transformation between genetic templates to heal himself. At the end of reverting back to normal, he recovers hit points equal to his Constitution modifier plus his Geneshifter class level.

### Jack of All Trades

Upon attaining 8th level, a Geneshifter accumulates enough experience while changing between genetic templates to pick up a variety of skills, granting him the Jack of All Trades feat.

## Pharmer

Pharmers are adepts that focus their minds and bodies in order to gain additional benefits from pharmaceutical agents. Through their use of biofeedback, chi, and rigorous physical training, Pharmers are capable of ingesting dosages that would kill most normal folk. "Pharmboys" and "pharmgirls," as they are known on the streets, truly seek to improve their

lives through the liberal use of both legal and controlled substances. Though many enjoy the sensations that drugs provide as a sort of side benefit, traditional Pharmers are more interested in taking their bodies to the limit.

Select this class if you want to play a character who uses pharmaceuticals to boost his own abilities.

The quickest path into the Pharmer advanced class is from the Dedicated hero basic class, though it is also possible for Strong and Tough heroes to achieve status as a Pharmer.

### Requirements

To qualify to become a Pharmer, a character must fulfill the following criteria.

**Base Save Bonuses:** Fort +2, Will +1.

**Skills:** Craft (pharmaceutical) 6 ranks, Knowledge (streetwise) 6 ranks.

**Feats:** Chemical Youth\*.

### Class Information

The following information pertains to the Pharmer advanced class.

### Hit Die

The Pharmer gains 1d8 hit points per level. The character's Constitution modifier applies.

### Action Points

The Pharmer gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

### Class Skills

The Pharmer's class skills (and the key ability for each skill) are as follows.

Computer Use (Int), Concentration (Con), Craft (chemical) (Int), Craft (pharmaceutical) (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences) (Int), Knowledge (earth and life sciences) (Int), Knowledge (Streetwise) (Int), Profession (Wis), Research (Int), Sense Motive (Wis), Survival (Wis), and Treat Injury (Wis).

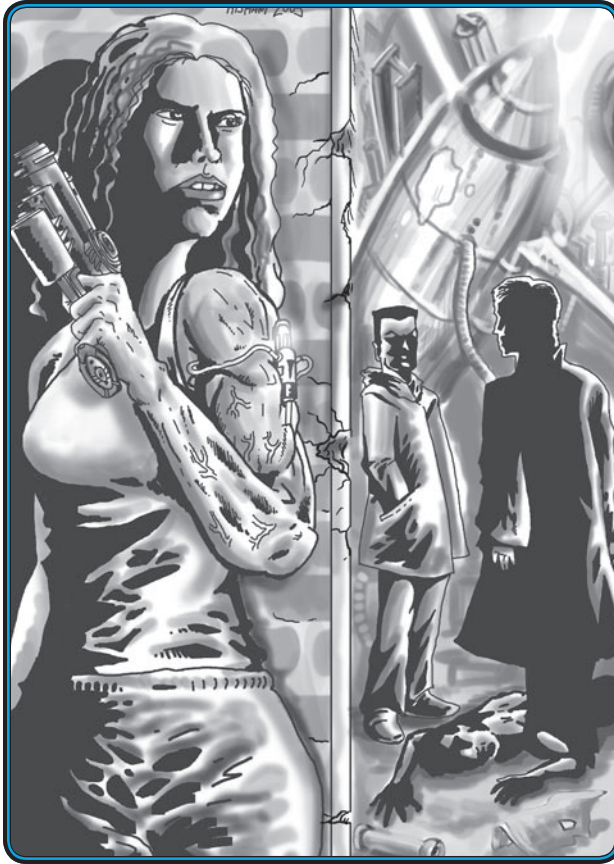
**Skill Points at Each Level:** 5 + Int modifier.

Table 1-5: The Pharmer

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                                        | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|------------------------------------------------|---------------|------------------|
| 1st         | +0                | +2        | +0       | +1        | Better living through chemistry (+1)           | +1            | +0               |
| 2nd         | +1                | +3        | +0       | +2        | One man's poison                               | +1            | +0               |
| 3rd         | +1                | +3        | +1       | +2        | Increased absorption rate                      | +2            | +1               |
| 4th         | +2                | +4        | +1       | +2        | Bonus feat                                     | +2            | +1               |
| 5th         | +2                | +4        | +1       | +3        | Better living through chemistry (duration x 2) | +3            | +1               |
| 6th         | +3                | +5        | +2       | +3        | Diminished side effects                        | +3            | +2               |
| 7th         | +3                | +5        | +2       | +4        | Intentional overdose                           | +4            | +2               |
| 8th         | +4                | +6        | +2       | +4        | Bonus feat                                     | +4            | +2               |
| 9th         | +4                | +6        | +3       | +4        | Too much of a bad thing                        | +5            | +3               |
| 10th        | +5                | +7        | +3       | +5        | Better living through chemistry (+3)           | +5            | +3               |



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### Class Features

The following features pertain to the Pharmer advanced class.

#### Better Living Through Chemistry

Every Pharmer learns to control his hormonal and chemical processes by force of will alone. When used in conjunction with ability-enhancing drugs, the Pharmer is able to increase the effectiveness and extend the durations of such drugs.

At 1st level, the Effect Potency of any drug with the Ability Enhancement effect that the Pharmer takes is increased by +1. This bonus to the Effect Potency of such drugs is further increased to +3 at 10th level. In addition, when the Pharmer attains 5th level, the duration of all ability-enhancing drugs he takes is doubled.

#### One Man's Poison

A Pharmer of 2nd level gains a bonus equal to half his class level to Fortitude saves made to resist the effects of poison.

#### Increased Absorption Rate

At 3rd level, a Pharmer can adjust his metabolism so that the drugs that he ingests take effect more quickly. The time to effect of any drugs that the Pharmer takes is cut in half (minimum time to effect is 1 round).

#### Bonus Feat

At 4th and 8th level, the Pharmer gains a bonus feat. The bonus feat must be selected from the following list, and the Pharmer must meet all the prerequisites of the feat to select it.

Black Marketeer\*, Chemically Attuned\*, Endurance, Great Fortitude, Iron Will, Pickled\*, Ride the Wave\*, Ultra Immune System.

#### Diminished Side Effects

At 6th level, a Pharmer knows how to ameliorate the side effects of his drugs by mixing in additional ingredients. If the Pharmer makes a successful Craft (pharmaceutical) check (with a DC equal to 5 + the drug's Craft DC), any side effects that incur negative modifiers to skill and ability checks are halved, and the duration of any side effect that has one is cut in half.

#### Intentional Overdose

Due to constant exposure to high levels of the pharmaceuticals that he takes, an experienced Pharmer is less likely to suffer an overdose when ingesting more than one dose. A Pharmer of 7th level or higher applies his class level as a bonus to Fortitude saves that he makes to resist drug overdose.

#### Too Much of a Bad Thing

Pharmers who intentionally overdose on drugs in order to gain additional benefits are capable of near-superhuman feats. At 9th level, a Pharmer who takes two doses of a drug gains the full benefits of the second dose, instead of the normal one-half. Although he still risks an overdose, the numerical penalties of any side effects are only increased by half.

### Robot Avatar

Robot Avatars shed the constraints of their physical forms to explore the new virtual realities of electronic existence. From simply uploading copies of themselves onto computer networks to hopping from robotic body to robotic body, Robot Avatars represent the next logical step in the evolution of artificial life.

Of course, Robot Avatars are useful tools—or weapons—acting as engineers, hackers, and sometimes even spies; this makes them both valuable and dangerous. Corporations and military organizations employ (or develop) Robot Avatars to fulfill a variety of roles, because a single Robot Avatar can often do the work of an entire team of conventional staff.

The fastest path into this prestige class is the Smart hero basic class, though other paths also exist. Select this prestige class if you want your robot character to gain the ability to project itself into computer networks and transfer to another robot's brain.

### Requirements

To qualify to become a Robot Avatar, a character must meet the following criteria.

**Ability Scores:** Intelligence 13, Charisma 13.

**Skills:** Computer Use 12 ranks, Disable Device 6 ranks, Knowledge (technology) 12 ranks, Repair 6 ranks.

**Feats:** Ghost in the Machine\*, Iron Will.





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### Class Information

The following information pertains to the Robot Avatar prestige class.

#### Hit Die

Regardless of the frame in which it resides, a Robot Avatar gains 1d10 hit points per level. Like all robots, the character has no Constitution modifier, but receives a number of bonus hit points according to the robot's size (see Chapter Ten: Robotics in *d20 Future*).

#### Action Points

With each new level in this prestige class, a Robot Avatar gains a number of action points equal to 7 + one-half its character level, rounded down.

#### Class Skills

A Robot Avatar's class skills include:

Bluff (Cha), Computer Use (Int), Concentration (Con), Craft (electronic, mechanical) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Drive (Dex), Forgery (Int), Gather Information (Cha), Knowledge (behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, technology, theology and philosophy) (Int), Navigate (Int), Pilot (Dex), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).

**Skill Points at Each Level:** 6 + Int modifier

### Class Features

The following class features pertain to the Robot Avatar prestige class.

#### AI Transfer

Upon becoming a Robot Avatar, a robot breaks free of the constraints imposed by the electronic hardware of its brain and learns how to independently transfer its core programs into another computing environment. Unlike robot resurrection, this self-transfer requires a successful Computer Use skill check (DC 10 + the robot's Intelligence modifier) to properly segment and transfer the AI code within a robot's brain.

At 1st level, the Computer Use skill check requires 10 hours of work and the robot may only transfer to another robot of the same Size category as the original. At 3rd level, the time is reduced to 1 hour and the robot discovers the proper compression routines to squeeze its programs into a robot frame up to one Size category smaller than its original housing.

At 5th level, the transfer process requires only 1 minute of activity and the robot learns how to expand its control capabilities to take over a robot frame up to one Size category larger than its original chassis.

#### Viral Infection

At 2nd level, a Robot Avatar may choose to copy only a portion of its awareness into other robots, essentially infecting them with a sentient virus. This artificially-intelligent program can then execute embedded instructions to compromise and sabotage their software. Using this ability requires 10 minutes, during which time the Robot Avatar must be connected to the target robot—usually through direct cabling, though if both robots are connected to the same computer network, the Robot Avatar can access the target that way. This time is reduced to 1 minute at 4th level. The target of this ability may need to be restrained or otherwise prevented from disconnecting from the Robot Avatar.

At the end of this time, the target may make a Will saving throw (DC 10 + the Robot Avatar's class level + the Robot Avatar's Intelligence modifier). If this save fails, the Robot Avatar successfully uploads a sort of "personality virus" to the target robot, which then suffers a –4 penalty to all skill and ability checks.

Each day thereafter, the virus attempts to spread throughout the target's system. The target must make another Will saving throw at the same DC or suffer an additional, cumulative –2 penalty on all skill and ability checks.

#### Bonus Feats

At 2nd and 4th level, the Robot Avatar gets a bonus feat. The bonus feat must be selected from the following list, and the Robot Avatar must meet all the prerequisites of the feat to select it.

Action Boost, Advanced Action Boost\*, Alertness, Attentive, Dodge, Educated, Extra Action Boost\*, Ghost in the Machine\*, Improved Action Boost\*, Improved Initiative, Lightning Reflexes, Mobility, Net Handle, On the Cutting Edge\*, Over the Limit\*, Robo-Diplomat\*, Robo-Engineer\*, Robo-Hunter\*, Robotic Companion\*, Robotic Familiar\*, Second Chance\*, Toughness.

#### Reprogramming

At 4th level, a Robot Avatar learns how to adapt its viral programming skills to enthrall other robots, essentially reprogramming them into loyal servants for a short time. Using this ability requires 10 minutes, during which time the Robot Avatar must be connected to the target robot—usually through

**Table 1-6: The Robot Avatar**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                     | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|-----------------------------|---------------|------------------|
| 1st         | +0                | +1        | +0       | +2        | AI transfer                 | +0            | +0               |
| 2nd         | +1                | +2        | +0       | +3        | Viral infection, bonus feat | +1            | +0               |
| 3rd         | +2                | +2        | +1       | +3        | AI transfer (smaller)       | +1            | +1               |
| 4th         | +3                | +2        | +1       | +4        | Reprogramming, bonus feat   | +2            | +1               |
| 5th         | +3                | +3        | +1       | +4        | AI transfer (larger)        | +2            | +1               |



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direct cabling, though if both robots are connected to the same computer network, the Robot Avatar can access the target that way. This time is reduced to 1 minute at 4th level, and to 1 round at 6th level. The target of this ability may need to be restrained or otherwise prevented from disconnecting from the Robot Avatar.

At the end of this time, the target may make a Will saving throw (DC 15 + the Robot Avatar's class level + the Robot Avatar's Intelligence modifier). It receives a +5 bonus on its saving throw if currently threatened or attacked by the Robot Avatar or its allies.

If the save fails, the target robot follows a short set of instructions (limited to a sentence or two) from the Robot Avatar for 1 hour per class level of the Robot Avatar. These instructions must make reasonable sense to the affected robot's operating system. Commanding the machine to somehow destroy itself immediately negates the reprogramming. However, a series of instructions designed to convince the robot to power down, perform a typical function, or move along elsewhere would succeed.

### Robot Hunter

In the far-future, some societies view independent robots as rebellious troublemakers that threaten their safety (or their place in the social order). Others consider them valuable (but frustratingly independent-minded) property, and consequently seek to recover them, wipe their memories, and make them 'functional' once more. In each case, the Robot Hunter rises to the challenge of capturing such machines or putting them out of commission.

Skilled at tracking mechanical prey, the Robot Hunter devotes himself to the study of robot schematics to learn the tendencies dictated by their programs and any weaknesses in their construction. He also develops a keen eye for spotting robots that attempt to disguise themselves to hide among their emulated species. Select this advanced class if you want your character to know the capabilities, strengths, and weaknesses of various robots—as well as the means to shut them down.

The fastest path into this advanced class is either the Smart hero or Dedicated hero basic classes, though other paths also exist.

### Requirements

To qualify to become a Robot Hunter, a character must meet the following criteria.

**Skills:** Disable Device 3 ranks, Investigate 6 ranks, Knowledge (technology) 6 ranks, Spot 3 ranks.

**Feats:** Robo-Hunter\*.

**Talents:** Either savant (Disable Device) as a Smart hero or skill emphasis (Disable Device) as a Dedicated hero.

### Class Information

The following information pertains to the Robot Hunter prestige class.

#### Hit Die

The Robot Hunter gains 1d8 hit points per level. The character's Constitution modifier applies.

#### Action Points

With each new level in this advanced class, a Robot Hunter gains a number of action points equal to 6 + one-half his character level, rounded down.

#### Class Skills

A Robot Hunter's class skills include:

Bluff (Cha), Climb (Str), Computer Use (Int), Craft (electronic, mechanical) (Int), Diplomacy (Cha), Disable Device (Int), Drive (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (behavioral sciences, civics, current events, popular culture, streetwise, tactics, technology) (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), and Spot (Wis).

**Skill Points at Each Level:** 5 + Int modifier (4 + Int modifier for nonhumans)

### Class Features

The following class features pertain to the Robot Hunter advanced class.

**Table 1-7: The Robot Hunter**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                        | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|--------------------------------|---------------|------------------|
| 1st         | +1                | +0        | +2       | +0        | Discerning eye, urban tracking | +1            | +0               |
| 2nd         | +2                | +0        | +3       | +0        | Robot knowledge +2             | +2            | +1               |
| 3rd         | +3                | +1        | +3       | +1        | Bonus feat                     | +2            | +1               |
| 4th         | +4                | +1        | +4       | +1        | Structural flaws (+1d6/+4)     | +2            | +1               |
| 5th         | +5                | +1        | +4       | +1        | Target critical systems        | +3            | +2               |
| 6th         | +6                | +2        | +5       | +2        | Bonus Feat                     | +3            | +2               |
| 7th         | +7                | +2        | +5       | +2        | Structural flaws (+2d6/+8)     | +4            | +2               |
| 8th         | +8                | +2        | +6       | +2        | Robot knowledge +4             | +4            | +3               |
| 9th         | +9                | +3        | +6       | +3        | Bonus feat                     | +4            | +3               |
| 10th        | +10               | +3        | +7       | +3        | Disabling critical             | +5            | +3               |

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### Discerning Eye

Robot Hunters can more easily perceive the differences between robots and their emulated species. This ability grants a +4 circumstance bonus on Spot checks to see through the lifelike appearance of a biodroid, bioreplica, or any other robot designed to emulate a particular species or device.

### Urban Tracking

At 1st level, a Robot Hunter gains the Urban Tracking feat for free, and uses this ability to hunt down robots even among the most industrialized populations.

### Robot Knowledge

At 2nd level, a Robot Hunter studies the schematics, programming, and inherent weaknesses of robots and knows how to exploit them. This allows a Robot Hunter to more easily identify robot technology and recall the standard design specs of a particular robot. He gains a circumstance bonus equal to his Robot Hunter class level on all Knowledge (technology) skill checks to identify robotic components or remember the standard components and accessories installed on a specific robot model.

As a result of this deeper understanding, Robot Hunters also gain a +2 bonus on Bluff, Intimidate, Listen, Sense Motive, Spot, and Survival checks when using these skills against robots. This bonus improves to +4 at 8th level.

### Bonus Feats

At 3rd, 6th, and 9th level, the Robot Hunter gets a bonus feat. The bonus feat must be selected from the following list, and the Robot Hunter must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Athletic, Attentive, Combat Reflexes, Confident, Dead Aim, Double Tap, Dodge, Elusive Target, Far Shot, Improved Initiative, Mobility, Precise Shot, Renown, Shot on the Run, Skip Shot, Stealthy, Studious, Track, Trustworthy, Weapon Focus.

### Structural Flaws

At 4th level, a Robot Hunter further increases his knowledge to more easily defeat and disable robots of all kinds. The Robot Hunter deals +1d6 points of damage against any robot by targeting slight weaknesses in its design. In addition, the Robot Hunter gains a +4 bonus on grapple checks against robots to

deactivate them more easily using the Disable Device skill.

At 7th level, the bonus to damage against robots increases to +2d6, and the bonus on grapple checks against robots improves to +8.

### Target Critical Systems

At 5th level, a Robot Hunter learns how to more effectively strike the most critical systems of a robot. This allows him to double the threat range of any weapon wielded against a robot that possesses critical systems and components.

### Disabling Critical

When a Robot Hunter reaches 10th level, he further improves his ability to inflict damage on robots that possess critical systems and components. Any weapon wielded by the Robot Hunter against such machines has its critical multiplier increased by 1.

## Shockmonk

Shockmonks represent the antithesis of technology. As followers of a minimalist belief system, they oppose the trappings of so-called advances in civilization, preferring a simple life of manual labor, physical fitness, and contemplative meditation instead. This religious philosophy has led Shockmonks to an inner enlightenment, opening the door to new psionic abilities and electrokinetic powers that serve them well in cultures dominated by an over-reliance on machines.

Shockmonks routinely seek to travel the universe to spread their faith, ironically dependent upon starships and other man-made devices to carry them between worlds. They stoically accept these sins as a necessary evil, choosing to serve penance through simple acts of handcraftsmanship, the cultivation of personal gardens or plants, and the construction of new temples upon their arrival to another world. Most Shockmonks embrace a peaceful existence designed to encourage others to live in harmony with nature. Others take a more active role in sabotage or waging war against the mechanical and scientific marvels of the future.

Select this prestige class if you want your character to become a meditative master of nature's harmony and the psionic manipulation of electricity.

The fastest path into this prestige class follows from either the Telepath or Battle Mind advanced classes, though other paths also exist.

Table 1-8: The Shockmonk

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                         | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|---------------------------------|---------------|------------------|
| 1st         | +0                | +2        | +0       | +0        | Electric spark, psionic powers  | +1            | +0               |
| 2nd         | +1                | +3        | +0       | +0        | Electric charge, psionic powers | +2            | +0               |
| 3rd         | +2                | +3        | +1       | +1        | Tampering, psionic powers       | +2            | +0               |
| 4th         | +3                | +4        | +1       | +1        | Jamming, psionic powers         | +3            | +0               |
| 5th         | +3                | +4        | +1       | +1        | Purge, psionic powers           | +4            | +1               |





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### Requirements

To qualify to become a Shockmonk, a character must meet the following criteria.

#### New Psionic Power

##### Electric Spark

Intelligence [Electricity]

**Level:** Shockmonk 1; **Display:** Visual (see text); **Manifestation Time:** Attack Action; **Range:** 60 ft.; **Effect:** Bolt; **Duration:** Instantaneous; **Saving Throw:** None; **Power Resistance:** Yes; **Power Point Cost:** 1

A spark of electricity leaps from your outstretched hand. You must succeed at a ranged touch attack to deal damage to a target. The spark deals 1d6+1 points of electrical damage; targets with cybernetic attachments suffer an additional 50% damage from the attack.

**Base Attack Bonus:** +5.

**Skills:** Autohypnosis 4 ranks, Concentration 8 ranks, Knowledge (theology and philosophy) 8 ranks, Survival 4 ranks.

**Feats:** Endurance, Oathbound, Wild Talent.

**Special:** Ability to manifest 2nd-level psionic powers.

### Class Information

The following class information pertains to the Shockmonk prestige class.

#### Hit Die

The Shockmonk gains 1d8 hit points per level. The character's Constitution modifier applies.

#### Action Points

Shockmonks gain a number of action points equal to 7 + one-half their character level (rounded down) with each new level in this prestige class.

### Class Skills

A Shockmonk's class skills include:

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (pharmaceutical, structural, visual art, writing) (Int), Diplomacy (Cha), Disable Device (Int), Handle Animal (Cha), Jump (Str), Knowledge (art, behavioral sciences, current events, history, theology and philosophy) (Int), Listen (Wis), Perform (dance, percussion instruments, sing, stringed instruments, wind instruments) (Cha), Profession (Wis), Psicraft (Int), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), Tumble (Dex).

**Skill Points at Each Level:** 5 + Int modifier (4 + Int modifier for nonhumans)

### Class Features

The following class features pertain to the Shockmonk prestige class.

#### Psionic Powers

A Shockmonk's training continues to focus on psionic powers as he grows in experience. Thus, when attaining a new level, the Shockmonk gains new psionic powers as if he had also gained a level in whatever psionic class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would normally receive. This means he adds the level of Shockmonk to the level of whatever other psionic class the character has, and then determines power points per day and powers discovered by level accordingly.

If a character had more than one psionic class before becoming a Shockmonk, he must decide to which class he adds each level of Shockmonk for the purpose of determining power points per day and powers discovered by level.

#### Electric Spark

At 1st level, a Shockmonk gains access to a new psionic power called *electric spark* (see sidebar).

#### Electric Charge

At 2nd level, a Shockmonk gains free access to the Battle Mind psionic power *Electric Charge*. This ability does not count against a Shockmonk's powers discovered by level. If he already selected this power as one of his known psionic powers, or does so as one of his new powers as a result of attaining a new psionic class level, the Shockmonk may attempt to manifest this power for no power point cost. To do so, he must have enough power points to cover the normal cost of the power manifestation. Then, he may make an Intelligence ability check (DC 13) to manifest the power at no cost in power points. If the check fails, he pays the power point cost and the power manifests as normal.

#### Tampering

At 3rd level, a Shockmonk gains the special ability to tamper with electronic devices and sensors, rendering himself virtually invisible to security cameras, surveillance robots, motion



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detectors, x-ray machines, and so on. A Shockmonk may invoke this ability three times per day to receive a +10 bonus on Hide and Move Silently checks against such equipment and machines.

In addition, a Shockmonk may also use his tampering ability to bypass electronic security devices and locks, granting a +10 bonus on Disable Device checks for such purposes, even if untrained in the skill.

### Jamming

At 4th level, a Shockmonk gains another special class ability to jam electronic signals (such as radio, television, microwave, or similar devices) within a 30-foot radius. He may increase the radius by an additional 30 feet for every psionic power point expended to do so; the jamming field moves with the Shockmonk. The effect lasts for 5 rounds + 1 round for each psionic class level. The Shockmonk may use this ability once per day.

### Purge

At 5th level, a Shockmonk learns the devastating ability to disrupt technology that relies on electronic circuits and cause it to cease functioning for a limited time. Targets affected by this power include cybernetic implants, power armor and weapons, robots, computers, and even starship control systems. This ability affects all targets within 20 feet and lasts for 5 rounds. Robots and heroes with cybernetic implants are entitled to a Fortitude saving throw (DC 15 + the Shockmonk's Intelligence modifier) to resist the effect. The Shockmonk may use this ability once per day.

## Tech-Knight

A Tech-Knight routinely augments himself with cybernetics, elevating his awareness and combat capabilities to safeguard the laws of information-sharing and the technological future of mankind. No symbol represents a Tech-Knight's devotion to these goals more than the robotic familiar constructed as a rite of passage into the knighthood. This robot companion then serves as a unique heraldic device, badge of honor, and extension of a Tech-Knight's will.

In action, Tech-Knights uphold a literal code of honor, stored deep within their data archives, swearing an oath to mutual support of the knighthood as well as their current benefactor. They champion the rights of the living and the artificially intelligent in equal measure, tracking their quarry across landscapes both real and virtual. Some Tech-Knights hire on as mercenaries to corporations, stellar nationalities,

or the highest bidder. Others pursue their own goals, simultaneously fostering both the acquisition and spread of technology to those in need.

Select this prestige class if you want your character to bridge the gap between man and machine as a technological warrior with a robotic companion.

The fastest path into this prestige class is a combination of the Strong and Smart hero basic classes, though other paths also exist.

### Requirements

To qualify to become a Tech-Knight, a character must meet the following criteria.

**Base Attack Bonus:** +6.

**Skills:** Computer Use 10 ranks, Craft (electronic) 10 ranks, Craft (mechanical) 10 ranks, Repair 10 ranks.

**Feats:** Archaic Weapons Proficiency, Robo-Engineer\*, Robot Companion\*, Robot Familiar\*.

**Allegiance:** The character must adopt an allegiance to the Technological Knighthood to become a Tech-Knight (see Allegiances in Chapter One: Characters of the *d20 Modern Roleplaying Game*).

### Class Information

The following class information pertains to the Tech-Knight prestige class.

#### Hit Die

The Tech-Knight gains 1d8 hit points per level. The character's Constitution modifier applies.

#### Action Points

Tech-Knights gain a number of action points equal to 7 + one-half their character level (rounded down) with each new level in this prestige class.

#### Class Skills

A Tech-Knight's class skills include:

Computer Use (Int), Concentration (Con), Craft (electrical, mechanical) (Int), Disable Device (Int), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, earth and life sciences, physical sciences, streetwise, tactics, technology) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none), Spot (Wis).

**Skill Points at Each Level:** 5 + Int modifier (4 + Int modifier for nonhumans)

Table 1-9: The Tech-Knight

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                                  | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|------------------------------------------|---------------|------------------|
| 1st         | +1                | +0        | +1       | +1        | Code of Honor, Improved Robotic Familiar | +1            | +0               |
| 2nd         | +2                | +0        | +2       | +2        | Bonus Feat                               | +2            | +0               |
| 3rd         | +3                | +1        | +2       | +2        | Personal Shield                          | +2            | +1               |
| 4th         | +4                | +1        | +2       | +2        | Bonus Feat                               | +3            | +1               |
| 5th         | +5                | +1        | +3       | +3        | Autonomous Blade                         | +3            | +1               |



# Chapter One: Advanced & Prestige Classes

## Class Features

The following class features pertain to the Tech-Knight prestige class.

### The Code of the Tech-Knights

The members of the Technological Knighthood believe that intelligent machines—robots—can not only achieve sentience, but also acquire free will. In order for these pre-sentient beings not to develop an antipathy for living beings, robots must be treated with compassion and understanding. The Tech-Knights have thus adopted a Code of Honor that reinforces their goal of guiding robots toward peaceful coexistence with living beings.

- A Tech-Knight must champion the cause of technological advancement by supporting continuous research, protecting the sanctity of data archives, and opposing those who would misuse or abuse such technology to threaten others.
- A Tech-Knight must provide mutual support for all other members of their adopted Order within the Technological Knighthood. *Nothing prevents different Orders within the Knighthood from disagreeing or opposing one another on a particularly contentious subject, however.*
- A Tech-Knight must provide general upkeep and care for his robot companion. A Tech-Knight may not intentionally sacrifice or otherwise abuse his robot companion (or any other robot under his care). *The goal of the Knighthood is for the Tech-Knights to develop a "knight-and-squire" relationship with his robot companion over many years of service ... in anticipation of and preparation for its emancipation as a free-willed, sentient machine.*
- A Tech-Knight must fully accept individuals with cybernetic attachments as equals and actively protect them from discrimination.
- A Tech-Knight must fully accept emancipated sentient machines as equal citizens and actively protect them from discrimination. *This part of the Code applies to free-willed robots with an Intelligence score.*

### Code of Honor

A Tech-Knight lives by a specific code that guides his actions,

If a Tech-Knight ever violates his code of honor or gives up his allegiance to the Technological Knighthood, he can no longer advance in this class. He is also required by his fellow knights to surrender both his auto-blade and improved robotic familiar's frame (see below). The fallen Tech-Knight may still remove the robot's brain for implantation in another frame, however.

### Improved Robotic Familiar

Initiation into the Technological Knighthood involves the construction of an improved robotic familiar, which uniquely identifies Tech-Knights to one another. Tech-Knights go to great lengths to maintain and care for these machines, coming to depend upon them as messengers, personal defenders, and confidants. They also provide a variety of additional benefits, but if a Tech-Knight loses his status within the knighthood, he must surrender his familiar's robot frame and thereby forfeit these abilities.

In addition to these abilities, a Tech-Knight's robotic familiar may have no more than 2 manipulators, uses thrusters for locomotion, and carries armor appropriate to the Tech-Knight's Progress Level. It also includes a built-in Class IV sensor, two skill nets (four skills at 8 ranks each), a feat net (two feats), and a tool mount for a projectile deflector (see pg. 74 of *d20 Future*), granting a +4 equipment bonus to Defense against ranged attacks. This protection can also extend to cover the Tech-Knight as long as his robotic familiar stays adjacent to him. The

Tech-Knight may improve these initial systems over time, as per the normal rules for improving and altering robots.

**Share Senses**—The link between a Tech-Knight and his robotic familiar expands to allow the robot to also share the

Tech-Knight's senses as if using a reverse AV transmitter. This enables the robot to see and hear everything around its master as long as it stays within the accepted control range.

**Hardened Systems**—A Tech-Knight's robotic familiar receives a +6 bonus to resist jamming or interference of their shared remcon link. Loyalty programs also allow the robot to continue acting autonomously on its owner's behalf in the event such jamming occurs, or if sent beyond the link's control range.

**Memory Buffer**—A Tech-Knight may use his robotic familiar as a free buffer to temporarily store memories or information he seeks to protect from those who might interrogate him or otherwise pry into his mind. This information is of course subject to compromise or loss if the robot is destroyed, however.

**Direction Sense**—A Tech-Knight may use the navigational data from his robotic familiar to gain a +2 bonus to Navigate skill checks.

### Bonus Feats

At 2nd and 4th level, the Tech-Knight gets a bonus feat. The bonus feat must be selected from the following list, and the Tech-Knight must meet all the prerequisites of the feat to select it.

Advanced Two-Weapon Fighting, Agile Riposte, Alertness, Attentive, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Blind-Fight, Brawl, Builder, Cleave, Combat Expertise, Combat Reflexes, Cybertaker, Dead Aim, Dodge, Far Shot, Gearhead, Great Cleave, Improved Bull Rush, Improved Brawl, Improved Disarm, Improved Knockout Punch, Improved Two-Weapon Fighting, Knockout Punch, Mastercrafter, Personal Firearms Proficiency, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Quick Reload, Renown, Robo-Diplomat\*, Sunder, Two-Weapon Fighting.

### Personal Shield

At 3rd level, a Tech-Knight's robotic familiar takes on a protective anticipation with regard to its owner. At the Tech-Knight's direction, or of its own volition, the robot may intervene and defend against an attack by placing itself in harm's way. This action may only be attempted once per round, against a single ranged or melee attack (but not attacks that target an area). The robotic familiar must be adjacent to the Tech-Knight to attempt such a defense. If the attack hits the robot, it takes damage normally. If the attack misses, however, it resolves normally against the Tech-Knight.

### Autonomous Blade

At 5th level, a Tech-Knight may craft a special type of robot called an auto-blade to take up defense of the knighthood and civilized society. This robotic sword serves as both a weapon and an additional robot companion. The Tech-Knight can choose to allow the autonomous blade to fight on its own, or, more commonly, wield it as his personal melee weapon. See Chapter Three: Gear for complete statistics.

| Weapon           | Damage | Critical | Damage Type | Range Increment | Size   | Weight | Purchase DC | Restriction |
|------------------|--------|----------|-------------|-----------------|--------|--------|-------------|-------------|
| Autonomous Blade | 2d6    | 19–20    | Slashing    | —               | Medium | 4 lb.  | 24          | Mil (+3)    |





# Chapter Two: Cybernetics

Many science fiction movies, books, and video games, especially those with a “cyberpunk” theme, include cybernetic technology. The inclusion of cybernetics in such settings is matter-of-fact, as they are common devices that cross social, economic, and political boundaries. Cybernetics are liable to become just as ubiquitous in a high-tech society as cell phones are in the early 21st century.

This chapter details a slew of new cybernetic options for characters. Many new cybernetic enhancements are presented, along with a selection of obsolete enhancements which are more affordable for 1st level characters. Players interested in total cybernetic replacement of the body will find a customizable template that can turn any flesh-and-blood character into a cyborg. Because the erosion of humanity via cybernetic modification is so prevalent in science fiction, a new system of rules for determining the maximum number of attachments that a character may have is also presented.

## New Cybernetic Enhancements

Cybernetics provide options for characters that conventional equipment is unable to replicate. A cybernetic enhancement isn't just a piece of your gear; it's a piece of *you*. If cybernetic enhancements are commonplace, attachments will encompass dozens of unique functions and designs. The attachments that were originally presented in Chapter 11 of *d20 Future* are representative of the tip of the iceberg, and more than forty new attachments are presented here for inclusion in your own futuristic *d20 System* campaigns.

These enhancements follow the normal format of those found in Chapter 11 of the *d20 Future* rules.

### Amplified Hearing Module (PL 6)

Originally designed to cure deafness in children, the amplified hearing module is an aural implant that improves and enhances its recipient's inner ear. This increases his auditory sensitivity, and allows him to pick up on faint sounds that he might not otherwise notice.

**Benefit:** This enhancement grants the recipient a +1 bonus to Listen checks.

**Type:** Internal.

**Hardness/Hit Points:** –/2.

**Base Purchase DC:** 14.

**Restriction:** None.

### Aural Plexus (PL 7)

This implant, which replaces the recipient's hearing organs, allows multiple aural implants to function as a single cybernetic attachment.

**Benefit:** The recipient may have up to four aural implants attached to an aural plexus, and together they are treated as

a single cybernetic attachment. However, if the aural plexus is destroyed, all of the attached aural implants are destroyed as well. Specific aural implants include the amplified hearing module, enhanced resonance module, radio link module, sound editor module, and voice stress analyzer.

**Type:** Internal.

**Hardness/Hit Points:** –/4.

**Base Purchase DC:** 22 (does not include aural implants).

**Restriction:** None.

### Behavioral Matrix (PL 7)

A behavioral matrix is a series of processors and programs that allow a subject to take on the personality, mannerisms, and memories of a specific individual.

**Benefit:** The recipient of a behavioral matrix gains a +4 bonus to Bluff and Disguise checks when posing as another individual. In conjunction with cosmetic reconstruction, the imposter is often hard to detect, even while sitting next to the original. Only one personality matrix can run at any one time.

**Type:** Internal.

**Hardness/Hit Points:** –/2.

**Base Purchase DC:** 28.

**Restriction:** Licensed (+1).

### Cerebral Mine (PL 6)

Also called “cortex bombs,” these are potentially harmful explosives that are implanted in a subject. These are sometimes installed to ensure the recipient's loyalty—or as a self-destruct device to be used in the event of his capture. The purchase DC of a cerebral mine depends on the size/yield of the explosive.

**Benefit:** While there is no overt benefit to having a cerebral mine implanted, the activation of one instantly kills the recipient, and inflicts 2d6 (purchase DC 12), 3d6 (purchase DC 15), or 4d6 (purchase DC 18) concussion damage with a burst radius of 10 feet. The Reflex save DC of a cerebral mine is the same as its purchase DC. Disarming a cerebral mine requires a successful Treat Injury check (DC 20) followed by a successful Disable Device check (DC 25). Failure of either roll results in the premature detonation of the device.

**Type:** Internal.

**Hardness/Hit Points:** –/5.

**Base Purchase DC:** 2d6 damage (Purchase DC 12); 3d6 damage (Purchase DC 15); 4d6 damage (Purchase DC 18).

**Restriction:** Military (+3).

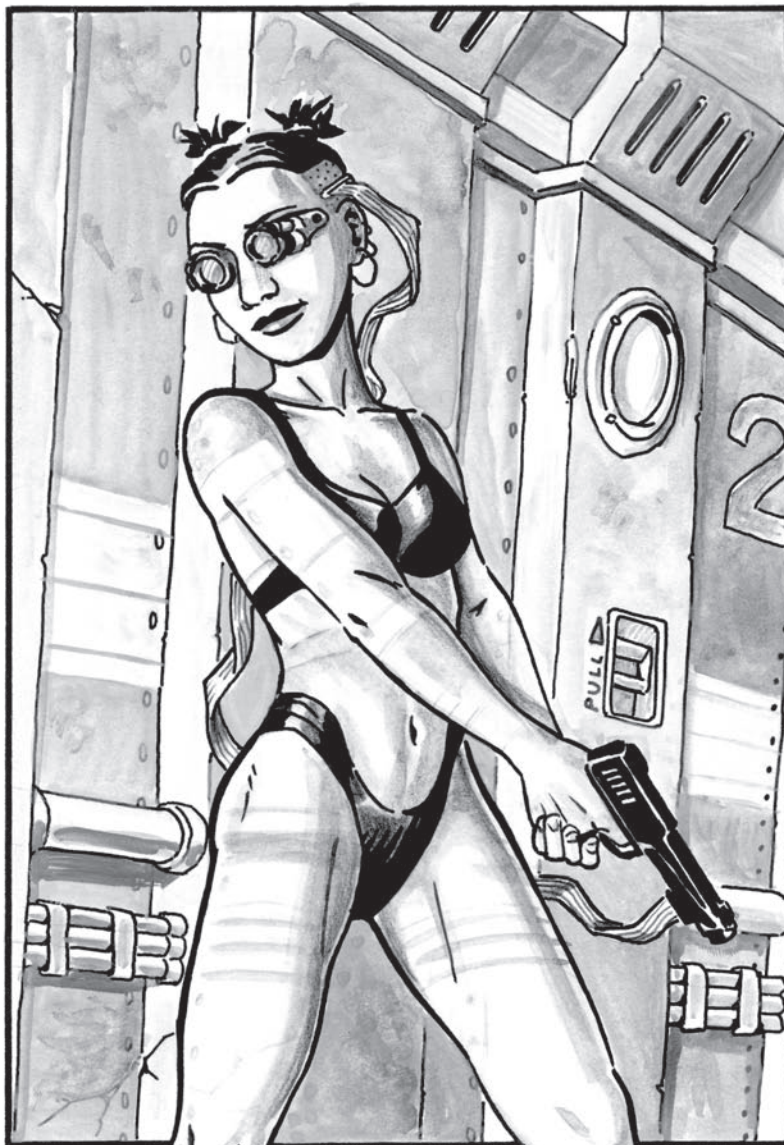
### Claw Implants (PL 7)

Claw implants consist of retractable ceramic razors that are implanted into a recipient's fingers.

**Benefit:** The recipient of claw implants gains two slashing attacks that inflict 1d4 damage for each successful hit. The implants are subtle when retracted, but can still be noticed



## Chapter Two: Cybernetics



by observers with a successful Search check (DC 25).

**Type:** External (when extended).

**Hardness/Hit Points:** 2/6.

**Base Purchase DC:** 28.

**Restriction:** Military (+3).

### Cybernetic Voice Box (PL 7)

The cybernetic voice box is a digital sound system that replaces a character's larynx. It can be used to reproduce any sound imaginable, including individual voices.

**Benefit:** When used to impersonate another character, the recipient of a cybernetic voice box gains a +4 equipment bonus to relevant

Bluff and Disguise checks. In conjunction with a voice stress analyzer enhancement, the recipient of a cybernetic voice box can subtly alter the tone of his voice in order to better influence others. When used in this manner, the

voice box provides a +1 equipment bonus to Bluff, Diplomacy, or Intimidate checks.

**Type:** Internal.

**Hardness/Hit Points:** -/2.

**Base Purchase DC:** 24.

**Restriction:** Licensed (+1).

### Dermal Camouflage (PL 7)

Dermal camouflage replaces the melanin in a user's skin with nanoaugmented cells. This allows the recipient to change his skin color to match his surroundings and thus better camouflage himself.

**Benefit:** Dermal camouflage provides a +4 equipment bonus to Hide checks, so long as the user is naked. If used in conjunction with clothing of any sort, this equipment bonus is reduced to +2. It takes a full round action for the implant's recipient to activate or alter his dermal camouflage. The alteration of the recipient's natural skin color means that his neutral skin tone is off-white, almost as if he had been bleached.

**Type:** Internal.

**Hardness/Hit Points:** -/varies. Dermal camouflage has one-quarter the hit points of the recipient.

**Base Purchase DC:** 30.

**Restriction:** Military (+3).

### Dermal Plating (PL 6)

Dermal plating is externally grafted armor plating that is comprised of polymers, laminate composites, and light-weight alloys. Though plating is not as subtle as subcutaneous body armor, it provides far more protection. Fashion-conscious cyborgs often purchase highly-stylized dermal plating, while military models are much more utilitarian.

**Benefit:** The character gains a natural bonus to Defense. This bonus depends on the density of the armor: Light +4, Medium +7, Heavy +10. The recipient of dermal plating is unable to wear any other type of body armor.

**Type:** External.

**Hardness/Hit Points:** 5/varies. The armor has one-half the maximum hit points of the recipient.

**Base Purchase DC:** Light (Purchase DC 18); Medium (Purchase DC 23); Heavy (Purchase DC 28).

**Restriction:** Military (+3).

### Dermal Weave (PL 6)

Dermal weave consists of micro-fibers that strengthen and reinforce the recipient's skin, providing a tougher dermal layer against cutting weapons.

**Benefit:** The recipient of dermal weave gains DR 3/- versus slashing attacks.

**Type:** Internal.

**Hardness/Hit Points:** -/varies. Dermal weave has one-quarter the maximum hit points of the recipient.

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## Chapter Two: Cybernetics

**Base Purchase DC:** 20.

**Restriction:** Licensed (+1).

### Digital Recorder (PL 6)

Cybernetic digital recorders consist of a tiny processor connected to a digital storage medium. Once installed, this enhancement can record anything that is seen or heard through the recipient's cybernetic aural and/or optical systems. Digital storage chips can be quickly removed and swapped out, allowing for easy playback.

**Benefit:** A digital recorder can record up to two hours of audio, video, or combined audio and video. The recipient must possess at least one audio or optical enhancement for the recorder to function correctly.

**Type:** Internal.

**Hardness/Hit Points:** -/2.

**Base Purchase DC:** 12.

**Restriction:** None.

### Disguise Implants (PL 7)

Disguise implants consist of a pair of color-changing optics, in conjunction with a series of adjustable and moldable facial plates and inserts. These inserts allow for subtle changes to the recipient's face and skull.

**Benefit:** Disguise implants grant a +6 equipment bonus to Disguise checks that are made to hide one's identity or to impersonate another individual of the same species.

**Type:** Internal.

**Hardness/Hit Points:** -/2.

**Base Purchase DC:** 30.

**Restriction:** Licensed (+1).

### Echolocation Implant (PL 6)

A receiving device and associated microprocessor are implanted within the bones of the recipient's forehead, allowing him to "see" by using a simple version of sonar to bounce sound waves off of solid objects.

**Benefit:** The echolocation implant grants the recipient blindsight to a range of 10 feet. When used underwater (or in any other liquid medium), this range increases to 30 feet.

**Type:** Internal.

**Hardness/Hit Points:** -/4.

**Base Purchase DC:** 22.

**Restriction:** None.

### Enhanced Antibodies (PL 7)

The recipient of enhanced antibodies has his immune system bolstered by the implantation of a nanite factory in his liver. This factory produces microscopic machines that aid in the destruction of foreign cells and pathogens.

**Benefit:** Enhanced antibodies provide a +4 equipment bonus to Fortitude saves against disease.

**Type:** Internal.

**Hardness/Hit Points:** -/4.

**Base Purchase DC:** 32.

**Restriction:** Licensed (+1).

### Enhanced Imaging Optics (PL 6)

Enhanced imaging optics replace the recipient's normal eyes with a digitally-enhanced optical upgrade. To a character who is so equipped, colors are brighter and more vibrant, lines are sharper, and even the tiniest details become increasingly obvious with only casual examination.

**Benefit:** A character with enhanced imaging optics gains a +1 bonus on Search and Spot checks.

**Type:** Internal.

**Hardness/Hit Points:** -/2 (per eye).

**Base Purchase DC:** 18.

**Restriction:** None.

### Enhanced Resonance Module (PL 6)

The enhanced resonance module, or ERM, increases the sensitivity of the recipient's auditory system, allowing him to detect ultrasonic frequencies.

**Benefit:** The recipient can detect ultrasonic frequencies, such as the sounds of dog whistles, bats, and certain electronic devices. This allows the recipient to make Listen checks to detect sounds that are normally beyond the audible human range.

**Type:** Internal.

**Hardness/Hit Points:** -/2.

**Base Purchase DC:** 10.

**Restriction:** None.

### Eye Spy (PL 7)

The eye spy is a removable optical implant that can be used as a remote camera.

**Benefit:** The eye spy can be removed from the recipient's eye socket as a move action and placed elsewhere as a remote surveillance camera, while the receiver unit remains in the user. Once in position, the eye spy cannot relocate itself, though it can swivel to increase its viewable area. Pictures from the eye spy are broadcast to the recipient, who can maintain a constant vigil through his remote oculus up to a maximum range of one mile. The eye spy can be shut off remotely.

While the recipient is without his eye, he suffers a -2 penalty to ranged attacks and vision-related Search and Spot checks. This penalty is halved if the recipient possesses the Blind-fight feat.

**Type:** Internal.

**Hardness/Hit Points:** -/2.

**Base Purchase DC:** 26.

**Restriction:** Licensed (+1).

### Firearm Accuracy Module (PL 7)

Also known as a weapon link, a Firearm Accuracy Module (FAM) allows a user to directly connect to a single ranged weapon via cable, palm-, or wireless link. The weapon link superimposes a heads-up display (HUD) into the user's field of vision.

**Benefit:** A user with an implanted weapon link gains a +1 equipment bonus to hit with all attacks made using a properly-equipped ranged weapon. This bonus stacks with the bonus that is granted by targeting optics. The Purchase DC to modify a ranged weapon with a FAM-compatible link is equal to the weapon's Purchase DC -4.





## Chapter Two: Cybernetics

**Type:** Internal.

**Hardness/Hit Points:** -/2.

**Base Purchase DC:** 24.

**Restriction:** Licensed (+1).

### Gills (PL 7)

Mechanical gills, installed along the sides and back of the recipient's neck, allow the cyborg to breathe underwater for a limited span of time. The gills seal shut when not in use, but tell-tale lines still remain.

**Benefit:** The recipient of a gill enhancement can breathe underwater for up to an hour. After an hour has elapsed, his gill implants must be flushed with air for ten minutes. Failing this, the character will begin to drown unless he can hold his breath long enough to flush his implants (see Suffocation and Drowning in Chapter Seven: Gamemastering of the *d20 Modern Roleplaying Game*).

**Type:** Internal.

**Hardness/Hit Points:** -/8.

**Base Purchase DC:** 22.

**Restriction:** None.

### Grafted Musculature (PL 7)

Synthetic muscle fibers and a tiny processor are surgically grafted to the recipient's natural muscles, greatly increasing his physical strength.

**Benefit:** The recipient's Strength score is increased by +2, +4, or +6, depending on the extent of his grafted musculature.

**Type:** Internal.

**Hardness/Hit Points:** -/varies. Grafted musculature has one-half the maximum hit points of the recipient.

**Base Purchase DC:** Light (+2 Strength) 28, Medium (+4 Strength) 30, Heavy (+6 Strength) 32.

**Restriction:** Licensed (+1).

### Gyroscopic Implant (PL 7)

A tiny gyroscope is tied to the recipient's central nervous system, granting an increased sense of balance and equilibrium.

**Benefit:** A gyroscopic implant provides a +4 equipment bonus to Balance and Tumble checks.

**Type:** Internal.

**Hardness/Hit Points:** -/2.

**Base Purchase DC:** 24.

**Restriction:** None.

### Hidden Compartment (PL 6)

A hidden compartment is a storage area in a cybernetic limb which allows the recipient to conceal weapons and equipment.

**Benefit:** The hidden compartment must be installed into a prosthetic arm or leg. It does not count against the number of attachments that a character may have. Up to one tiny or two fine objects may be stored in a prosthetic arm, or one small or two tiny objects may be concealed in a prosthetic leg. Detecting this compartment requires a Search check (DC 25).

**Type:** External.

**Hardness/Hit Points:** 1/5.

**Base Purchase DC:** 12.

**Restriction:** None.

### Improved Initiative Implant (PL 8)

The improved initiative implant is a streamlined and updated version of the PL 7 improved initiative enhancement. Response times are even faster than with previous models.

**Benefit:** The recipient gains a +4 equipment bonus on initiative checks.

**Type:** Internal.

**Hardness/Hit Points:** -/10.

**Base Purchase DC:** 28.

**Restriction:** Military (+3).

### Internal Compass (PL 6)

A micro-navigation computer linked to a sophisticated GPS system grants the recipient an uncanny knowledge of his location.

**Benefit:** The recipient of an internal compass enhancement always knows which direction is north. Further, he can patch into a GPS network (if one is available) to get his exact global coordinates, which are accurate up to 3 feet.

**Type:** Internal.

**Hardness/Hit Points:** -/1.

**Base Purchase DC:** 12.

**Restriction:** None.

### Micro-optics (PL 6)

Optical implants that allow intense magnification of small items.

**Benefit:** Aside from allowing the recipient to magnify his view of tiny objects, the micro-optics enhancement also provides a +2 bonus to appropriate Appraise, Craft, Disable Device, Forgery, Repair, Search, and Treat Injury checks when examining or working on small items.

**Type:** Internal.

**Hardness/Hit Points:** -/2 (per eye).

**Base Purchase DC:** 18.

**Restriction:** None.

### Nasal Filters (PL 6)

Nasal filters are implanted into a recipient's nasal cavity. They aid in the filtering of airborne toxins, and act as a limited gas mask in situations where aerosols pose a danger.

**Benefit:** Because they provide only partial protection from airborne threats, such as gas grenades, nasal filters are not as effective as gas masks. When properly employed, they do provide the recipient with a +4 bonus to Fortitude saves made to resist the effects of airborne poisons, irritants, and pathogens.

**Type:** Internal.

**Hardness/Hit Points:** -/1.

**Base Purchase DC:** 15.

**Restriction:** None.

### Olfactory Augmentation (PL 6)

An olfactory augmentation implant, which is installed inside the nose and in the back of the throat, sharpens a recipient's sense of smell to an unprecedented degree.



## Chapter Two: Cybernetics

**Benefit:** A character with olfactory augmentation gains the Scent ability.

**Type:** Internal.

**Hardness/Hit Points:** –/2.

**Base Purchase DC:** 16.

**Restriction:** None.

### Opposition Vulnerability Processor (PL 8)

The OVP is a small computer that is tied into the recipient's weapon link or strategic computation unit. It allows split-second analysis of a target's weaknesses, allowing for deadly accuracy when using a FAM-equipped firearm.

**Benefit:** The OVP, when tied to a weapon link or an SCU, increases the threat range of a ranged weapon by 1. (See the entries on the firearm accuracy module or strategic computation unit for details.) The ranged weapon must be weapon link-compatible. The Purchase DC to modify a ranged weapon with a FAM-compatible link is equal to the weapon's Purchase DC –4.

**Type:** External.

**Hardness/Hit Points:** –/4.

**Base Purchase DC:** 28.

**Restriction:** Military (+3).

### Optic Plexus (PL 7)

The optic plexus, which consists of two advanced cyberoptic implants, allows multiple optical implants to function together as a single cybernetic attachment.

**Benefit:** The recipient may have up to four optical implants attached to an optic plexus, and together they are treated as a single cybernetic attachment. However, if the optic plexus is destroyed, all of the attached optical implants are destroyed as well. Specific optical implants include anti-flare implants, enhanced imaging optics, the eye spy, laser optics, micro-optics, nightvision optics, targeting optics, and telescopic optics.

**Type:** Internal.

**Hardness/Hit Points:** –/4 (per eye).

**Base Purchase DC:** 22 (does not include optical enhancements).

**Restriction:** None.

### Pain Inhibitor (PL 7)

Installed at the base of the spine, a pain inhibitor enhancement allows its recipient to “shut off” and ignore pain for a brief period of time.

**Benefit:** When a character with a pain inhibitor is reduced to negative hit points (from –1 to –9 hit points), he does not fall unconscious. Instead, he is treated as though he has been disabled. He will still die when he reaches –10 hit points if he does not stabilize.

**Type:** Internal.

**Hardness/Hit Points:** –/2.

**Base Purchase DC:** 26.

**Restriction:** Licensed (+1).

### Pedexterous Feet (PL 6)

The pedexterous feet module consists of two broad, mechanical hands, which are much like the feet of a primate.

This enhancement replaces the recipient's feet. It can be attached to either cybernetic prosthetics, or can instead be used to replace organic feet.

**Benefit:** By using his feet to aid in physical maneuvers, such as climbing, the recipient of a pedexterous foot module gains a +4 bonus to Climb checks, as well as a +2 bonus to Escape Artist checks. Furthermore, he can manipulate objects with his feet as if they were hands, but attacks made with melee or ranged weapons suffer the usual off-hand penalty.

**Type:** External.

**Hardness/Hit Points:** 2/4 (per foot).

**Base Purchase DC:** 16.

**Restriction:** None.

### Radio Link Module (PL 6)

The recipient of a radio link module has a tiny transceiver implanted near his inner ear. This allows him to scan and monitor radio frequencies. A second implant, installed in the recipient's larynx, allows him to transmit subvocalized messages.

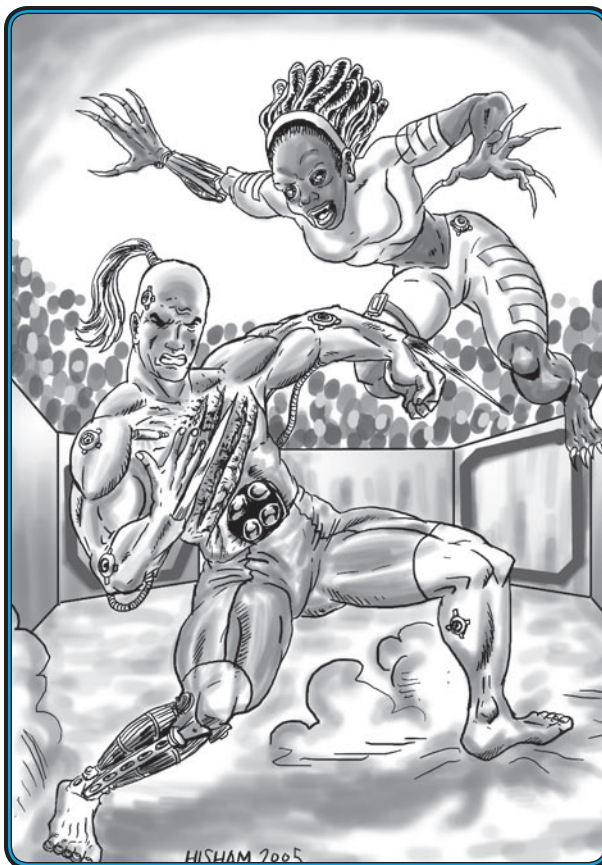
**Benefit:** The radio link module functions like a professional-grade walkie-talkie, except that the maximum range is 5 miles.

**Type:** Internal.

**Hardness/Hit Points:** –/1.

**Base Purchase DC:** 16.

**Restriction:** None.



## Chapter Two: Cybernetics

### Refined Skill Implant (PL 8)

The refined skill implant is an improved version of the PL 6 skill implant. Like its predecessor, it enhances its recipient's ability to perform a single skill.

**Benefit:** The recipient gains a +2 competence bonus on checks made with one skill of his choice.

Different skills require different implants, and a refined skill implant cannot be modified to grant a bonus to another skill (for example, a Computer Use refined skill implant cannot be turned into a Listen skill implant).

A recipient may have multiple skill implants, but each is considered a separate cybernetic attachment unless they are tied to a skill plexus.

**Type:** Internal.

**Hardness/Hit Points:** -/1.

**Base Purchase DC:** 24.

**Restriction:** None.

### Reinforced Knuckles (PL 6)

Reinforced knuckles strengthen the bones of the recipient's hands, making them the equivalent of brass knuckles.

**Benefit:** Reinforced knuckles allow the recipient to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with reinforced knuckles is otherwise considered an unarmed attack. When used by a character with the Brawl feat, reinforced knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage.

**Type:** Internal.

**Hardness/Hit Points:** -/4.

**Base Purchase DC:** 20 (per hand).

**Restriction:** Licensed (+1).

### Sensory Boost (PL 7)

This neural enhancement is installed deep within the brain and artificially boosts the recipient's perceptions to unprecedented levels by limiting input from all other sources.

**Benefit:** The sensory boost enhancement will only affect a single sense (hearing, sight, smell, taste, or touch) at a time. While the sensory boost is active, all Listen, Search, or Spot checks that may reasonably be affected by that sense receive a +2 equipment bonus, while all Listen, Search, or Spot checks made using the other four senses suffer a -4 penalty. For example, a character who is using his sense of touch to locate a hidden panel on a wall can boost his tactile sensations to add a +2 equipment bonus to his Search check, but all other Listen, Search, or Spot checks that he makes that involve his other four senses while the sensory boost is active suffer a -4 penalty.

**Type:** Internal.

**Hardness/Hit Points:** -/4.

**Base Purchase DC:** 28.

**Restriction:** None.

### Sleep Regulator Implant (PL 7)

A sleep regulator implant, which is installed at the base of the skull, allows its recipient to regulate when he will sleep, how

long he will sleep for, and under what circumstances he will awaken.

**Benefit:** Because a sleep regulator can stimulate immediate deep sleep, the recipient of the implant requires only half as much rest or sleep as normal to negate the effects of fatigue and exhaustion. Additionally, the sleep regulator can be programmed to awaken the recipient at a predetermined time, or under a predetermined set of circumstances.

**Type:** Internal.

**Hardness/Hit Points:** -/2.

**Base Purchase DC:** 18.

**Restriction:** None.

### Stealth Foot Module (PL 7)

The recipient of a stealth module has his feet modified to increase his stealth while moving. Installation requires the replacement of both feet, as well as significant modification of the recipient's lower legs.

**Benefit:** When barefoot and moving at half speed, the recipient of a stealth foot module enhancement gains a +4 equipment bonus to Move Silently checks.

**Type:** External.

**Hardness/Hit Points:** 2/6 (per foot).

**Base Purchase DC:** 25.

**Restriction:** Licensed (+1).

### Strategic Computation Unit (PL 8)

The strategic computation unit (SCU) combines a tactical analysis CPU and weapon link together into a single cybernetic enhancement.

**Benefit:** The recipient gains the benefits of both a tactical analysis CPU and a weapon link, but the device only counts as a single cybernetic attachment.

**Type:** Internal.

**Hardness/Hit Points:** -/5.

**Base Purchase DC:** 32.

**Restriction:** Military (+3).

### Tactical Analysis CPU (PL 7)

A tactical analysis CPU is a small computer that is surgically implanted along the recipient's upper spine. The device is patched into his central nervous system, allowing him to analyze and react to combat situations with near-precognitive speed.

**Benefit:** The recipient gains a +1 dodge bonus to Defense. Any condition that makes the recipient lose his Dexterity bonus to Defense also makes him lose this dodge bonus.

**Type:** Internal.

**Hardness/Hit Points:** -/4.

**Base Purchase DC:** 30.

**Restriction:** Military (+3).

### Utility Hand (PL 6)

This otherwise ordinary-looking cybernetic hand contains multiple small tools and attachments that aid in a specific task, craft, or profession.

**Benefit:** A utility hand, when installed as the manipulator for a prosthetic arm, provides a +1 equipment bonus to skill





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checks involving a specific Craft (or other skill). If the character has two identical hands, the equipment bonus increases to +2. Any of the following skills can be specified, but only one skill can receive a bonus from any type of utility hand.

Craft (choose one), Demolitions, Disable Device, Forgery, Repair, or Treat Injury.

**Type:** External.

**Hardness/Hit Points:** 1/4 (per hand).

**Base Purchase DC:** 16 (per hand).

**Restriction:** None.

### Vehicle Link (PL 7)

A vehicle link allows a direct neural connection between the recipient and a single vehicle.

**Benefit:** When linked to a properly-equipped vehicle via interface cable or wireless link, the recipient of a neural link gains a +2 equipment bonus to all Drive or Pilot skill checks. The Purchase DC to modify a vehicle with a vehicular link computer and hardware is equal to the vehicle's Purchase DC -2.

**Type:** Internal.

**Hardness/Hit Points:** -/2.

**Base Purchase DC:** 22.

**Restriction:** Licensed (+1).

## Obsolete Cybernetics

The cybernetic attachments introduced in *d20 Future* represent the pinnacle of their respective technologies. Prior to the development of these enhancements, less effective prototypes with similar functions were tested extensively, and some witnessed limited release into the global marketplace. Examples of these cybernetic attachments can still be found in later progress levels, especially in places where newer technologies have yet to trickle down.

Obsolete cybernetic designs provide starting characters with less-expensive options when it comes to purchasing cybernetics. Although they aren't nearly as effective as the versions that are available in later progress levels, they can nonetheless present an effective alternative to the more expensive versions that are otherwise available. Remember that the enhancements presented here are even cheaper at higher progress levels.

These enhancements follow the normal format of those found in Chapter 11 of the *d20 Future* rules.

### Feat Plexus (PL 7)

As with the earlier skill plexus attachments, the original feat plexus enhancements were designed to allow the use of multiple feat implants at the same time. Though fewer feat implants could be included in these initial designs, they were nonetheless an important step in the evolution of cybernetic enhancements.

**Benefit:** The recipient may have up to two feat implants attached to a feat plexus, and together they are treated as a single cybernetic attachment. However, if the feat plexus is destroyed, all of the attached feat implants are destroyed as well.

**Type:** Internal.

**Hardness/Hit Points:** -/3.

**Base Purchase DC:** 21 (does not include the feat implants).

**Restriction:** Military (+3).

### Fortified Skeleton (PL 6)

Previous attempts at skeletal reinforcement were successful, by and large, but the first generation materials used in the process were less durable and heavier than those that would be employed in later progress levels.

**Benefit:** The recipient gains damage reduction 2/-.

**Type:** Internal.

**Hardness/Hit Points:** -/varies. The skeletal reinforcement has one-quarter the maximum hit points of the recipient.

**Base Purchase DC:** 28.

**Restriction:** Military (+3).

### Initiative Implant (PL 6)

Most of the early initiative implant's components are installed in and around the recipient's spinal column, and result in faster response times for most recipients.

**Benefit:** The recipient gains a +1 equipment bonus on initiative checks.

**Type:** Internal.

**Hardness/Hit Points:** -/8.

**Base Purchase DC:** 16.

**Restriction:** Military (+3).

### Nightvision Optics (Late PL 5)

Aside from being obvious and easily detectable, the earlier versions of the nightvision optic enhancement were less effective than later iterations.

**Benefit:** Obsolete nightvision optics provide darkvision out to 30 feet.

**Type:** Internal.

**Hardness/Hit Points:** -/2 (per eye).

**Base Purchase DC:** 15.

**Restriction:** None.

### Skill Implant (Late PL 5)

Initial skill implants are somewhat larger, more cumbersome, and less efficient than the ones that will eventually be introduced during PL 6.

**Benefit:** The recipient gains a +1 competence bonus on checks made with one class skill of his choice.

Different skills require different implants, and a skill implant cannot be modified to grant a bonus to another skill (for example, a Computer Use skill implant cannot be turned into a Listen skill implant).

A recipient may have multiple skill implants, but each is considered a separate cybernetic attachment.

**Type:** Internal.

**Hardness/Hit Points:** -/1.

**Base Purchase DC:** 16.

**Restriction:** None.



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### Skill Plexus (PL 6)

Recipients of the first skill plexus enhancements gained the use of additional skill implants, but many suffered from blinding headaches as a result of the invasiveness of the installation.

**Benefit:** The recipient may have up to two skill implants attached to the skill plexus, and together they are treated as a single cybernetic attachment. However, if the skill plexus is destroyed, all of the attached skill implants are destroyed as well. A roll of “1” on any skill check that is affected by an attached skill implant indicates that the recipient is considered to be stunned by cranial pain for 2 rounds.

**Type:** Internal.

**Hardness/Hit Points:** –/2.

**Base Purchase DC:** 20 (does not include skill implants).

**Restriction:** None.

### Stabilizer (Late PL 5)

Much like the more advanced stabilizer enhancements of PL 6, the initial designs were installed close to the recipient's heart. The chemicals and mechanical components are flimsier and less potent than later designs.

**Benefit:** If reduced to negative hit points, the recipient gains a +4 equipment bonus to Fortitude saves he makes to become stable (see Dying in Chapter Five: Combat of the d20 Modern Roleplaying Game).

**Type:** Internal.

**Hardness/Hit Points:** –/2.

**Base Purchase DC:** 18.

**Restriction:** None.

### Subcutaneous Body Armor (Late PL 5)

Early versions of subcutaneous body armor were constructed from composite fibers and ballistic cloth that were installed beneath the recipient's skin. Not only were they bulky, these implants were less capable of withstanding high-caliber ballistic impacts than subsequent versions.

**Benefit:** The character gains a natural armor bonus to Defense. The bonus depends on the density of the armor: Light +1, Medium +3, or Heavy +5.

**Type:** Internal.

**Hardness/Hit Points:** –/varies. The armor has one-quarter the maximum hit points of the recipient.

**Base Purchase DC:** Light 11, Medium 16, Heavy 21.

**Restriction:** Military (+3).

### Telescopic Optics (Late PL 5)

Primitive versions of telescopic optics served much the same function as later designs, but they have shortened range due to the limits of component size and lens refraction.

**Benefit:** These early telescopic optics reduce the range penalty for Spot checks to –1 for every 20 feet of distance (instead of –1 for every 10 feet).

**Type:** Internal.

**Hardness/Hit Points:** –/2 (per eye).

**Base Purchase DC:** 11.

**Restriction:** None.

### Voice Stress Analyzer (Late PL 5)

The initial versions of voice stress analysis enhancements tied into the optic nerves and inner ears. The components were somewhat larger and more obvious, making them less useful for covert or undercover applications.

**Benefit:** The recipient gains a +2 equipment bonus on all Sense Motive checks.

**Type:** Internal.

**Hardness/Hit Points:** –/6.

**Base Purchase DC:** 13.

**Restriction:** None.

## Total Cybernetic Replacement

Total cybernetic replacement (TCR) was pioneered near the end of PL 6. Initial experiments involved primates and other primitive mammals. Eventually, such experiments were successful enough to attract willing test subjects who had fallen victim to the human frailties of age, injury, and congenital disease. These early explorers into the realm of complete cybernetic prosthetics, desperate and brave as they were, did not fully reap the benefits that bodily replacement would provide to thousands of people who would follow in their footsteps.

The dangerous process of total cybernetic replacement isn't perfected until well into PL 7. The alternatives that were developed and researched in the decades prior to this point were primitive and limited in their abilities. Though they presented incredible alternatives for patients who were suffering from reduced mobility, paralysis, or terminal

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illnesses, these early cybernetic chassis are far removed from the streamlined, potent, and adroit cyborg models of mid-PL 7.

Despite the moniker, TCR is not exactly a “total” replacement of the human body with cybernetic systems. Until the theoretical science of mind-mapping and electronic personality transfers are perfected, cyborgs must still consist of some organic matter. The subject’s brain, nervous system, and several vital organs, including the heart, liver, kidneys, and small portions of the digestive tract, are retained. In some cases, even these organs are replaced, with the brain and spinal cord being the only remaining vestiges of humanity left within a cyborg’s mechanical shell.

Total replacement is as extreme as cybernetic alteration gets. Once the procedure has been performed, there is little to no chance of going back. The subject’s remaining organs are often donated to charity, or sold to organ vaults to help fund the expensive procedure. Wealthy cyborgs have been known to store their bodies in cryogenic suspension in an attempt to give themselves an alternative if they decide that life inside a mechanical body is not what they wanted after all. Such reversal procedures are even more costly than the cybernetic replacement itself.

### Cyborg (Template)

While any character who has had a cybernetic attachment installed can declare to be a cyborg, only those few who have replaced their entire bodies with plastic, wire, and steel can really claim the distinction. The very word is a shortened version of “cybernetic organism,” and refers to someone whose cybernetics are as vital a part of his physiology as are his heart and brain.

#### Template Traits

“Cyborg” is an acquired template that can be added to any humanoid, monstrous humanoid, or animal (referred hereafter as the character). The character retains its original type. It uses all the character’s statistics and special abilities except as noted here.

**Hit Dice:** Same as the character. A cyborg character does not add his Constitution bonus to his hit point total, and instead gains a number of extra hit points depending on his chassis.

**Size:** Same as the character. A cyborg cannot have his central nervous system implanted into a chassis that is significantly bigger or smaller than his natural size.

**Speed:** The character’s speed varies based on his chassis type.

**Special Qualities:** A cyborg retains all the non-physical special qualities of the character, and gains the special qualities listed below. A cyborg loses all special qualities that are purely physical (such as scent, special vision types, or flight based on wings).

**Ability Scores (Ex):** Like other characters, cyborgs can improve their Constitution score, as well as their mental ability scores (Intelligence, Wisdom, and Charisma) as they rise in level. The physical abilities granted by a cyborg’s chassis (Strength and Dexterity) can only be improved with

ability upgrades. Ability upgrades for a cyborg’s Strength and Dexterity have the same costs as they do for robots (see Ability Upgrades on page 187 of *d20 Future*).

**Critical Systems (Ex):** A cyborg’s chassis still has vital areas and critical systems. Consequently, cyborgs are subject to critical hits.

**Cybernetic Attachments (Ex):** Cyborgs can be equipped with most types of cybernetic enhancements. Because their bodies have already been completely replaced, they are assumed to possess prosthetic arms, legs, and a host of artificial organs. Attachments that are not compatible with a cyborg chassis include the following:

Anti-stun implant, body repair weave, dermal camouflage\*, dermal weave\*, enhanced antibodies\*, fortified skeleton, gills\*, grafted musculature\*, injector unit, luminous skin, nasal filters\*, reinforced knuckles\*, stabilizer, and subcutaneous body armor. Enhancements noted with an asterisk (\*) are new attachments that are detailed in the third volume of the *Future Player’s Companion*.

The maximum number of cybernetic attachments that a cyborg can have installed is still equal to 1 + the cyborg’s Constitution modifier.

**Cyborg Chassis (Ex):** A cyborg’s transfer pod (see below) is installed into a cybernetic body, otherwise known as a chassis. These encompass several different designs, each with their own strengths, weaknesses, and associated costs. At the time of his total cybernetic replacement, a character must specify (and purchase) a chassis to house his transfer pod. See the section on chassis types for more information.

**Electricity Vulnerability (Ex):** A cyborg takes 50% more damage from any attack that deals electricity damage. This vulnerability to electricity damage can be offset by an anti-shock implant.

**Immunities (Ex):** A cyborg is a biological organism that has been enhanced by his cybernetic chassis. He still requires nutrients, hydration, and oxygen in order to survive, and these are supplied through cybernetic respiratory and digestive systems that filter air, nutrients, and digest simple organic proteins. So long as these filters and digestive systems are functional, a cyborg is virtually immune to all types of poison and disease. Cyborgs are not subject to nonlethal damage.

**Partial Robotic Compatibility (Ex):** Because they resemble robots in so many ways, cyborgs can utilize certain types of robotic accessories. These modifications include ability upgrades to Strength and Dexterity, and integrated armor. The purchase DCs for these items remain unchanged.

**Repairable (Ex):** Cyborgs cannot heal hit point damage on their own, but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a cyborg, and each check represents 1 hour of work. A character with the Craft Cybernetics feat gains a +2 competence bonus to this Repair check.

**Sensors (Ex):** Unless otherwise noted, all cyborg chassis are equipped with hi-definition optics, acoustic audio sensors, a chemical vapor scanner, and all-over pressure sensors. These sensors accurately replicate all normal human senses, with the exception of gustatory (taste) sensations.





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**Transfer Pod (Ex):** The character's remaining organs and central nervous system are stored in a hermetically-sealed transfer pod. This pod can be removed from the cyborg's chassis and inserted into another chassis if necessary. When the character's transfer pod is outside of his cybernetic chassis, he is completely helpless and vulnerable. A typical pod has a hardness of 5 and a number of hit points equal to the character's Constitution score, and any damage inflicted on the pod is applied directly to the character's Constitution score.

**Ability Modifiers:** Constitution, Intelligence, Wisdom, and Charisma scores remain unchanged. The character's Strength and Dexterity scores are dependent on the cyborg's chassis (see Chassis Types, below).

**Skills:** Same as the character.

**Advancement:** By character class.

**ECL:** Varies by chassis type (see Chassis Types, below).

### Chassis Types

Although there are dozens of different cyborg frames on the market, the five models in common use throughout the world are described below. Each chassis description includes the following information:

**Standard Attachments:** The cybernetic attachments, if any, that come stock with the chassis. These attachments are included with the chassis, and do not count against the number of additional attachments that the cyborg may have. Any after-market modifications count against the cyborg's maximum number of attachments as normal.

**Special:** Any additional modifications of note.

**Base Purchase DC:** The purchase DC of the chassis (or the components required to build it) at PL 7.

**Number of Attachments:** The number of cybernetic attachments that the chassis counts as.

**Restriction:** The level of license required to purchase the chassis legally, and the appropriate black market purchase DC modifier.

#### Aegis

The Aegis chassis is designed to function well in a police or security role. Though capable of withstanding great amounts of damage, the Aegis is not designed for front-line combat. Most of these frames are owned by municipalities, corporate forces, and government agencies.

Featuring prominent resiliium armor plating, the Aegis is an inelegant design that is more functional than attractive. Cyborgs with the Aegis chassis are often painted to reflect

their roles in law enforcement, security fields, or paramilitary occupations.

**Standard Attachments:** Internal weapon mount (ranged), nightvision optics, radio link module, voice stress analyzer.

**Special: Resiliium Armor Plating:** The Aegis is equipped with resiliium armor plating which grants it a +6 armor bonus to Defense. The bulk of this armor plating prevents the cyborg from wearing additional armor of any type.

**Base Purchase DC:** 38.

**Number of Attachments:** 3.

**Restriction:** Licensed (+1).

#### Ares

The Ares was designed with military applications in mind, and few cyborg chassis perform the job as efficiently. When employed on the battlefield, the Ares excels in an anti-infantry role. A squad of four Ares cyborgs are easily the equal of a platoon of non-augmented soldiers.

Equipped with heavy armor, an active camouflage system, and several weapon hardpoints, the Ares chassis is obviously built for war. The chassis' overall appearance speaks volumes, appearing predatory while still maintaining a generalized human shape. Green optics are installed below an armored cowl where the chassis' face should be, but the Ares has no other prominent facial features. Military units that employ the Ares laser etch their own insignias upon the chassis. Such cosmetic modifications include rank, unit designation, and, occasionally, what many cyborgs have come to refer to as "nose art."

The Ares is strictly regulated, lest it fall into the wrong hands. Soldiers who opt for total cybernetic replacement receive an Apollo upon retirement, so long as they survive their military service.

**Standard Attachments:** External weapon mount (ranged), external weapon mount (melee), internal weapon mount (ranged), optic plexus (nightvision optics, targeting optics), radio link module, tactical analysis CPU.

**Special: Active Camouflage:** The Ares has a variable camouflage coating that allows it to blend in with its surroundings. When active, this grants the Ares a +4 equipment bonus to Hide checks.

**Crystal Carbon Armor Plating:** Heavy crystal carbon armor is integrated into the Ares, giving it a +8 armor bonus to Defense.

**Base Purchase DC:** 44.

**Number of Attachments:** 4.

**Restriction:** Military (+3).

**Table 2-1: Total Cybernetic Replacement Chassis Types**

| Type                  | Base Purchase DC | Extra Hit Points | Strength | Dexterity | Speed | Base Defense | Restriction   | ECL |
|-----------------------|------------------|------------------|----------|-----------|-------|--------------|---------------|-----|
| Aegis (Security)      | 38               | +8               | 14       | 14        | 30'   | 16           | Licensed (+1) | +1  |
| Ares (Combat)         | 44               | +10              | 20       | 14        | 30'   | 18           | Military (+3) | +2  |
| Apollo (Standard)     | 36               | +0               | 12       | 12        | 30'   | 10           | None (+0)     | +0  |
| Hermes (Covert)       | 42               | +6               | 14       | 18        | 50'   | 12           | Military (+3) | +2  |
| Perseus (Exploration) | 40               | +8               | 16       | 16        | 40'   | 13           | Licensed (+1) | +1  |

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### Apollo

The Apollo is a baseline cyborg chassis. Individuals who undergo total cybernetic replacement as treatment for medical conditions, physical disabilities, or crippling injuries most often receive Apollos. While the Apollo is still expensive, it is by far the most common chassis in use.

The Apollo comes in several sizes and colors, each emulating specific skin tones, genders, and body types. Given its designation as an “everyman” chassis, it is non-threatening and quite unremarkable to look at. Though it is humanoid in shape, its cybernetic origins are obvious even to a casual observer. Cyborgs who elect implantation into an Apollo seek varying degrees of customization of the chassis in an attempt to spruce up their otherwise boring appearance, as an expression of individuality, or both.

**Standard Attachments:** None.

**Special:** None.

**Base Purchase DC:** 36.

**Number of Attachments:** 2.

**Restriction:** None (+0).

### Hermes

The Hermes cyborg chassis was originally designed with covert missions in mind. Resembling an unmodified human being, the Hermes can easily pass for an unmodified person with little effort. Equipped with a cybernetic voice box, disguise implants beneath the artificial “skin” of its face, and an advanced behavioral matrix, the Hermes is the ultimate entry onto the covert cyborg market.

As mentioned, the Hermes looks human. As for the specific appearance of the Hermes, all of them are unique and made to order. Some resemble themselves, prior to the replacement of their bodies. Others are idealized in one or more ways, appearing to be muscular, beautiful, or frighteningly ugly, depending on the cyborg’s own style or preference.

**Standard Attachments:** Behavioral matrix, cybernetic voice box, digital recorder, disguise implants.

**Special:** *Armor:* A thin layer of advanced ballistic cloth beneath the Hermes’ skin provides it with a +2 bonus to Defense. The Hermes chassis cannot utilize robotic armor types.

*Life-Like Appearance:* The Hermes is designed to appear human. The chassis is covered with a thermo-regulated coating, complete with body hair, that simulates the texture and temperature of skin. This grants a Hermes cyborg a +10 equipment bonus to Disguise checks when attempting to pass as an unmodified human.

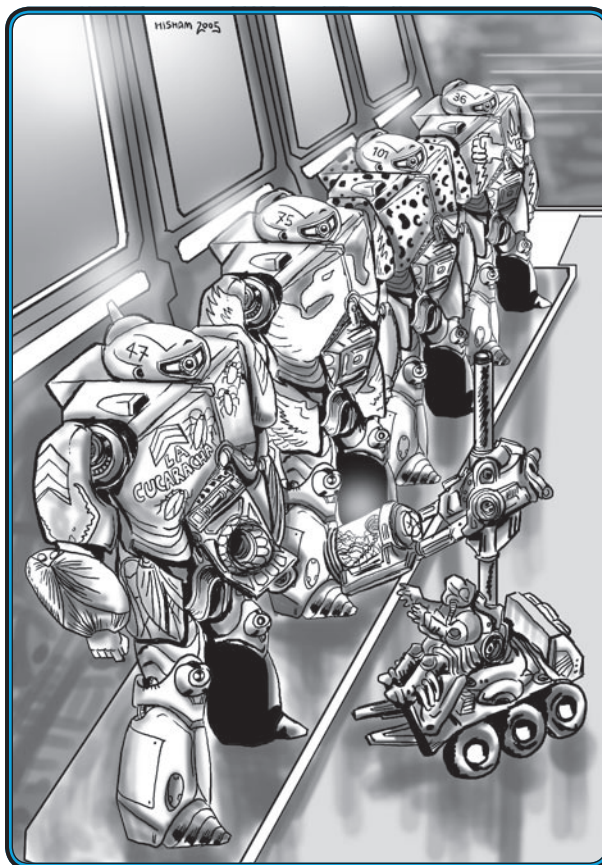
**Base Purchase DC:** 42.

**Number of Attachments:** 3.

**Restriction:** Military (+3).

### Perseus

The Perseus’ marketing campaign has dubbed it “the hero among cyborgs.” The chassis is commonly used by search and rescue teams, as well as local police, paramedics, and firefighters. It is also available, with the proper documentation, to private citizens who desire a body that is built to withstand the rigors of inhospitable environments. In the world of



cyborgs, the Perseus is like an off-road utility vehicle, popular for its rugged versatility.

A combination of space-age plastics, alloys, and ceramic plates gives the Perseus the look of a medieval knight. The surfaces and joints of the chassis are sculpted and organic, and optional shoulder hardpoints can mount searchlights or emergency flashers that provide maximum visibility. Standard factory paint jobs include high-visibility shades of orange, yellow, red, and green, highlighted with phosphorescent panels and reflective stripes.

**Standard Attachments:** Internal compass, optic plexus (nightvision optics, telescopic optics).

**Special:** *Duraplastic Coating:* A substantial layer of duraplastic provides the Perseus with a +3 armor bonus to Defense.

*Environmental Compensation:* The Perseus is specially modified to withstand extremes of temperature, providing cold resistance 5 and fire resistance 5.

**Base Purchase DC:** 40.

**Number of Attachments:** 3.

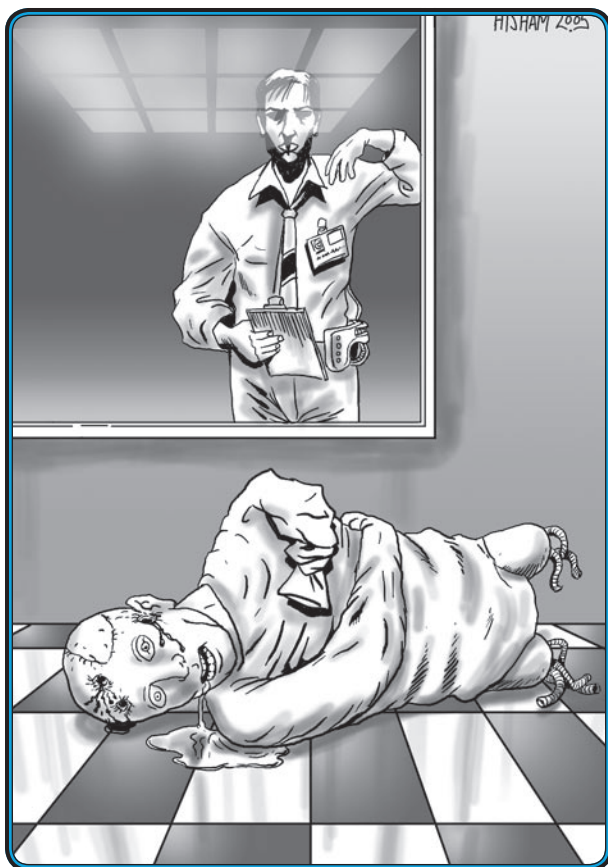
**Restriction:** Licensed (+1).

## New Cybernetics Rules

Presented here is a set of variant rules for determining the number of cybernetic attachments that characters and creatures may possess. These rules are purely optional, and may be used in place of the rules presented in *d20 Future*.



## Chapter Two: Cybernetics



### **Variant Rule: The Erosion of Humanity**

It has been said that grafting metal and plastic to a person's flesh makes them less human. Whether or not this is true, cybernetic attachments can have an overwhelming effect on a character's mental health. As more attachments are installed, the character begins to identify more closely with machines, shunning his own flesh and unmodified companions as weak and insignificant. With this variant rule, cyborgs walk a fine line between maintaining their sanity and becoming killing machines.

The mental condition that plagues cyborgs is known as Cybernetic Fixation Disorder, or CFD. A CFD victim's preoccupation with cybernetic attachments grows to dominate her mind, driving her to disdain the relative weakness of flesh in favor of the strength and versatility of cybernetic modification. She is haunted by paranoid delusions, feeling that the people around her are somehow jealous of her cybernetic abilities and wish to take them away from her. This is often close enough to the truth, especially in cases where friends and family of the victim seek treatment for their ailing loved one against her will.

By the time that she completely succumbs to her obsession, the character will willingly turn her back on her family, friends, and humanity as a whole. Unmodified humans, even those that she once loved and cared for, are seen as little more than gnats to be swatted when they become too annoying to tolerate any longer. The CFD victim is driven to seek out others of her kind, many of whom are scarcely human. Together, these dangerous individuals form groups of psychopaths who identify with one another only insofar as their cybernetics allow them to.

### **Rules**

In this variant, the maximum number of attachments that a character may have is equal to 1 + her Wisdom modifier (minimum 0). For every cybernetic attachment the character has installed that exceeds this total, she suffers a cumulative -2 ability drain to her Charisma score. The character also suffers a -2 penalty to all Sense Motive checks for each cybernetic attachment that exceeds her Wisdom modifier.

If these excess cybernetic attachments ever reduce her Charisma score to 5 or lower, the character becomes a victim of CFD. As a victim of cybernetic fixation disorder, the character is driven insane, bent on having more and more cybernetic gear installed into her body. Such characters have no interest in maintaining friendly or familial relationships, and are haunted by paranoia and subject to homicidal impulses. Characters with full-blown CFD are not well-suited to being heroes, and are instead placed under the control of the Gamemaster.

The Cybertaker feat, when applied to this rules variant, increases the effective level of the character's Wisdom modifier. The effects of this feat are not retroactive, and it does not cure any Charisma drain that has previously occurred.

### **Recovery from CFD**

Characters can be cured of CFD, but this is a lengthy, dangerous process. Characters who have had their Charisma score reduced to 2 or less have no hope of treatment, and can only be destroyed or locked away forever. Those who retain some of their humanity fare better, and can once again become productive members of society. The process has a Purchase DC of 25, +2 for each cybernetic attachment that the character has that exceeds her maximum number of attachments.

The initial step in the treatment of CFD, outside of capturing (or otherwise apprehending) the character, involves the removal of all non-essential cybernetic attachments: those that, if removed, will not lead to the immediate death of the character. Vital artificial organs are typically the only attachments that remain when this process is complete. Psychological counseling, drugs, and physical therapy are all used in conjunction in order to return the character to some semblance of her former self.

Nonetheless, physical and emotional scars remain. The Charisma drain suffered by the character is permanent, and she may find it a difficult proposition to relate to others. She must continue to take mood stabilizing drugs and attend weekly counseling sessions for up to a year in order to maintain her own sense of self. If regular counseling sessions are not attended, the character must succeed at a Will save (DC 20) once per month, with a +4 bonus if she continues to take her medication. The DC of this Will save drops by 2 points for each save past the first that she successfully makes.

Failure of even a single Will save results in a resurgence of CFD within the character. She will actively seek to have new cybernetic attachments installed. Considering her reduced Charisma, such installation is liable to have disastrous consequences.



# Chapter Three: Gear

## Adding Gadgets to Existing Equipment

When it comes to science fiction, one of the most recognizable aspects of the entire genre is the fantastic technology that graces the setting. Gear, guns, and gadgets help give any science fiction setting a very unique feel, and many settings are in fact defined by the types of equipment that can be found therein. Many sci-fi movies and television shows are immediately identifiable by a single, unique weapon or piece of equipment. Similarly, a science-fiction roleplaying game can benefit from unique equipment and weapons, giving the game a technological feel all its own.

This chapter provides not only new individual examples of weapons, armor, and equipment but also new gadgets to help tailor that gear to your campaign. Also included are new types of gadgets that provide flaws and drawbacks in exchange for lowering the purchase DC of a given object. All of the equipment and gadgets in this chapter have an assigned Progress Level, though feel free to adjust this as necessary to fit your campaign.

While most gadgets come pre-installed into the gear, conceivably a character could modify existing weapons, armor, or equipment using the gadget system to produce highly customized equipment tailor-made for individual characters. Such modifications would require time, money, and the ability to use the Craft skill on that object. The object must still meet all the gadget's restrictions and prerequisites, and no gadget may be installed more than once on a particular piece of gear (unless specified in that gadget's description). Modifying a weapon, suit of armor, or piece of equipment is less expensive than buying a piece of gear with that gadget built in, though rarely is the item as solidly constructed as a similar item manufactured with the gadget built in. Additionally, gadgets that reduce the purchase DC of an item may not be added onto the item in this manner. The following section describes the process of adding gadgets to existing gear.

**Table 3-1: Gadget Craft DC and Time**

| Raw Materials<br>Purchase DC | Craft (electronic)<br>Craft DC | Craft (electronic)<br>Crafting Time | Craft (mechanical)<br>Craft DC | Craft (mechanical)<br>Crafting Time |
|------------------------------|--------------------------------|-------------------------------------|--------------------------------|-------------------------------------|
| 1                            | 2                              | 30 seconds                          | 6                              | 5 minutes                           |
| 2                            | 4                              | 1 minute                            | 8                              | 15 minutes                          |
| 3                            | 6                              | 5 minutes                           | 10                             | 30 minutes                          |
| 4                            | 8                              | 10 minutes                          | 13                             | 45 minutes                          |
| 5                            | 10                             | 20 minutes                          | 15                             | 1 hour                              |
| 6                            | 12                             | 30 minutes                          | 16                             | 2 hours                             |
| 7                            | 13                             | 45 minutes                          | 17                             | 3 hours                             |
| 8                            | 15                             | 1 hour                              | 18                             | 4 hours                             |
| 9                            | 16                             | 2 hours                             | 18                             | 6 hours                             |
| 10                           | 18                             | 4 hours                             | 19                             | 8 hours                             |
| 11                           | 19                             | 8 hours                             | 19                             | 10 hours                            |
| 12                           | 20                             | 12 hours                            | 20                             | 12 hours                            |
| 13                           | 21                             | 16 hours                            | 21                             | 14 hours                            |
| 14                           | 22                             | 18 hours                            | 22                             | 18 hours                            |
| 15                           | 24                             | 22 hours                            | 24                             | 20 hours                            |
| 16                           | 25                             | 24 hours                            | 25                             | 24 hours                            |
| 17                           | 26                             | 30 hours                            | 26                             | 30 hours                            |
| 18                           | 27                             | 36 hours                            | 27                             | 36 hours                            |
| 19                           | 28                             | 42 hours                            | 29                             | 48 hours                            |
| 20                           | 29                             | 48 hours                            | 30                             | 60 hours                            |
| 21                           | 30                             | 54 hours                            | 32                             | 72 hours                            |
| 22                           | 30                             | 60 hours                            | 34                             | 90 hours                            |
| 23                           | 32                             | 70 hours                            | 36                             | 100 hours                           |
| 24                           | 34                             | 80 hours                            | 38                             | 120 hours                           |
| 25                           | 36                             | 100 hours                           | 40                             | 140 hours                           |



## Chapter Three: Gear

First, the character making the modification must have the weapon, armor, or equipment that is to be modified in his or her possession throughout the entire crafting process. Next, the craftsman must determine the cost of the raw materials needed to create the gadget. To do so, first determine the purchase

### The Maker's Mark

Some of the most gifted and talented craftsmen are capable of producing weapons, armor, and equipment so unique in their design and functionality that they can immediately be identified as the work of that particular craftsman. The maker's mark, an identifying symbol on a piece of equipment unique to the individual craftsman, can bring with it the prestige or infamy of the craftsman, even when carried by someone else. In ancient Japan, swords made by master craftsmen were as revered as the masters themselves, and in science fiction settings this tradition continues. A craftsman who has gained sufficient prestige as an inventive or innovative creator may take the Maker's Mark feat (see Appendix A) adding his own unique style to any gear or gadgets he creates.

DC of the unmodified item and then the purchase DC of the item with the gadget applied. Convert both of these purchase DC numbers into actual dollar amounts. Subtract the unmodified item cost from the modified item cost and divide this amount by two. Now convert this new amount back to a purchase DC—this becomes the purchase DC of the raw materials needed to create the item. Once you have determined the raw materials purchase DC, you can determine the Craft DC and crafting time needed by consulting Table 3–1: Gadget Craft DC and Time. For the purpose of determining which Craft skill to use, the Craft check is based on the gadget, not the item being modified. Additionally, if the Craft check succeeds by less than 5, the craftsman must select a single gadget with a drawback that reduces the

purchase DC of an item by –1, which applies to the whole item (not just the gadget).

For example, James wants to add a video scope onto his plasma rifle. The plasma rifle has a purchase DC of 19, while the video scope gadget adds a +3 to the purchase DC, for a total of 22. Since a purchase DC of 19 is the same as \$1,500, and a purchase DC of 22 is the same as \$3,500, the difference is \$2,000. Dividing this amount by two results in a raw materials price of \$1,000, which is a purchase DC of around 17. Since the video scope counts as an electronic device, we see that the Craft (electronics) DC of the modification is 26, requiring 30 hours worth of work. However, since James only rolls a 20 on the Craft (electronics) check, he must select a gadget with a –1 purchase DC modifier. He selects the Fragile gadget, which is now applied to the plasma rifle, giving it a hardness of 2 (reduced from a hardness of 5).

## New Gadgets

The following new gadgets are suitable for addition to a variety of weapons, armor, and equipment in all Progress Levels.

### Basic Gadgets

Basic gadgets are gadgets that can be applied to any piece of gear; they do not depend on the gear type or Progress Level, since they can be applied universally. Select any of these gadgets to modify a piece of equipment according to the gadget's description.

### Ancient

A piece of gear with this gadget comes from an ancient civilization. Often, items with the ancient gadget will be found in archaeological expeditions or upon first exploring planets that were once home to long-dead alien civilizations. Ancient items need not be alien in origin; they might come from a lost and forgotten race of advanced humans that once lived on Earth. Ancient items are more difficult to use due to the fact that they were created by civilizations with different cultural trappings and modes of thought, and collectors often prize these artifacts to the point of offering huge sums of money for items that may not even function. An item with this gadget requires a Knowledge (history) check (DC equal to the purchase DC of the item) to operate the item; failure results in a –2 penalty to attack rolls or skill checks using the item (for weapons and equipment), or a –2 penalty to a suit of armor's bonus to Defense.

**Restrictions:** None

**Wealth DC Modification:** +8

### Fragile

This piece of gear is made from substandard or experimental materials that cause the item to be easily breakable. Fragile objects can be sundered more easily, or are prone to malfunction when dropped or handled carelessly. The item's hardness is halved (rounded down), reducing the amount of damage the item can take before suffering hit point damage.

**Restrictions:** None.

**Wealth DC Modification:** –1

### Hazardous Materials

A piece of gear with this gadget has been constructed out of hazardous materials, making it dangerous to operate—or perhaps even possess. Experimental technologies often use hazardous materials in their construction, and early examples of many energy weapons boast dangerous chemicals and compounds that were as much a threat to the wielder as the target. Hazardous materials often include some type of radioactive matter; a character carrying this object, if unshielded, suffers the effects of radiation exposure once every hour. The intensity of this radiation exposure depends on the type of hazardous materials used, and the wielder of the object must deal with all normal effects of radiation exposure.

**Restrictions:** None.

**Wealth DC Modification:** –1 (Mild exposure); –2 (Low exposure); –3 (Moderate exposure); –4 (High exposure); –5 (Severe exposure).

### Prototype

This gadget indicates that the piece of gear is a prototype, not a finished model, and is prone to accidents and mishaps. Prototype weapons are often used in the testing phase of technological development, built to help scientists and engineers work out design flaws and produce solutions. The prototype gadget can be added to weapons, armor,



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and equipment of a higher progress level than the current campaign, introducing advanced technology earlier than it develops into common use. Unfortunately, prototype equipment is also unreliable, making it difficult to judge whether or not the item will function at any given instance. For weapons and equipment, whenever this item is used, the wielder must make a DC 25 Intelligence check. If the check fails, the item malfunctions and stops working (before resolving the effects of its usage, such as an attack roll or skill check). For armor, whenever a character scores a critical hit on a character wearing prototype armor, that armor's bonus to Defense is not applied when confirming the critical. Furthermore, if the prototype gear fails in such a way, there is also a cumulative 10% chance that the item breaks and must be repaired before it may be used again.

**Restrictions:** None.

**Wealth DC Modification:** –2

### Superior Materials

A piece of gear with this gadget is constructed of the finest materials and is put together in such a way that it becomes more structurally sound than others of its type. This often means that special materials and alloys were used in its construction, or that the gear was constructed with superior craftsmanship. This item's hardness is doubled, increasing the amount of damage the item can take before suffering hit point damage.

**Restrictions:** None.

**Wealth DC Modification:** +1

### Unknown Alien Origin

An item with this gadget comes from an alien world unknown to current scientific knowledge, and is utterly unfamiliar to all who see or use it. Typically this kind of item can be found on alien worlds or aboard derelict alien craft, but regardless the item comes from a place and society utterly different from what the wielder would understand. Items of unknown alien origin are valuable to scientists and typically are confiscated by governments, though collectors, raiders, and entrepreneurial adventurers often come to possess such items through guile, wealth, or unscrupulous tactics. Items of unknown alien origin add +5 to any Craft check DCs made to modify or repair the item, and +10 to any Craft checks made to replicate the item using known technologies. Additionally, any weapons with this gadget require the Alien Weapons Proficiency feat to use without penalty.

**Restrictions:** None.

**Wealth DC Modification:** +6

## Weapon Gadgets

The following new gadgets are suitable for weapons of varying progress levels, as determined by the individual gadget.

### Dual-Targeting (PL 7)

A dual-targeting weapon is designed to allow the wielder to attack two targets simultaneously. The dual-targeting gadget adds a new firing mode to the weapon (labeled DT for

short), which splits the energy beam into two identical blasts that lance out from the weapon and hit two targets. When entering DT mode, the wielder declares which two targets will be attacked; both targets must be within 30 feet of one another. Firing a weapon in DT mode is an attack action, and only a single attack roll is made. Success against the targets' Defense scores and any applicable damage are determined normally. Firing a weapon in DT mode consumes 2 charges from the energy weapon.

**Restrictions:** Weapon must have an integrated computer to function, ranged energy weapons only.

**Wealth DC Modification:** +4

### Increased Damage Potential (Universal)

A weapon with this gadget has been modified such that, when it deals significant damage, it can have devastating results on its chosen target. This might include barbs in melee weapons, secondary explosions in ballistic weapons, or any number of other possible modifications. This increases the threat range of the weapon by 1; for example, a weapon with a threat range of 20 becomes 19–20, or with a threat range of 19–20 becomes 18–20, and so on. This gadget may be applied up to five times, each time increasing the weapon's threat range by 1 and modifying the purchase DC accordingly.

**Restrictions:** This gadget may only be applied to weapons with a threat range; this gadget may not modify weapons incapable of scoring critical hits.

**Wealth DC Modification:** +2

### Long Range (Universal)

Weapons with this gadget have been specially modified to increase the overall range of a weapon, though not its accuracy at long ranges. A weapon with this gadget may fire at a target up to 15 range increments away, as opposed to the normal 10. Standard range increment penalties still apply at these extreme long ranges.

**Restrictions:** Ranged weapons only.

**Wealth DC Modification:** +1

### Loud Discharge (Universal)

This weapon produces a particularly loud discharge when fired, alerting others to the presence of the shooter and deafening those within reach. All characters within 30 feet of the character firing this weapon suffer a –4 penalty to Listen checks this round. Additionally, any characters making Listen checks to hear or pinpoint the shooter gain a +4 bonus to these checks.

**Restrictions:** Ranged ballistic and energy weapons only.

**Wealth DC Modification:** –1

### Overheat (Universal)

Weapons with this gadget produce vast amounts of excess heat, which can cause the weapon to malfunction or even break if used too rapidly. Weapons that overheat can build up excess heat over time, and without enough cool-down time, they become hot to the touch. Each time a weapon with this gadget is fired (beyond the first), there is a cumulative 10% chance





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that the weapon will malfunction and not work for 1 round. Furthermore, if the weapon does malfunction, there is a 10% chance that the weapon breaks and must be repaired before it may be used again. Not firing the weapon for one full round reduces the malfunction chance by 5%.

**Restrictions:** Ranged ballistic and energy weapons only.

**Wealth DC Modification:** -2

### Particle Buildup (Universal)

The weapon collects excess particles from its discharge, causing problems with jamming and malfunction. Whenever this weapon fires, the excess matter created by the ammunition collects in the barrel or chamber of the weapon, locking up mechanical parts and blocking the path of the energy bolt or bullet. Any time a character rolls a natural 1 on an attack roll using this weapon, the weapon jams and the wielder must spend a full-round action removing the excess particles from the inside of the weapon before it will fire again.

**Restrictions:** Ranged ballistic and energy weapons only.

**Wealth DC Modification:** -2

### Penetrating Attack (Universal)

This weapon possesses an extremely effective method of delivering damage, allowing it to overcome even the toughest armor and the finest materials in order to deal damage to the real target. A weapon with the penetrating attack gadget ignores a certain amount of DR when striking objects and armor, allowing it to cleave through a target as though the tough materials simply were not there. The amount of DR

ignored by this weapon depends on the amount by which the purchase DC is modified by this gadget.

**Restrictions:** None.

**Wealth DC Modification:** +1 (ignores 1 point of DR); +2 (ignores 2 points of DR); +3 (ignores 3 points of DR); +4 (ignores 4 points of DR); +5 (ignores 5 points of DR).

### Reduced Ammunition Count (Universal)

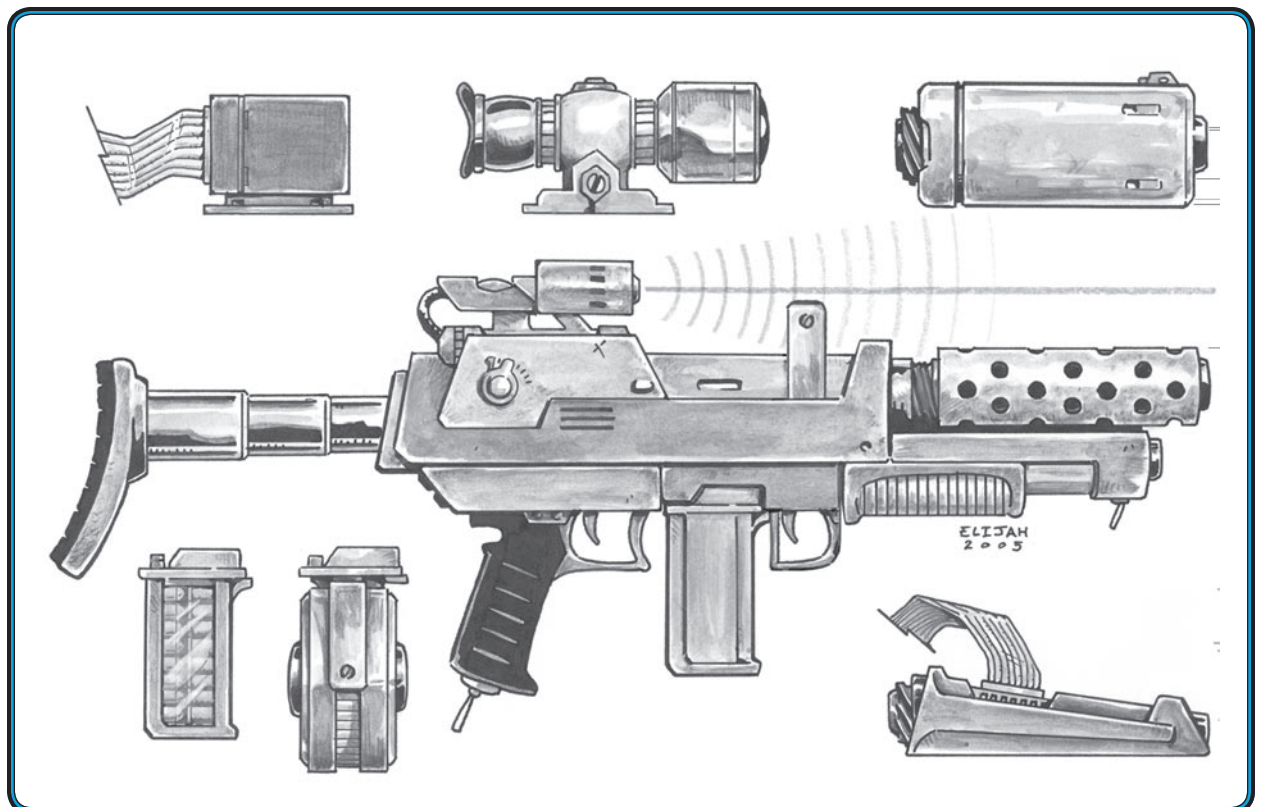
This weapon carries a much smaller amount of ammunition than other similar weapons, making it necessary to reload the weapon much more frequently. A weapon with this gadget has only 2/3 the normal amount of ammunition capacity, rounded up. Thus, a revolver that has a capacity of 6 bullets may only hold 4, while a laser pistol that has a capacity of 50 shots only has 34 shots, and so on.

**Restrictions:** Ranged weapons with ammunition only; may not be combined with gadgets that increase the ammunition capacity of the weapon. Weapons that possess an ammunition count of less than 3 shots may not make use of this gadget.

**Wealth DC Modification:** -2

### Reduced Recoil (PL 6)

A weapon with this gadget has been specifically engineered to function in low- and zero-gravity environments, reducing its recoil to prevent difficulties with momentum and knocking the wielder off balance. A character wielding this weapon suffers no penalty for firing the weapon in low-gravity environments, and only suffers a -2 penalty to firing the weapon in zero-gravity environments; conditions that would negate attack penalties under these conditions (such as



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being native to such an environment or zero-gravity feats) negate this penalty as normal.

**Restrictions:** Ranged ballistic and energy weapons only.

**Wealth DC Modification:** +2

### Slow Shot (Universal)

This weapon has an extraordinarily slow rate of fire, causing it to hinder the shooter's ability to get off multiple shots in the same round. Whenever a character wields this weapon, he may only fire a single shot with it in each round, even if his base attack bonus would normally grant extra attacks.

**Restrictions:** Ranged weapons with Single rate of fire only.

**Wealth DC Modification:** -4

### Unstable (Universal)

Similar in concept to prototype weapons, weapons with this gadget are simply poorly engineered or constructed and are prone to breaking when used under intense conditions. Whenever a character wielding a weapon with this gadget rolls a natural 1 on an attack roll, the weapon breaks and must be fixed before it can be used again.

**Restrictions:** Gadget Restrictions

**Wealth DC Modification:** -4

## Armor Gadgets

The following new gadgets are suitable for armors of varying progress levels, as determined by the individual gadget.

### Ability Boosting (PL 7)

The suit of armor bearing this gadget has the built-in function of enhancing the ability scores of the wearer. Using a combination of servos, motors, quick-response transmitters and reaction/prediction software, the armor can enhance either the Strength or Dexterity score of the wearer. This gadget provides a +1 bonus to the chosen ability score, which applies only when the armor is donned and activated. This gadget may be added multiple times, each time adding another +1 bonus to an ability score and increasing the purchase DC accordingly.

**Restrictions:** Powered armor only.

**Wealth DC Modification:** +3

### Armor Barbs (Universal)

Armor barbs are small, jagged metal blades that are frequently installed on hand, arm, leg, or foot pieces of any suit or armor. Armor barbs actually use tiny, razor-sharp filaments to increase hand-to-hand damage by slicing into an opponent. Armor barbs add an extra +1d6 points of slashing damage to all unarmed attacks made by the wearer.

**Restrictions:** None

**Wealth DC Modification:** +1

### Energy Ablative (PL 6)

This type of armor possesses a special coating of energy-ablative chemicals and compounds that bleed off energy damage taken by the wearer. A coating of energy ablative compound protects a suit of armor against a single energy

type, drastically reducing the effects of that energy on the armor and its wearer. A suit of armor can only have a single instance of the energy ablative gadget applied to it at a time; any new application of energy ablative coating replaces the previous one. When this gadget is applied to armor, select one of the following energy types: acid, cold, electric, fire, gravity or sonic/concussion. The armor automatically gains 5 points of resistance to that type of energy, reducing all damage of that energy type by 5.

**Restrictions:** None.

**Wealth DC Modification:** +3

### Increased Lifting Capacity (PL 6)

Specially designed for powered armor used in construction and demolition, the increased lifting capacity gadget includes a number of armor enhancements that result in a boosted lifting capacity. However, rather than simply boosting a character's Strength score, this gadget focuses tightly on simple lifting and carrying, enabling the wearer of the armor to bear a heavier load without having an effect on combat ability. The increased lifting capacity gadget multiplies the lifting capacity of the wearer by 2. Furthermore, this armor gadget may be applied to an individual suit of armor multiple times, each time increasing the lifting capacity multiplier by 1. Thus, while a single instance of the gadget might provide lifting capacity  $\times 2$ , subsequent applications of the gadget might increase that to  $\times 3$  and  $\times 4$ .

**Restrictions:** Powered armor only.

**Wealth DC Modification:** +1 ( $\times 2$  lifting); +2 ( $\times 3$  lifting); +4 ( $\times 4$  lifting).

### Inertial Dampeners (PL 8)

This gadget adds the mastery of artificial gravity to a suit of powered armor, allowing the wearer to function in zero-gravity environments and withstand intense g-forces associated with atmospheric flight. A suit of armor with this gadget allows the wearer to ignore the effects of space adaptation syndrome. Furthermore, if the armor grants the character a flight speed, the character gains a +2 equipment bonus to all Pilot checks to operate the armor's jet packs.

**Restrictions:** Powered armor only.

**Wealth DC Modification:** +3

### Jump Jets (PL 6)

This gadget includes several small rocket boosters (or other methods of propulsion at later progress levels) that can provide short, controlled bursts to the character's momentum. The end result is that the armor provides a +20 equipment bonus on all Jump checks made by the wearer.

**Restrictions:** Powered armor only.

**Wealth DC Modification:** +2

### Radiation Shield (Universal)

A suit of radiation-shielded armor possesses a specially designed lining that protects the wearer from harmful radiation. Often used on armor worn by space explorers and adventurers, a radiation shield blocks out low-grade radiation



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almost entirely. As a result, a character wearing armor with the radiation shield gadget does not suffer the effects of Mild or Low radiation exposure. Additionally, if the armor also has the environment seal gadget, the character suffers no effects from Moderate or High radiation exposure.

**Restrictions:** None

**Wealth DC Modification:** +1

### Shock Spikes (PL 6)

The armor bearing this gadget possesses several long, electrified spikes that send jolts of harmful energy into unsuspecting opponents in close-quarters combat. Similar to the armor spikes worn by ancient warriors in land-based battles, the shock spikes deal 2d6 points of electricity damage each round to an opponent who is grappling or being grappled by the wearer of the armor.

**Restrictions:** Powered armor only.

**Wealth DC Modification:** +2

### Speed Boosting (PL 7)

This gadget provides a boost in the ground movement speed of the wearer, allowing him to cover more of the battlefield quickly. By boosting the speed and strength of the wearer's legs and focusing on propelling the character, this armor gadget increases the character's base speed by 10 feet. This gadget may be applied multiple times, each time increasing the character's base speed by 10 feet and adjusting the purchase DC of the armor accordingly.

**Restrictions:** Powered armor only.

**Wealth DC Modification:** +3 per +10 feet.

## New Weapons

The following new weapons are suitable for varying progress levels, as determined by the individual weapon.

### Antimatter Cannon (PL 8)

The antimatter cannon is a potent and deadly weapon that fires a beam of intense but tightly focused antimatter at a target. The reaction between the beam and the target produces large amounts of explosive energy, severely damaging the target. Most antimatter weapons are illegal and highly dangerous, as they can have occasionally unpredictable results.

An antimatter cannon does not use ammunition, but is instead powered by power packs.

### Gamma Ray Gun (PL 6)

The gamma ray gun is a potent and dangerous weapon that fires bundles of gamma radiation at a target, similar to the effects of a standard laser weapon. These gamma ray bolts are intense and small, acting as a standard energy bolt when fired and dealing energy damage to the target. However, any character damaged by a gamma ray bolt is also affected by Low intensity radiation, and must make saving throws accordingly.

A gamma ray gun does not use ammunition, but is instead powered by power packs.

### Gravcutter (PL 7)

Originally designed as a survival tool for planets with thick foliage, the gravcutter resembles a scythe blade attached to a collapsible haft, with a large electronic protrusion at the juncture of the blade and the handle. With a blade composed of the finest and toughest alloys and a durable haft, the gravcutter also outshines the standard scythe in that the weapon's built-in gravity manipulator emits subtle gravity-altering fields that give the blade additional speed and force even when wielded by the weakest character.

### Gravhammer (PL 7)

Built with a design philosophy similar to that of the gravcutter, the gravhammer is a purely offensive weapon that resembles a sledge hammer. The head of the hammer conceals a powerful mass generator that alters the intensity of the gravhammer's impact by increasing its mass through gravity fields. As a result, being hit by a gravhammer is like being hit by an object several times its mass wielded by someone with incredible strength.

### Gravity Gun (PL 7)

A unique application of gravity-altering technology, the gravity gun fires a microscopic piece of highly-modified matter at the target. The gravity gun alters the intensity of the gravity generated by this matter, in essence creating an energy-bolt sized gravity field.

A gravity gun does not use ammunition, but is instead powered by power packs.

### Pneumatic Pistol (PL 5)

Developed when mankind took its first steps into space, the pneumatic pistol operates on simple compressed-air technologies to fire a standard ballistic bullet. Though standard firearms would function in space, the heat and friction generated by standard firearms caused guns to jam as their metal frames expanded and contracted. Thus, the pneumatic pistol was created to eliminate the excess heat generated by standard firearms while still maintaining velocity and lethality. The pneumatic pistol fires a specially designed bullet, launched from the weapon by an intense blast of compressed air. With no gravity or atmospheric friction to slow down the pneumatic bullet, only a small amount of compressed air is required to get the bullet up to lethal speeds in the vacuum of space. Each magazine of pneumatic ammunition contains not only the bullets themselves, but the highly-compressed air needed to propel those bullets. Though less effective in an atmosphere, pneumatic pistols have much higher ranges in space than most standard firearms.

### Pneumatic Rifle (PL 5)

The pneumatic rifle employs the same technology as the pneumatic pistol. The pneumatic rifle fires deadlier rounds at targets even further away from the shooter, using a larger amount of compressed air and a specially-designed barrel that enhances the ammunition's momentum as the weapon is fired.





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### Razorsling (PL 6)

A particularly nasty weapon favored by outlaws, the razorsling is a wrist-mounted weapon that fires fist-sized spinning saw blades at incredible velocities. Intense magnetic fields propel the blades, simultaneously spinning them at an incredible rate. Razorslings can be worn beneath clothing and concealed with relative ease, making them a favorite among undercover assassins and criminals who do not wish to draw the attention that comes with a firearm.

### Seeker Grenades (PL 8)

Seeker grenades are particularly intelligent and deadly weapons capable of targeting individuals on the battlefield. Each seeker grenade possesses a built-in computer and sensor system, as well as an anti-gravity propulsion system that allows the grenade to float across a battlefield, scanning combatants and seeking out the individual or group it has been programmed to target.

A seeker grenade requires one full-round action to program, using a built-in scanner/chip reader to identify the target via a photograph or holographic recording. Throwing the seeker grenade is an attack action. Once thrown, the seeker grenade flies straight ahead at a speed of 120 feet per round, avoiding obstacles and even reversing course if it enters a cul-de-sac. The seeker grenade can also simply be thrown straight up, whereupon it begins a search pattern, traveling 120 feet per round in a clockwise spiral pattern. In either case, the seeker grenade travels a total of 1,200 feet (10 rounds worth of movement) before it detonates or self-destructs. (The option may be set as a free action by the user before it is thrown; the default is detonation.)

Once a seeker grenade finds the target, it alters course and moves directly toward the target, detonating as close to the target as possible. The seeker grenade uses its own attack bonus (at +10) when launching itself at a target, though it can only travel up to 1,200 feet before detonating on its own. Seeker grenades have a burst radius of 15 feet and a Reflex save DC of 18.

### Sonic Disruptor (PL 7)

Developed using cutting-edge sound manipulation technology, the sonic disruptor is a relatively unique weapon that produces a bolt of concentrated sound that vibrates and disrupts the atomic cohesion of any target it strikes. The end result is that a bolt of pure sonic energy can shatter even the toughest armor or thickest metal walls simply by breaking the bonds between the very molecules that make up the object's mass. A sonic disruptor ignores one-half the hardness of an object, or one-half the DR of an armored target.

A sonic disruptor does not use ammunition, but is instead powered by power packs.

### Wave Pistol (PL 6)

Developed around the same time as the first laser weapons, the wave pistol fires bolts of altered light waves to produce a similar effect as the standard laser pistol. However, unlike laser pistols the wave pistol produces very little heat in its bolts, just disruptive light energy, meaning that it deals nonspecific energy damage (as opposed to fire damage).

A wave pistol does not use ammunition, but is instead powered by power packs.

**Table 3-2: Ranged Weapons**

| Spell/Weapon                                            | Damage | Critical | Damage Type | Range Increment       | Rate of Fire | Magazine | Size   | Weight | Purchase DC | PL |
|---------------------------------------------------------|--------|----------|-------------|-----------------------|--------------|----------|--------|--------|-------------|----|
| <i>Requiring the Personal Firearms Proficiency Feat</i> |        |          |             |                       |              |          |        |        |             |    |
| Antimatter Cannon                                       | 3d10   | 20       | Energy      | 40 feet               | S,A          | 10 box   | Large  | 12 lb  | 24          | 8  |
| Gamma Ray Gun                                           | 2d8    | 20       | Energy      | 30 feet               | S, A         | 30 box   | Medium | 4 lb   | 18          | 6  |
| Gravity Gun                                             | 3d8    | 20       | Gravity     | 30 feet               | S, A         | 30 box   | Medium | 6 lb   | 20          | 7  |
| Pneumatic Pistol                                        | 2d6    | 20       | Ballistic   | 80 feet <sup>1</sup>  | S,A          | 15 box   | Medium | 3 lb   | 18          | 5  |
| Pneumatic Rifle                                         | 2d8    | 20       | Ballistic   | 140 feet <sup>1</sup> | S,A          | 20 box   | Large  | 8 lb   | 21          | 5  |
| Razorsling                                              | 1d10   | 19–20    | Slashing    | 20 feet               | S, A         | 10 box   | Small  | 1 lb   | 16          | 6  |
| Seeker Grenades                                         | 8d6    | —        | Fire        | —                     | —            | —        | Tiny   | 1 lb   | 24          | 8  |
| Sonic Disruptor                                         | 2d8    | 20       | Sonic       | 40 feet               | S, A         | 50 box   | Medium | 5 lb   | 21          | 7  |
| Wave Pistol                                             | 3d6    | 20       | Energy      | 50 feet               | S, A         | 40 box   | Medium | 4 lb   | 19          | 6  |

<sup>1</sup> Pneumatic weapons use their normal range increment while in the vacuum of space; in atmospheres, their range increment is halved.

**Table 3-3: Melee Weapons**

| Weapon                                                                | Damage | Critical | Damage Type | Range Increment | Size   | Weight | Purchase DC | Restriction | PL |
|-----------------------------------------------------------------------|--------|----------|-------------|-----------------|--------|--------|-------------|-------------|----|
| <i>Simple Weapons (Requiring the Simple Weapons Proficiency Feat)</i> |        |          |             |                 |        |        |             |             |    |
| Gravcutter                                                            | 2d6    | 19–20    | Slashing    | —               | Large  | 4 lb   | 16          | —           | 7  |
| Gravhammer                                                            | 2d8    | 20       | Bludgeoning | —               | Medium | 7 lb   | 17          | —           | 7  |
| Wrist Blades                                                          | 1d6    | 20       | Slashing    | —               | Small  | 1 lb   | 14          | —           | 5  |



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### Wave Rifle (PL 5)

The wave rifle uses the same technology as the wave pistol, targeting victims with nonspecific energy damage. The wave rifle fires deadlier rounds at targets even farther away from the shooter.

A wave rifle does not use ammunition, but is instead powered by power packs.

### Wrist Blades (PL 5)

Created as a simple, hands-free weapon worn by space-faring soldiers, wrist blades are composed of twin jagged, curved blades that extend from metal housings strapped to the wrist. Wrist blades may be extended (as a free action) by pressing a trigger button laid into the palm. Retracting the blades is a move action.

## Energy Weapons

The advent of energy weapons brings about many new possibilities for the creation of new and unique weapons. In modern and future roleplaying games, there are normally five unique types of energy: acid, cold, electricity, fire, and sonic/concussion. Science fiction games and the associated technology that comes with them necessitate the introduction of a sixth type of energy in the form of gravity. Gravity damage often occurs as the result of weapons dealing damage equal to the crushing power of black holes. These six energy types make up the basis of a new range of versatility in the creation of new energy weapons, namely in that they can be interchanged with one another to create a wide variety of weapon types.

Any weapon that deals energy damage, including all six of the types listed above (as well as nonspecific energy damage), can be altered to use a different type of energy damage altogether. For example, the standard laser pistol does 2d8 points of fire damage. However, by changing that fire damage to electric damage the entire flavor of the weapon is changed, and instead of a laser pistol you have a shock pistol that now deals 2d8 points of electric damage. The statistics of the weapon stay identical, but the weapon now has a whole new flavor and presents new and interesting uses for the weapon.

The following three gadgets have been specifically designed to alter the damage type of energy weapons, creating a vast array of possibilities for new weapons.

### Alternate Energy Type (PL 6)

This gadget alters the energy type used by a standard weapon, creating a whole new weapon. When selecting this gadget for a weapon, choose one of the following energy types: acid, cold, electric, fire, gravity, or sonic/concussion. The weapon now deals damage of that type, replacing the previous damage type.

**Restrictions:** Energy weapons only.

**Wealth DC Modification:** +1

### Combined Energy Type (PL 7)

This gadget alters the energy type used by a standard weapon, creating a whole new weapon that is a hybrid of the base weapon and another energy type. When selecting this gadget for a weapon, choose one of the following energy types: acid, cold, electric, fire, gravity, or sonic/concussion. The weapon's damage is now divided equally between the two types: half its damage is of the new type, and half its damage of the previous type. For example, when applying this gadget to a laser pistol (which deals 2d8 points of fire damage normally) and selecting sonic damage as the secondary type, the pistol still deals 2d8 points of damage, but only half of that damage is fire damage, while the remainder of the damage is sonic damage.

**Restrictions:** Energy weapons only.

**Wealth DC Modification:** +2

### Variable Energy Type (PL 6)

This gadget alters the energy type used by a standard weapon, creating a whole new weapon that can change between energy types at the wielder's discretion. When selecting this gadget for a weapon, choose one of the following energy types: acid, cold, electric, fire, gravity, or sonic/concussion. The weapon may now alternate between damage of that type and the original energy type. Switching between energy damage types requires a move action.

**Table 3-4: Armor**

| Armor                | Type        | Equipment Bonus | Nonprof. Bonus | Max Dex Bonus | Armor Penalty | Speed (30 ft) | Weight | Purchase DC | PL |
|----------------------|-------------|-----------------|----------------|---------------|---------------|---------------|--------|-------------|----|
| <i>Light Armor</i>   |             |                 |                |               |               |               |        |             |    |
| Force Buckler        | Shield      | +2              | +1             | -             | -             | -             | 2 lb   | 16          | 7  |
| MagGauntlets         | Concealable | +2              | +1             | -             | -             | -             | 3 lb   | 18          | 6  |
| <i>Powered Armor</i> |             |                 |                |               |               |               |        |             |    |
| Demolition Suit      | Tactical    | +8              | +3             | +2            | -6            | 20            | 35 lb  | 22          | 8  |
| Energy Armor         | Tactical    | +6              | +2             | +4            | -2            | 30            | 20 lb  | 15          | 6  |
| Gadget Suit          | Tactical    | +6              | +2             | +5            | -2            | 30            | 15 lb  | 17          | 7  |
| Patrol Suit          | Tactical    | +7              | +2             | +4            | -4            | 30            | 40 lb  | 19          | 6  |
| Scout Armor          | Tactical    | +6              | +1             | +4            | -2            | 20            | 30 lb  | 18          | 7  |
| Urban Assault Armor  | Tactical    | +9              | +3             | +1            | -8            | 20            | 60 lb  | 23          | 7  |
| Zero-G Battle Armor  | Tactical    | +8              | +3             | +1            | -6            | 20            | 50 lb  | 24          | 8  |

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Using this gadget with the combined energy gadget allows one of the settings to be the combined energy types.

**Restrictions:** Energy weapons only.

**Wealth DC Modification:** +3

### New Armor

The following new armor types are suitable for varying progress levels, as determined by the individual armor.

#### Force Buckler (PL 7)

A special piece of armor that harkens back to medieval times, the force buckler is a magnetic field that forms in the shape of a circle, projected from a single gauntlet. Acting like a buckler of old, the force buckler allows the wearer to shield himself from incoming attacks and provide himself with a small amount of extra defense in the face of an attacker. The force buckler provides a shield bonus to Defense, which stacks with any armor bonuses. Additionally, the wielder need not have a free hand to use the buckler, since it is projected directly from the wrist gauntlet.

#### MagGauntlets (PL 6)

Often used in conjunction with other types of armor, MagGauntlets provide a small tactical advantage to combatants carrying weapons. MagGauntles provide a small amount of defense against incoming attacks, but their real advantage comes in the fact that they project a magnetic field that holds metallic objects in the palm of the hand, reinforcing the wearer's grip on weapons and equipment. MagGauntlets provide a +6 bonus to the wearer's attempts to resist being disarmed.

### Powered Armor

The following suits of powered armor require the Powered Armor Proficiency to operate without a penalty.

#### Demolition Suit (PL 8)

Designed for use in salvage and demolitions operations in space, this suit is a piece of powered armor that allows the wearer to take apart and demolish starships, buildings, and anything else that might need dismantling. The demolition suit provides the wearer with a +8 bonus to Strength, triples the wearer's lifting capacity, and includes a built-in disintegrator for vaporizing debris or anything else that might get in the salvager's way.

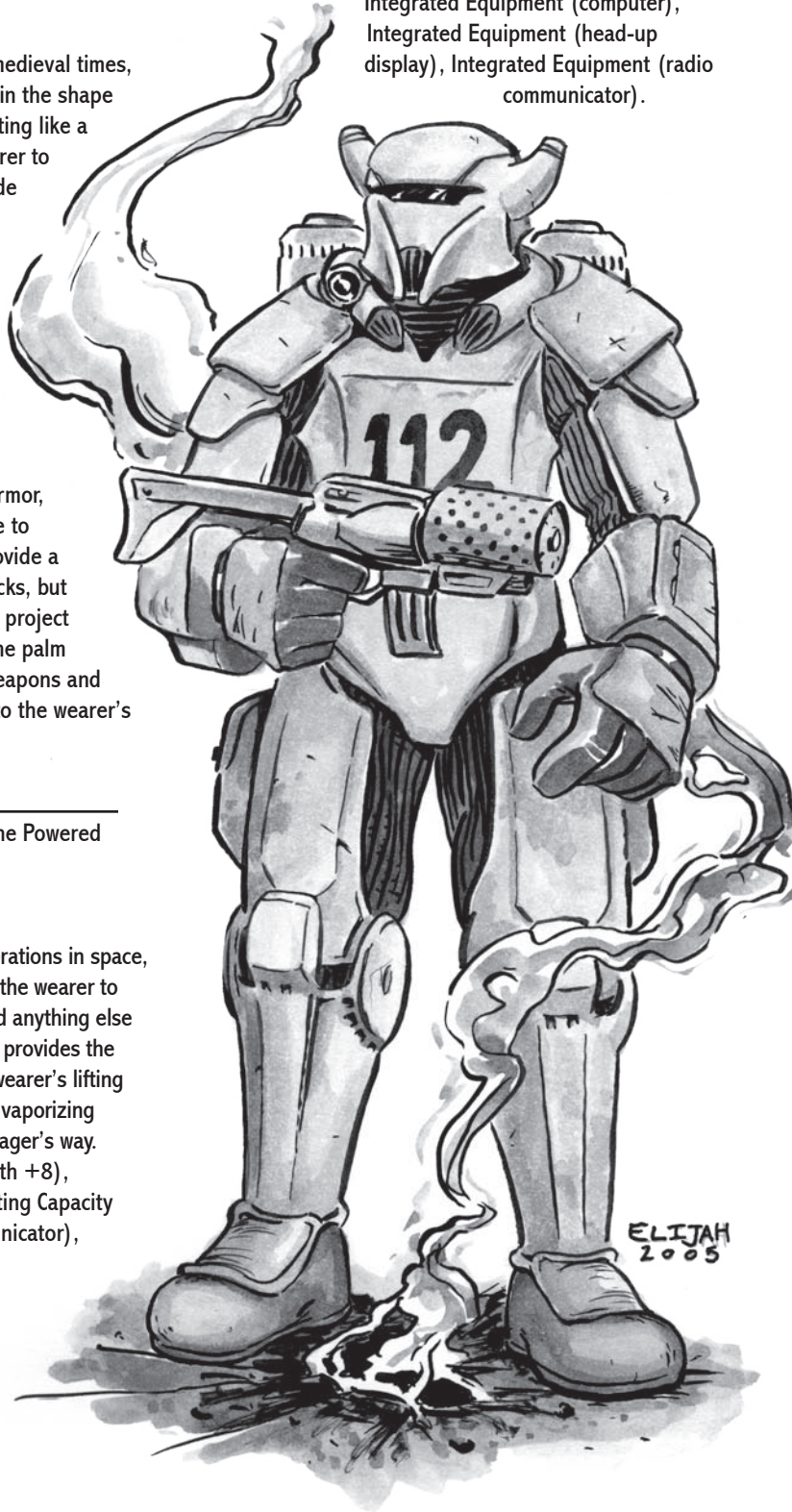
**Gadgets Included:** Ability Boosting (Strength +8), Environment Seal, Gravity Anchor, Increased Lifting Capacity ( $\times 2$ ), Integrated Equipment (universal communicator), Integrated Weapon (disintegrator).

#### Energy Armor (PL 6)

The energy armor is one of the most basic forms of powered armor available. In fact, it possesses almost no additional accoutrements except for very basic power supply systems

and an integrated computer capable of providing a wide variety of data to the user via the built-in heads-up display (HUD). Additionally, energy armor has several integrated servos and motors that increase the user's freedom of movement, making energy armor a popular choice among explorers and adventurers. Additionally, many tinkers and craftsmen prefer the energy armor as a base model to receive modifications, as they provide a solid basis for alteration.

**Gadgets Included:** Ability Boosting (Dexterity +4), Integrated Equipment (computer), Integrated Equipment (head-up display), Integrated Equipment (radio communicator).





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### Gadget Suit (PL 7)

Seizing on the popularity of the energy armor in the previous Progress Level, the manufacturers of the gadget suit sought to create a suit of powered armor capable of accepting and integrating gadgets and modifications right from the start. The gadget suit typically comes with almost nothing installed already, save for a basic power supply and the connections to hook any powered equipment to the armor. Most manufacturers sell basic gadget packages along with the gadget suit, though many craftsmen prefer to purchase the base model and add all of their own gadgets.

**Gadgets Included:** Choose up to Wealth +5 worth of gadgets at the time of purchase.

### Patrol Suit (PL 6)

A favorite among law-enforcement and military organizations, the patrol suit makes use of cutting edge sensor and communications technologies to coordinate patrol teams and provide real-time information access to alerts issued by headquarters. Patrol suits also typically include capture and containment gear, and some agencies actually provide patrol suits to every member of their force in case a situation arises where emergency patrols are needed.

**Gadgets Included:** Integrated Equipment (armacomp sensor), Integrated Equipment (computer), Integrated Equipment (democomp sensor), Integrated Equipment (heads-up display with sensor link), Integrated Equipment (jet pack), Integrated Equipment (motion sensor), Integrated Equipment (universal communicator), Speed Booster.

### Scout Armor (PL 7)

A favored suit of armor among deep space exploration organizations, the scout armor is a combination atmospheric and interstellar exploration suit capable of functioning in almost any environment. Scout armor assists in the exploration, mapping, and evaluation of new worlds and locales, and some militaries use scout armor for their advanced reconnaissance teams due to its sophisticated sensor and data recording systems. Scout armor is designed to allow the wearer to function independently or in groups, giving a wide variety of options to those involved in exploration and investigation.

**Gadgets Included:** Environment Seal, Integrated Equipment (chemicomp sensor), Integrated Equipment (computer), Integrated Equipment (GalPos device), Integrated Equipment (geocomp sensor), Integrated Equipment (jetpack), Integrated Equipment (universal communicator), Jump Jets, Radiation Shield.

### Urban Assault Combat Armor (PL 7)

The situations that call for the urban assault combat armor are few and far between, but when they occur this suit of armor becomes completely indispensable. Used primarily by law enforcement and military units, urban assault armor helps prepare the wearer for combat within cities, space stations, and other highly developed environments. Urban assault combat armor provides protection against unruly mobs, allowing a single character to fend off hundreds of

rioters or criminals. Additionally, when used by squads, urban assault armor can enable a handful of law enforcement officials to quell an uprising of hundreds or even thousands of people at a time.

**Gadgets Included:** Environment Seal, Integrated Equipment (armacomp sensor), Integrated Equipment (democomp sensor), Integrated Equipment (head-up display with ammunition tracker and sensor link), Integrated Equipment (universal communicator), Integrated Weapon (gravity snare), Integrated Weapon (laser pistol), Integrated Weapon (stun grenade mini-grenade launcher), Integrated Weapon (tear gas launcher), Jump Jets.

### Zero-G Battle Armor (PL 8)

Preferred by naval armadas, pirates, and other combat units that function primarily in space, the zero-g battle armor gives space combatants a high degree of mobility in zero gravity and outfits them with an impressive arsenal. A squad of soldiers in zero-g battle armor can be absolutely devastating to the enemy, and pirates and privateers favor the suit as a means of boarding a ship after knocking out its artificial gravity. Additionally, raiding parties intent on taking over massive ships and space stations often use zero-g battle armor to travel directly and quickly to the command bridge, rather than trying to fight their way from a hangar bay through the bulk of the ship.

**Gadgets Included:** Environment Seal, Gravity Anchor, Inertial Dampeners, Integrated Equipment (antimatter cutting torch), Integrated Equipment (jetpack), Integrated Equipment (heads up display with ammunition tracker and targeting software), Integrated Equipment (universal communicator), Integrated Weapon (plasma pistol), Integrated Weapon (gravity gun), Radiation Shield.

## New Equipment

The following new pieces of equipment are suitable for varying progress levels, as determined by the individual item.

### All-Purpose Goggles (PL 6)

Favored by craftsmen and technicians, the protective goggles that develop in the Fusion Age combine several technologies to produce a great all-purpose device. Protective goggles have automatic dimmers that protect the wearer from all forms of blinding light, including flash-bang grenades and similar phosphorescent explosives. Protective goggles shield the eyes from all forms of radiation, pollution, dust, contamination, loose particles, acids, and any other matter that could harm the eyes. Furthermore, they have built-in magnification lenses that provide a +2 bonus on all skill checks made to manipulate, build, or repair objects that are at least Tiny in size.

### Antimatter Cutting Torch (PL 7)

The antimatter cutting torch is a special device used by salvagers, repair crews, construction workers, and pirates to slice through thick, tough metals with ease. Using a microscopic stream of antimatter, the cutting torch can slice

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through even the toughest materials with ease. As a full-round action, the character can use the cutting torch to slice through an object, ignoring its hardness and dealing 4d10 points of damage to that object. Note that due to its unwieldy nature the antimatter cutting torch cannot be used as a weapon.

### Chronometric Compass (PL 8)

A device invented to help time travelers keep track of their displacement in the time stream, the chronometric compass is a device that calculates exactly how far backward or forward in time you have traveled from your original destination. By taking readings of environmental variables from the user's time of origin and comparing them to the new time period, the chronometric compass can detail down to the second how far one has become displaced from his or her own time period. Additionally, the chronometric compass will count down toward the point when the traveler will once again intersect with the moment he departed (if traveling to the past), or will count up to determine how far in the future the time traveler continues to move.

### Chronometric Tracker (PL 9)

Similar in design to the chronometric compass, the chronometric tracker can detect time-displaced beings and determine exactly how displaced they are. By scanning an adjacent character, creature, or object for one full round, the chronometric tracker will determine exactly how far displaced in time, and in what direction, the subject has become. Additionally, as a full round action, the bearer of this device may make a Computer Use check (DC 25) to passively detect any time displaced creatures or items within 100 feet; normally, the item must be focused on a single target to function.

### Codex Galactica (PL 7)

A remarkable text penned by over a thousand different authors, the Codex Galactica is a comprehensive encyclopedia of knowledge culled from dozens of colonized and alien worlds. Stored in electronic format and covering literally billions of subjects, the Codex Galactica provides a general overview of the people, places, and technologies of spacefaring humans and other alien races, though small amounts of technical and scientific data are included as well. The Codex Galactica provides a +2 equipment bonus to any of the following Knowledge skills: art, business, civics, current events, history, popular culture, streetwise, or theology & philosophy.

### Cryo-Stasis Pod (PL 6)

This advanced piece of cryogenic storage equipment is a sealed, one-creature environment capable of freezing and sustaining a life form for extended periods of time. The cryo-stasis pod features a built-in power supply that can theoretically power the unit for over 1,000 years in passive stasis mode, though safely unfreezing an individual requires a much larger source of energy and uses up the remainder of the pod's battery charge. When placed in a cryo-stasis pod, the creature does not age, is incapable of thoughts or even

dreaming, and remains completely inanimate until unfrozen. Safely cryogenically freezing the creature requires a Knowledge (earth and life sciences) check at DC 25; failure indicates that the freezing process does not work, and the subject suffers 2d6 points of cold damage from the botched attempt.

### Dimensional Barometer (PL 7)

An ingenious device often carried by dimensional travelers, the dimensional barometer is capable of detecting minute divergences in probability caused by dimensional travel. In essence, the dimensional barometer calculates how different the reality of one dimension is from the reality of the traveler's dimension of origin. Since dimensional theory dictates that similar realities are close to one another, a dimensional barometer simply calculates how many different divergences there are from the traveler's home dimension and produces a numerical index; the higher the index, the more different the dimension is from one's home dimension. Dimensional travelers often link these barometers up to analytical computers, taking these numerical scores and using them as "addresses" for dimensional travel devices.

### Emergency Medical Shelter (PL 6)

Used by doctors, field medics, and military hospitals, the emergency medical shelter is a fast-assembly building that can protect the patients and doctors within from the disease,

**Table 3-5: Equipment**

| Equipment                 | Size   | Weight | Purchase |    |
|---------------------------|--------|--------|----------|----|
|                           |        |        | DC       | PL |
| Antimatter Cutting Torch  | Medium | 39 lb  | 16       | 7  |
| Chronometric Compass      | Small  | 1 lb   | 18       | 8  |
| Chronometric Tracker      | Small  | 1 lb   | 20       | 9  |
| Codex Galactica           | Small  | .5 lb  | 12       | 7  |
| Cryo-Stasis Pod, Small    | Medium | 150 lb | 18       | 6  |
| Cryo-Stasis Pod, Medium   | Large  | 300 lb | 20       | 6  |
| Cryo-Stasis Pod, Large    | Huge   | 500 lb | 22       | 6  |
| Cybernetic Surge          | Dim.   | .3 lb  | 10       | 6  |
| Dimensional Barometer     | Small  | 1 lb   | 19       | 7  |
| Emergency Medical Shelter | Large  | 20 lb  | 15       | 6  |
| Gene Therapy Kit          | Medium | 3 lb   | 17       | 6  |
| Gravity Lift              | Tiny   | .5 lb  | 11       | 7  |
| Lock, Gravity             | Tiny   | 1 lb   | 9        | 7  |
| Lock, Magnetic            | Tiny   | 1 lb   | 8        | 6  |
| Protective Goggles        | Small  | .5 lb  | 8        | 6  |
| Remote Retinal Scanner    | Small  | 1.5 lb | 14       | 6  |
| Sensor, Nanocomp          | Small  | 1 lb   | 18       | 7  |
| Utility Belt              | Medium | 2 lb   | 11       | 5  |



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medical shelters feature a completely sealed environment, high-quality air and water filters, a decontamination chamber, and an entry-exit airlock capable of detecting foreign particles. Emergency medical shelters require only 5 minutes to assemble, and have a power cell capable of sustaining the controlled environment for up to 48 hours. Emergency medical shelters provide a +2 equipment bonus to all Treat Injury checks made within their confines.

### Gene Therapy Kit (PL 6)

Similar to the medical kits carried by doctors and medics, the gene therapy kit is used by gene splicers and other genetic engineers. Gene therapy kits contain injections of very basic retroviruses, samples of over 400 different animal, plant, and viral DNA strands, shock-reducing chemical injections, genome-monitoring sensor kits, and a variety of other tools that help with basic gene therapy. A character may not attempt any kind of genetic engineering or mutation induction without a gene therapy kit.

### Gravity Lift (PL 7)

An amazing device with limitless applications, the gravity lift is a small, reflective metal plate with a single handle along the back. When the gravity lift's metal plate is placed against an object and the trigger button is pressed, the gravity lift immediately generates an anti-gravity bubble that conforms to the object's contours and causes it to gently rise from the floor. The end result is that, while the gravity lift is active, the object appears to weigh no more than one pound to anyone who grips the object by the lift's handle. Touching the object anywhere but by the gravity lift's handle causes a disruption in the anti-gravity field, making the object seem heavy once more. A gravity lift can only affect an object up to Large in size.

### Lock, Gravity (PL 7)

Gravity locks are merely an advancement on a very basic concept. Essentially, the gravity lock can be placed on any object that can be opened, from boxes to vehicle doors to mecha cockpits, in order to seal the object closed. The gravity lock generates intense gravity-based attraction between the two halves of the gravity lock, making it virtually impossible to open the object without the numeric code sequence used to undo its gravitational pull. A gravity lock has a hardness of 30, 300 hit points, and a break DC of 50.

### Lock, Magnetic (PL 6)

Similar to the gravity lock, the magnetic lock is more primitive and uses magnetic fields instead of gravitational fields to keep the object closed. A magnetic lock has a hardness of 25, 200 hit points, and a break DC of 45.

### Remote Retinal Scanner (PL 6)

Often installed in office buildings, government installations, and other high-security environments, the remote retinal scanner resembles an Information Age digital camera. The remote retinal scanner can take an instantaneous retinal scan from any character or creature that passes in front of its lens,

without the need for lengthy eye scans or processing. Remote retinal scanners are usually connected to computers capable of cross-referencing retinal scans with existing databases.

### Sensor, Nanocomp (PL 7)

The nanocomp sensor computer is a handheld computer or computerized gauntlet designed to detect ambient and internal nanocolonies. Nanocomps locate almost all nanocolonies, providing a +10 equipment bonus on Search checks when attempting to find nanocolonies either within a living body or floating in the air.

### Utility Belt (PL 5)

Favored by adventurers and explorers, the utility belt is a modification of the standard kit designed for use on the go. A single utility belt can hold the entire contents of any equipment kit (such as a medical kit, a repair kit, a gene therapy kit, etc.) without the need to take up space in a backpack or other bag.

## New Robot

The following robot is available as part of the Tech-Knight prestige class. See Chapter One: Advanced and Prestige Classes for details.

### Tech-Knight's Autonomous Blade (PL7)

This robot companion resembles a high-tech sword approximately four feet in length from blade to hilt. The majority of its control systems are housed within the pommel, grip, and crossguard. The blade itself is the robot's only weapon, which the machine wields through motions generated by complex thrusters positioned across its entire chassis. The autonomous blade serves as a capable weapon whether flying independently or in the hands of a skilled warrior.

**Frame:** Armature.

**Locomotion:** Thrusters.

**Manipulators:** None.

**Armor:** Crystal carbon armor.

**Sensors:** Class VI sensor system.

**Skill Software:** Listen skill progit (3 ranks), Search skill progit (3 ranks), Spot skill progit (3 ranks).

**Feat Software:** Simple Weapons Proficiency.

**Ability Upgrades:** Strength upgrade (+4), Dexterity upgrade (+2).

**Accessories:** Weapon mount (autoblade), Tool mount (electricomp sensor).

**Purchase DC:** 25.

**Restriction:** Military (+3).

**Autonomous Blade Robot:** CR 1/2; Small construct; HD 1/2d10+5; hp 10; Mas -; Init +2; Spd fly 30 ft. (poor); Defense 20 (+2 Dex, +8 equipment), touch 12, flat-footed 18; BAB +0; Grp -; Atk +2 melee (2d6, autoblade); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +2, Will +0; AP 0; Rep +0; Str 15, Dex 14, Con —, Int —, Wis 10, Cha 1.

**Skills:** Listen +5, Search +5, Spot +5.

**Feats:** Simple Weapons Proficiency





# Chapter Four: Drugs

Medicines and chemicals are used therapeutically and recreationally by people the world over. Drugs that occur naturally are often extracted from plants and animals. Synthetic drugs, on the other hand, are created in laboratories by combining different chemical compounds together to form medicines with complex molecular structures that would never be seen in nature.

Drug use and abuse is common in science fiction stories, especially in tales that focus on that dark side of high tech. The chemists and pharmacists of the future can cook up a variety of useful medications that can treat serious illnesses or enhance the abilities of the people who use them. Often, these drugs are illegal and unregulated, filtering down to the lowest echelons of society while making criminal or corporate syndicates wealthy at the expense of addicts. Other times, they are easily obtained at most retail outlets, and are a common sight at any recreational gathering.

Future campaigns certainly need not revolve around drugs, but occasional instances of drug use can present interesting scenarios and plot complications. Players may find themselves trafficking in illegal narcotics against their wishes, or may even be exposed to drugs if captured and interrogated. Characters may also become involved with clinical trials for new drugs, and these sorts of endeavors often provide free medical care relating to the drug, as well as free medication.

These rules are not meant to be a realistic portrayal of drugs and their effects. They are a collection of game mechanics intended to introduce drug use as a viable option for players and GMs who wish to include such options in their games. Millions of people the world over have had their lives forever changed by their experiences with drugs. Addiction in any form is a terrible burden, both upon the individual and upon the society that he is a part of.

## Drug Design and Creation

Creating unique drugs for your campaign allows you to tailor how drugs are presented in your universe. These rules provide a simple and flexible way to fashion a multitude of chemical substances that you can then introduce into your game.

A summary of drug creation follows.

### 1.) Choose the Drug's Overall Potency Rating.

The drug's Overall Potency rating determines its base Craft DC. Total Potency determines how many drug effects a specific drug can potentially have. See Table 4–1: Drug Potency for details.

### 2.) Choose the Drug's Effect(s).

Drug effects define what a drug does. A drug can have any number of effects, but the drug's total Potency must be

divided between them. Thus, a drug with a total Potency of 5 cannot have more than 5 effects. The Potency of a single drug effect is referred to as an Effect Potency.

The Craft DC of a drug is increased by +5 for every drug effect it has past the first, and some drug effects, such as Ability Enhancement, will increase the drug's base difficulty even more.

### 3.) Choose the Drug's Duration.

A drug's duration determines how long its effects last, and this modifies the drug's base Craft DC as detailed on Table 4–3: Drug Duration DC Modifiers.

### 4.) Choose the Drug's Drawbacks.

Drug drawbacks are negative situations that can apply to drugs. Drawbacks decrease the base Craft DC of the drug as listed in their descriptions.

### 5.) Choose the Drug's Side Effects.

Side effects represent the undesirable qualities of a drug. By cutting corners and making the drug less safe, chemists can reduce the difficulty of creating them. Each side effect chosen lowers the base Craft DC by a set amount. A drug's Craft DC can never be less than 10.

### 6.) Determine the Drug's Method of Use.

The drug's method of use relates to how a user applies it, whether it is a pill, a powder, a liquid, or a gas. A drug's method of use affects several factors, including shelf life, how quickly the drug takes effect, and how much the drug costs. See Table 4–4: Method of Use for details.

### 7.) Determine the Drug's Final Craft DC.

All the modifiers are added together to determine a drug's final Craft DC. The Craft DC of the drug also determines how long it takes to produce the drug under normal working conditions.

### 8.) Determine the Drug's Purchase DC.

The Purchase DC of a single dose of the drug is equal to its Craft DC minus 10, with a minimum Purchase DC of 1. The Purchase DC of a drug is modified by +1 if it is a legal prescription drug, and by +4 if it is an illegal (controlled) substance.

## Potency Rating

A drug's Potency rating determines how powerful it is. Drugs with more than one effect must have their Potency rating divided between the different effects. So, a drug with a Potency of 4 may have a single effect with a Potency of 4, two effects with Potency ratings of 2 each, or three effects with Potency ratings of 2, 1, and 1 respectively.

A drug's total Potency rating determines its base Craft (Pharmaceuticals) DC. A single drug effect cannot have a Potency higher than 5, though a drug can have a total Potency rating of 10, which is then divided between up to 10 drug effects.



## Chapter Four: Drugs

### Drug Effects

Drug effects include the beneficial results of taking a drug. Drugs can possess multiple effects, but the more effects that a drug has, the harder it is to create and the more expensive it will be to buy. Likewise, a drug with multiple effects must have its total Potency divided between the different effects. In this way, versatile drugs with multiple uses can be created, but for each drug effect past the first, the drug's base Craft DC is increased by +5. A drug must have a Potency of at least 2 in order to have multiple effects.

Each drug effect is listed with the following statistics.

**Craft DC Modifier:** Some effects are harder to produce than others, and this can result in an additional modifier to the drug's Craft DC. If such a modifier is applicable to a specific drug effect, it will be listed here.

**Saving Throw:** Some drug effects can be resisted, if the user chooses to do so. Not all drug effects have a saving throw as an option. The DC to resist the drug effect is determined by the effect's Effect Potency ( $DC = 15 + \text{Effect Potency}$ ).

**Benefits:** This is where the game rules for the effect are described.

**Special:** Any special circumstances or restrictions regarding the use of this drug effect are described here.

### Ability Enhancement

By manipulating chemical and hormone levels in the body, ability enhancing drugs can temporarily boost a character's abilities to superhuman levels. Powerful versions of ability enhancing drugs are often both psychologically and physiologically addictive, and many addicts feel that they cannot perform without them.

**Craft DC Modifier:** +5.

**Saving Throw:** None.

**Benefits:** Drugs with the Ability Enhancement effect increase any one of the user's abilities by the drug's Potency rating. The specific ability is chosen when the drug is created. The boost provided by these drugs lasts as long as the drug's duration.

Table 4-1: Drug Potency

| Potency | Base Craft DC |
|---------|---------------|
| 1       | 10            |
| 2       | 15            |
| 3       | 20            |
| 4       | 25            |
| 5       | 30            |
| 6*      | 35            |
| 7*      | 40            |
| 8*      | 45            |
| 9*      | 50            |
| 10*     | 55            |

\* While a drug may have a total Potency rating of 6 or higher, a single drug effect may not have a Potency rating higher than 5.

### Analgesic

Pain relievers and anti-inflammatory drugs temporarily relieve aches and pains caused by injuries, diseases, or other conditions.

**Craft DC Modifier:** +0.

**Saving Throw:** None.

**Benefits:** A dying character who is under the effects of an analgesic drug can subtract the drug's Potency rating from the amount of damage he has taken when determining whether he is dying or disabled. The analgesic does not stabilize a dying character, nor does it heal any of the damage that a character has suffered. The damage is merely ignored until the analgesic wears off, or the character dies.

### Antibiotic

Antibiotic drugs prevent or cure infections. They are effective against most diseases that are caused by viruses and bacteria.

**Craft DC Modifier:** +0.

**Saving Throw:** None.

**Benefits:** These drugs work just like the standard pharmaceuticals in *d20 Modern*. For the duration of the drug, an antibiotic provides a bonus equal to its Potency rating to any Fortitude saves made to resist the effects of disease. Antibiotics have no effect on nano-plagues, as well as certain alien diseases (at the GM's discretion).

### Antidote

Antidotes reduce or even negate the effects of animal venom and other toxins.

**Craft DC Modifier:** +0.

**Saving Throw:** None.

**Benefits:** The user of an antidote gains a bonus equal to the drug's Potency rating to any Fortitude saves made to resist the effects of poisons for the duration of the drug.

### Coagulant

Drugs that aid in the clotting of blood, coagulants are often used to help prevent excessive blood loss.

**Craft DC Modifier:** +0.

**Saving Throw:** None.

**Benefits:** The Potency of a coagulant is added to a character's Fortitude saves when he attempts to stabilize.

### Depressant

Depressants slow the user's bodily processes, causing relaxation, drowsiness, and a sense of well-being.

**Craft DC Modifier:** +0.

**Saving Throw:** Fortitude halves.

**Benefits:** Characters under the influence of depressant drugs suffer a penalty equal to the drug's Potency to their Dexterity and Wisdom ability modifiers for the duration of the drug. A successful Fortitude save ( $DC = 15 + \text{the depressant's Potency rating}$ ) reduces these penalties by half (–1 minimum).

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### Euphoric

Narcotics make their users feel elated and peaceful, reducing stress.

**Craft DC Modifier:** +0.

**Saving Throw:** None.

**Benefits:** Characters under the influence of a euphoric drug benefit from a morale bonus to all Will saves equal to the drug's Potency.

### Hallucinogenic

Hallucinogens alter a character's perceptions, inducing an altered state of consciousness, which frequently interferes with the user's ability to tell reality from fantasy.

**Craft DC Modifier:** +5.

**Saving Throw:** Will halves.

**Benefits:** Hallucinations caused by a hallucinogenic drug can be informative, entertaining, or horrific (at the GM's option). Despite the overall role-playing effects, a character under the influence of a hallucinogen suffers a penalty equal to the drug's Potency to all skill and ability checks so long as the drug is in effect. A successful Will save ( $DC = 15 + \text{the hallucinogen's Potency rating}$ ) reduces these penalties by half (–1 minimum).

### Hypnotic

Anesthetics and soporifics can be used as truth serums, in measured doses.

**Craft DC Modifier:** +0.

**Saving Throw:** Will halves.

**Benefits:** When applied to a subject who is being interrogated or questioned, the Potency of a hypnotic drug is added as a circumstance bonus to an interrogator's Bluff, Diplomacy, Intimidate, and Sense Motive checks. If the subject succeeds at a Will save ( $DC = 15 + \text{the hypnotic drug's Potency rating}$ ), the circumstance bonus provided by the hypnotic is reduced by half (+0 minimum).

### Mood Stabilizers

Mood stabilizers are used to treat personality disorders, depression, and the effects of stress.

**Craft DC Modifier:** +0.

**Saving Throw:** None.

**Benefits:** A character who is under the effect of a mood stabilizing drug gains a bonus to all Will saves equal to the drug's Potency rating.

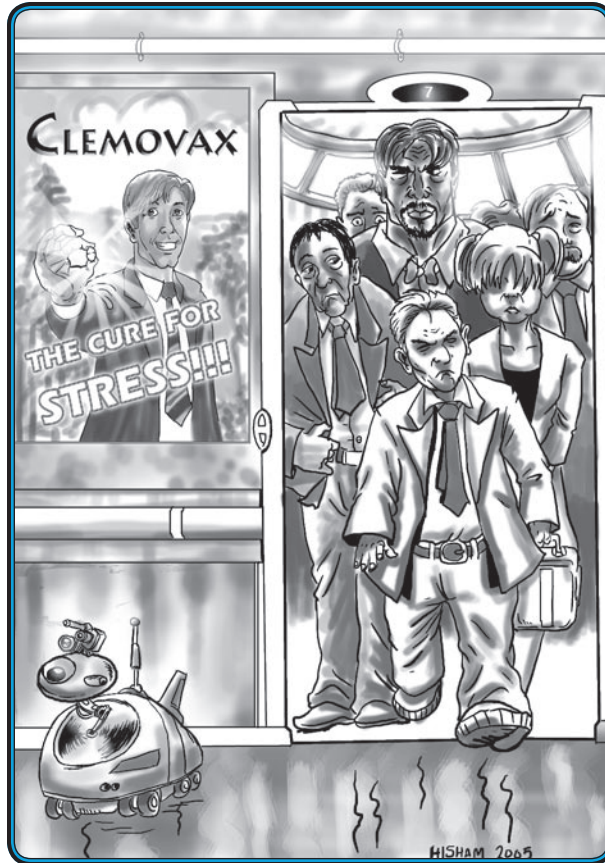
### Regeneratives

Drugs in this category increase the body's natural healing rate.

**Craft DC Modifier:** +5.

**Saving Throw:** None.

**Benefits:** The Potency of a regenerative drug is added to the natural healing rate of the subject. For example, a 5th level character who takes a regenerative drug with a Potency of 2 heals 7 hit points per evening of rest, or 14 hit points for an entire day of bed rest.



### Soporifics

This category of drugs causes drowsiness or sleep.

**Craft DC Modifier:** +0.

**Saving Throw:** Fortitude partial.

**Benefits:** A soporific drug's Potency rating determines the DC of the Fortitude check that is required to resist the effects of the drug.

| Soporific Potency | Fortitude DC |
|-------------------|--------------|
| 1                 | 15           |
| 2                 | 20           |
| 3                 | 25           |
| 4                 | 30           |
| 5                 | 35           |

If this saving throw fails, the character falls unconscious for the drug's duration. Characters who succeed at this saving throw do not fall asleep, and instead suffer a penalty to all rolls equal to the Potency rating of the soporific drug. A sleeping character can be forcibly awakened by another character, allowing another saving throw to be attempted.

**Special:** A drug with the soporific effect cannot also have the stimulant effect.



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### Stimulants

Stimulants reduce or negate the effects of exhaustion or fatigue.

**Craft DC Modifier:** +0.

**Saving Throw:** None.

**Benefits:** A stimulant provides its user with a bonus equal to its Potency rating to Fortitude saves that are made to resist fatigue or unconsciousness. A fatigued or unconscious character who is given a stimulant can attempt another saving throw to recover from his condition's effects. In addition, the Effect Potency of a stimulant is subtracted from any penalties that a character suffers from fatigue or exhaustion.

**Special:** A drug with the stimulant effect cannot also have the soporific effect.

### Onset Time

A drug's onset time determines how long before its beneficial effects begin. Some drugs require a steady regimen over the course of days before their effects even begin to manifest.

**Table 4-2: Drug Onset Time**

| Onset Time | Craft DC Modifier |
|------------|-------------------|
| 5 rounds   | +25               |
| 1 minute   | +20               |
| 5 minutes  | +15               |
| 30 minutes | +10               |
| 1 hour     | +5                |
| 3 hours    | +0                |
| 6 hours    | -5                |
| 12 hours   | -10               |
| 24 hours   | -15               |
| 72 hours   | -20               |
| 1 week     | -25               |

If a drug requires regular doses before it takes effect, reduce its Craft DC as outlined below:

| Dosage Interval    | Craft DC Modifier |
|--------------------|-------------------|
| 1 round (constant) | -25               |
| 1 hour             | -20               |
| 2 hours            | -15               |
| 4 hours            | -10               |
| 6 hours            | -5                |

**Table 4-3: Drug Duration DC Modifiers**

| Duration   | Craft DC Modifier |
|------------|-------------------|
| 30 minutes | -10               |
| 1 hour     | -5                |
| 3 hours    | +0                |
| 6 hours    | +5                |
| 12 hours   | +10               |
| 24 hours   | +15               |

Choose the drug's onset time from Table 4-2: Drug Onset Time.

### Drug Duration

The drug's duration determines how long its beneficial effects last. Drug effects can last anywhere from a few minutes to several hours. Drugs with longer durations are more difficult to manufacture, and therefore more expensive.

Choose the drug's duration from Table 4-3: Drug Duration DC Modifiers.

### Drug Drawbacks

Drug drawbacks are undesirable factors of a drug that make it less versatile, less stable, or less effective. There is no limit to the number of drawbacks that a drug may possess; each one reduces the base Craft DC of the drug.

Each drug drawback is listed with the following statistics.

**Craft DC Modifier:** This is the modifier that is subtracted from the drug's base Craft DC.

**Game Rules:** This is where the game rules for the drawback are described.

**Special:** Any special circumstances or restrictions regarding the use of this drug drawback are described here.

### Acute Side Effects

The side effects of a drug with this side effect are more difficult to resist.

**Craft DC Modifier:** -5.

**Game Rules:** The saving throw difficulties associated with the side effects of a drug with acute side effects are increased by +2.

**Special:** A drug with acute side effects must have at least one side effect that requires a saving throw.

### Additional Storage Requirement

Drugs that are affected by adverse environmental conditions must be stored in particular environments (such as refrigeration).

**Craft DC Modifier:** -5 per restriction.

**Game Rules:** This drug drawback can be applied to a drug multiple times. Each time it is chosen, pick a different method of storage that is required for the drug's application form, such as Cool, Dry, Hermetic, or Refrigerated. This particular drug must be stored in that specific form of storage in order to retain its potency. Most drugs require at least one of these methods already (see Method of Use).

### Random Duration

The duration of this drug is unusually unpredictable.

**Craft DC Modifier:** -5.

**Game Rules:** A drug with a random duration affects a user for a variable amount of time, which is determined when the drug is created (see below). The usual duration determines the range of the random duration.



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### Normal Duration    Duration Range

|            |              |
|------------|--------------|
| 30 minutes | 4d6 minutes  |
| 1 hour     | 5d10 minutes |
| 3 hours    | 1d3 hours    |
| 6 hours    | 1d4+1 hours  |
| 12 hours   | 1d6+4 hours  |
| 24 hours   | 3d6+2 hours  |

### Reduced Shelf Life

A drug with a reduced shelf life only retains its potency for a short period.

**Craft DC Modifier:** –5.

**Game Rules:** A drug with this drawback has its shelf life halved.

**Special:** This drug drawback can be taken multiple times. Each time, the drug's shelf life is reduced by half.

### Specialized

This drug is only good at treating one particular condition, toxin, or disease.

**Craft DC Modifier:** –5.

**Game Rules:** Choose specific type of disease or poison. A drug with this drawback has its Potency rating reduced by –2 when used against a disease or poison other than the specified type. If this reduces the drug's Potency to 0 or less, it has no effect upon other diseases or poisons.

**Special:** A drug with the specialized drawback must be either an Antibiotic or an Antidote.

### Side Effects

By their nature, side effects are always harmful and never desirable. By cutting corners and reducing a drug's quality, chemists and pharmacists can reduce the difficulty of making a drug, thereby cutting costs as well. Side effects can be annoying or even crippling, and some are occasionally deadly.

Each side effect is listed with the following statistics.

**Craft DC Modifier:** The modifier to the Craft DC of a drug with this side-effect. The total negative modifiers of a drug's side effects can never exceed the drug's base Craft DC.

**Onset Time:** How long before the side effects manifest.

**Duration:** This is how long the side effect lasts.

**Saving Throw:** Some side effects can be resisted, either in whole or in part. Not all side effects have saving throws as an option. The DC to resist a side effect is determined by the drug's total Potency ( $DC = 15 + \text{Total Potency}$ ).

**Game Rules:** This is where the game rules for the side effect are described.

**Special:** Any special circumstances or restrictions regarding the use of this side effect are described here.

### Ability Damage

The drug adversely affects one (or more) ability scores, chosen at the time that the drug is created.

**Craft DC Modifier:** –10.

**Duration:** Instantaneous.

**Saving Throw:** Fortitude halves.

**Game Rules:** The user takes 1d6 points ability damage to the indicated ability score.

**Special:** This side effect can be purchased multiple times. Its effects do not stack. Each time this side effect is chosen, select a different ability score. A separate Fortitude save must be attempted for each ability score that is affected by this side effect.

### Ability Drain

The drug causes permanent damage to one (or more) ability scores, chosen at the time that the drug is created.

**Craft DC Modifier:** –15.

**Duration:** Instantaneous.

**Saving Throw:** Fortitude negates.

**Game Rules:** The user suffers 1 point of permanent ability drain from the indicated ability score.

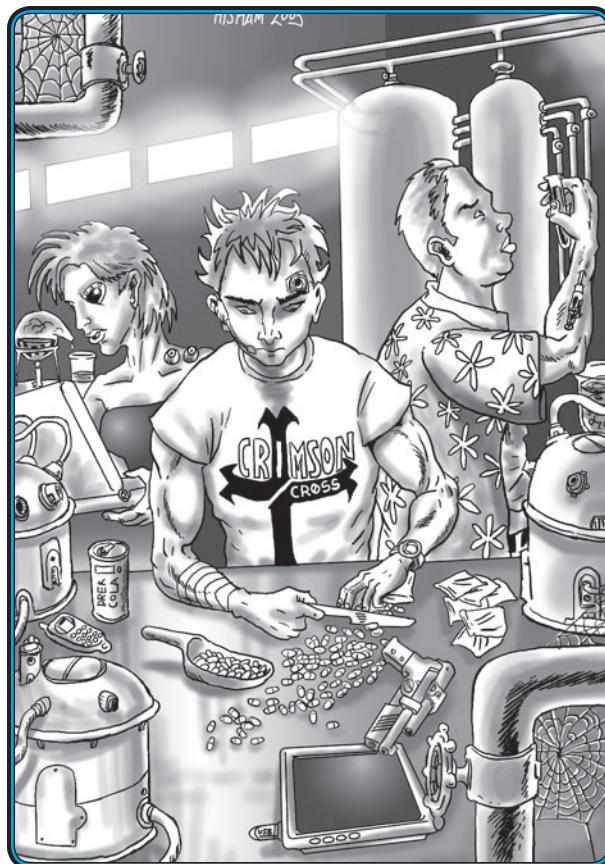
**Special:** This side effect can be purchased multiple times. Its effects do not stack. Each time this side effect is chosen, select a different ability score. A separate Fortitude save must be attempted for each ability score that is affected by this side effect.

### Addiction Tolerance

The benefit(s) of a drug with this side effect are reduced for characters who are addicted to it.

**Craft DC Modifier:** –10.

**Duration:** Instantaneous.



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**Saving Throw:** None.

**Game Rules:** A character who is addicted to a drug with this side effect only gains half the normal benefit that the drug's effects normally provide.

**Special:** A drug with this side effect must be either physiologically addictive or psychologically addictive.

### Appetite Loss

Drugs with this side effect inhibit the appetites of users, making them physically sick if they are forced to eat food.

**Craft DC Modifier:** -5.

**Duration:** 24 hours.

**Saving Throw:** None.

**Game Rules:** A character under the influence of this side effect has no desire to eat, and will suffer the normal effects of starvation if she does not consume food for a significant amount of time. In the presence of more than one day's worth of food, a character with appetite loss becomes nauseated.

### Blindness

The drug causes blindness.

**Craft DC Modifier:** -10.

**Duration:** Potency hours.

**Saving Throw:** Fortitude partial.

**Game Rules:** Characters suffering from drug-induced blindness are considered to be blinded (see Chapter 5 of the *d20 Modern Roleplaying Game*). If the saving throw to resist this side effect is successful, the character still suffers a -2 penalty to all vision-related Search and Spot checks.

### Cardiac Arrest

A drug with this side effect can potentially cause a heart attack, even in users who are otherwise healthy.

**Craft DC Modifier:** -10.

**Duration:** Instantaneous.

**Saving Throw:** Fortitude negates.

**Game Rules:** Failing this side effect's saving throw means the character's heart has stopped. The character's hit points immediately drop to -1.

### Depression

Users of this drug become listless and depressed.

**Craft DC Modifier:** -10.

**Duration:** 12 + Potency hours.

**Saving Throw:** Will negates.

**Game Rules:** The character suffers a -4 penalty to all actions.

### Dizziness

Dizzy characters become lightheaded and disoriented while under the effects of the drug.

**Craft DC Modifier:** -5.

**Duration:** Potency hours.

**Saving Throw:** Fortitude negates.

**Game Rules:** A dizzy character suffers a penalty equal to the dizzying drug's Potency to all Balance, Climb, Drive, Jump, Move Silently, Pilot, Ride, and Tumble skill checks.

### Drowsiness

Even though the drug is not a soporific, it causes intense sleepiness in many users.

**Craft DC Modifier:** -5.

**Duration:** Potency hours.

**Saving Throw:** Fortitude negates.

**Game Rules:** A character who fails his Fortitude save against drowsiness is fatigued. A soporific with the drowsiness side effect has its save DC increased by +10.

### Halitosis

The drug causes bad breath in users.

**Craft DC Modifier:** -2.

**Duration:** Potency hours.

**Saving Throw:** None.

**Game Rules:** A character suffering the effects of halitosis suffers a -2 penalty to all face-to-face interactions due to the rancid smell of his breath. This penalty affects the use of Bluff, Diplomacy, Gather Information, and Intimidate skill checks.

### Hallucinations

Even though it may not be a hallucinogen by design, a drug with this side effect can cause minor hallucinations in some users.

**Craft DC Modifier:** -5.

**Duration:** Potency hours.

**Saving Throw:** Will negates.

**Game Rules:** Due to the distractions caused by false perceptions, the user of a drug with this side effect suffers a -2 penalty to all skill and ability checks, and all Will saves. This penalty is cumulative with those that are normally associated with hallucinogenic drugs.

### Headache

The drug causes blinding, migraine-like headaches.

**Craft DC Modifier:** -5.

**Duration:** Potency hours.

**Saving Throw:** Fortitude negates.

**Game Rules:** Due to intense pain, a character with a drug-induced headache suffers a -2 penalty to all actions for the duration of the side effect. If moved to a dark, quiet location where he can rest, the remaining duration of the character's headache is reduced by half.

### Impaired Reaction Time

The drug seems to speed up the world around its users, making their own reactions sluggish and lethargic.

**Craft DC Modifier:** -5.

**Duration:** Potency hours.

**Saving Throw:** Fortitude halves.

**Game Rules:** The character suffers a -4 penalty to all Initiative checks. If the character's Fortitude save succeeds, the penalty to his Initiative checks is reduced to -2.





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### Increased Pain Sensitivity

A drug with the increased pain sensitivity side effect causes characters to feel pain much more acutely than they normally would.

**Craft DC Modifier:** –5.

**Duration:** Potency hours.

**Saving Throw:** Will negates.

**Game Rules:** Each time a character with increased pain sensitivity takes any damage, he must make a Will save (DC 10 + damage dealt). If he fails this save, he is considered nauseated for 1d4 rounds.

### Insomnia

Drug-induced insomnia prevents users from getting the rest they need.

**Craft DC Modifier:** –5.

**Duration:** 6 hours.

**Saving Throw:** None.

**Game Rules:** For the duration of the insomnia side effect, the character is unable to sleep. Without proper rest, the character cannot heal or regain spells as normal.

**Special:** Soporific drugs cannot have insomnia as a side effect.

### Intensified Withdrawal Symptoms

The drug causes horrible withdrawal symptoms.

**Craft DC Modifier:** –5.

**Duration:** Instantaneous.

**Saving Throw:** None.

**Game Rules:** Penalties suffered from withdrawal are doubled.

**Special:** The drug must be addictive to have this side effect.

### Light Sensitivity

A drug with the light sensitivity side effect induces sensitivity to bright lights.

**Craft DC Modifier:** –2.

**Duration:** Potency hours.

**Saving Throw:** None.

**Game Rules:** The character suffers from light sensitivity. This results in a –1 penalty on attack rolls made in sunlight or in brightly lit areas. Characters and creatures who are normally light sensitive, such as kobolds or orcs, suffer double their normal penalty when under the influence of this side effect.

### Memory Loss

The drug causes those under its influence to black out, making memories of their activities fuzzy and indistinct.

**Craft DC Modifier:** –5.

**Duration:** Instant.

**Saving Throw:** Will negates.

**Game Rules:** The character will have no memory of the actions he takes or the experiences he has while under the influence of the drug. Any experience points earned by the character while this side effect is in effect are halved.

### Nausea

The drug can cause its users to become violently ill.

**Craft DC Modifier:** –5.

**Duration:** Potency minutes.

**Saving Throw:** Fortitude negates.

**Game Rules:** A character suffering from this side effect becomes nauseated.

### Night Terrors

The drug induces horrible nightmares.

**Craft DC Modifier:** –5.

**Duration:** One sleep cycle.

**Saving Throw:** Will negates.

**Game Rules:** A character with night terrors has such horrible dreams that he wakes up screaming and does not benefit from any sleep/rest that he gets. This side effect lasts until the affected character completes one 8-hour sleep cycle, even after the drug that induced the night terror side effect has worn off.

### Paralysis

The drug induces a paralytic state in some subjects.

**Craft DC Modifier:** –10.

**Duration:** Potency hours.

**Saving Throw:** Fortitude negates.

**Game Rules:** A character who fails his Fortitude save against this side effect is considered to be paralyzed (see Chapter 5 of the *d20 Modern Roleplaying Game*).

### Paranoia

The drug causes characters to become paranoid, suspecting foul play from everyone around them.

**Craft DC Modifier:** –5.

**Duration:** Potency hours.

**Saving Throw:** Will negates.

**Game Rules:** Due to their odd behavior and mistrust of others, paranoid characters suffer a –4 penalty to all Bluff, Diplomacy, Gather Information, and Sense Motive checks.

### Physiologically Addictive

The drug is physiologically addictive, and creates a chemical imbalance in addicts.

**Craft DC Modifier:** –10/–15/–20

**Duration:** Instant.

**Saving Throw:** Fortitude negates.

**Game Rules:** A character who fails his Fortitude saving throw against physiological addiction develops a physical need for the drug. If he does not have another dose of the drug by the end of his last dose's duration, he suffers from standard physical withdrawal penalties (see Addiction, below). The DC of the Fortitude save depends on the Craft DC modifier of the drug's physiological addiction side effect.

| Craft DC Modifier | Fortitude DC        |
|-------------------|---------------------|
| –10               | 10 + Potency Rating |
| –15               | 15 + Potency Rating |
| –20               | 20 + Potency Rating |



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### Psychologically Addictive

The drug is psychologically addictive.

**Craft DC Modifier:** –5/–10/–15

**Duration:** Instant or Permanent.

**Saving Throw:** Will negates.

**Game Rules:** A character who fails his Will saving throw against psychological addiction has developed a psychological need for the drug. If he does not have another dose of the drug by the end of his last dose's duration, he suffers from standard psychological withdrawal penalties (see Addiction, below). The DC of the Will save depends on the Craft DC modifier of the drug's psychological addiction side effect.

| Craft DC Modifier | Will DC             |
|-------------------|---------------------|
| –5                | 10 + Potency Rating |
| –10               | 15 + Potency Rating |
| –15               | 20 + Potency Rating |

### Rash

The drug causes a rash or other uncontrollably itchy condition that is uncomfortable and distracting.

**Craft DC Modifier:** –5.

**Duration:** Potency hours.

**Saving Throw:** Will negates.

**Game Rules:** The character suffers a –2 penalty to all actions due to the distraction caused by his itchiness. No amount of itching or scratching can assuage the character's discomfort.

### Skittishness

This drug causes characters to become flighty, skittish, and easily frightened.

**Craft DC Modifier:** –5.

**Duration:** Potency hours.

**Saving Throw:** Will negates.

**Game Rules:** Skittish characters suffers a –2 morale penalty on saving throws, as well as a –4 penalty to all saves made to resist *fear*, and a similar penalty to level checks made to resist Intimidate attempts.

### Tinnitus

The drug causes a user's ears to ring.

**Craft DC Modifier:** –5.

**Duration:** 1 hour/Potency.

**Saving Throw:** Fortitude negates.

**Game Rules:** While suffering from tinnitus, a character suffers a –4 penalty to all Concentration and Listen checks.

### Tremors

The drug causes users to shake and tremble uncontrollably.

**Craft DC Modifier:** –10.

**Duration:** Potency hours.

**Saving Throw:** Fortitude negates.

**Game Rules:** The character with tremors suffers a –4 penalty to his Dexterity score for the duration of this side effect.

## Method of Use

In order for a character to benefit from a drug's effects, or be crippled by its side effects, the drug must be used or applied in a specific fashion. A drug's method of use determines the form of the drug, such as a powder, pill, or liquid, as well as how the substance is applied, be it injected, consumed, or inhaled.

Each method of use is listed with the following statistics.

**Method of Use:** This is how the drug is applied. A drug must be applied in this fashion in order for it to take proper effect.

**Time to Effect:** This is how long the drug takes to go into effect. A drug's duration is timed from when the drug actually takes effect, as opposed to when the drug is taken.

**Shelf Life:** This is the shelf life of the drug type in question. Different applications must also be stored differently in order for them retain their potency.

C—Cool. While the drug does not require refrigeration, it must still be kept cool (between 60 and 80 degrees Fahrenheit). If the drug is exposed to temperatures of greater than 80 degrees for longer than 15 minutes, its shelf life is reduced by one-half.

D—Dry. The drug must be kept away from moisture. If the drug comes into contact with liquid, it will no longer be effective.

H—Hermetic. The drug must remain in an airtight container to retain its potency. If exposed to air for more than a minute, the drug's shelf life is reduced by ½; if exposed to air for longer than 24 hours, the drug becomes completely inert.

R—Refrigerated. The drug must be kept in a refrigerated environment (between 40 and 60 degrees). If the drug is exposed to temperatures of greater than 60 degrees for longer than 15 minutes, the drug's shelf life is reduced by one.

**Craft DC Modifier:** This is the modifier to the drug's Craft DC.

### Method of Use Descriptions

The different methods for applying drugs are described below.

**Pill:** Pills come in any number of colors, shapes, and sizes, and must be ingested to be used effectively. They are typically chalky in consistency, and some are coated to assist ingestion. While they are notoriously slow to take effect, they possess a long shelf life and are easy to manufacture and store.

Table 4-4: Method of Use

| Method of Use   | Time to Effect | Shelf Life (Storage) | Craft DC Modifier |
|-----------------|----------------|----------------------|-------------------|
| Pill            | 30 min         | 12 months (D)        | –5                |
| Caplet          | 10 min         | 6 months (C, D)      | +0                |
| Ingested Liquid | 10 rnds        | 2 months (C)         | +5                |
| Inhaled         | 8 rnds         | 6 months (D)         | +5                |
| Powdered        | 5 rnds         | 6 months (D, H)      | +10               |
| Intravenous     | 3 rnds         | 2 months (H, R)      | +10               |
| Contact         | 1 rnd          | 1 month (C, H)       | +15               |

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**Caplet:** Caplets, also known as gels or gels, are similar to pills, but they are formulated to release their contents in a more timely fashion. They are smooth, and like pills, they come in a variety of colors and sizes. Caplets must be ingested.

**Ingested Liquid:** Ingested liquids must be consumed, either alone or after being mixed with another liquid medium. They go into effect relatively quickly, and can be stored for a month so long as they are kept cool.

**Inhaled:** Inhaled drugs enter the user's bloodstream through his lungs. As such, they must be administered in the form of vapor, smoke, or very fine particles that are inhaled. These drugs store well, and go into effect relatively rapidly, but most of them have tell-tale odors that can be easily detected.

**Powdered:** Powdered drugs are stable, so long as they are stored correctly. Most powdered drugs are inhaled—introduced into the body by way of the mucous membranes that line the nose, throat, and mouth.

**Intravenous:** Intravenous drugs require injection directly into the user's bloodstream. They might also be introduced via an intra-muscular injection. These drugs take effect very quickly, but must be refrigerated to remain effective.

**Contact:** A contact drug is absorbed through a user's skin. Most drugs of this type are delivered via an adhesive dermal applicator (also known as a "derm" or "slap patch"). So long as these drugs are kept cool and away from air, they can be stored for up to two weeks.

### Final Craft (Pharmaceutical) DC

The final Craft DC of a drug is determined by applying any modifiers for drug duration, drug drawbacks, side effects, and method of use to the drug's base Craft DC. The Craft DC of a drug can never be reduced lower than 10.

### Final Purchase DC

The final Purchase DC of a drug is equal to the drug's Craft DC -10 (minimum 1). This is further modified, depending on whether the drug is by prescription only (+1, licensed) or completely illegal (+4, restricted). Typically, the Purchase DC is associated with a single dose of a specific drug, though over-the-counter and prescription pharmaceuticals are often sold in larger quantities (typically 30 doses).

### Time to Craft

A drug with a Craft DC of 15 or less takes a minimum of one hour to concoct using normal methods. Proper drug creation requires a lab environment, or its equivalent, in order to be successful. For each additional 5 points on a drug's Craft DC, the time to create the drug is increased by 1 hour.

## Addiction

Not all drugs are addictive, though there are many exceptions. Addiction is rarely an overnight occurrence. Continued use of an addictive substance is often required for serious addiction to take place. In rare circumstances, powerful drugs can hook

unfortunate users after a single dose. Weaker drugs can take weeks, months, or even years of constant use before a user's addiction is complete.

Psychologically addictive drugs prey on an individual's own mental weakness in order to take hold of his life. A psychological addiction to a drug is akin to a compulsion, albeit a strong one, to indulge in a particular substance or activity. Often, an addict feels that he cannot perform well if he is not under the influence of his chosen narcotic. His drug is a "lucky charm" that provides an edge that he does not otherwise possess. Whether they know it or not, psychological addicts are so strongly influenced by their mental dependence on a drug that they cannot function adequately without it.

Physiological addiction is similar to psychological addiction in some respects, but it is based on a person's actual, physical need for a drug. Repeated use of a physiologically addictive substance creates a chemical imbalance in the body. When deprived of a physiologically addictive drug, the consequences can be severe. The user's body attempts to adjust to its new condition, flushing out the poisons left behind by the drug, and repairing any damage that may have been caused by it.

Characters who fail a saving throw to resist addiction, be it physiological or psychological, develop a deep craving and need for the drug in question. This need lasts as long as they continue to use the drug. Even in the case of addicts who have kicked the habit, an overwhelming desire for the drug may still remain behind for several months or years.

### Withdrawal

There are two types of withdrawal caused by drug addiction: physical withdrawal, and psychological withdrawal.

#### Physical Withdrawal

Physical withdrawal is caused by a physiological addiction to a drug. The effects of physical withdrawal are crippling, and often include any of the following: headache, sweating, nausea, vomiting, appetite loss, insomnia, paleness, heart palpitations, dilated pupils, clammy skin, and tremors. More severe symptoms consist of confusion, visual hallucinations (delirium tremens), agitation, fever, convulsions, and memory loss (black outs). Physical withdrawal lasts for several days, though symptoms can persist for weeks, months, or even years after an addict's last dose of a drug.

**Game Effects:** A character who fails to ingest the physiologically addictive drug that he is hooked on will begin

**Table 4-5: Drug Craft DCs, Purchases DCs, and Craft Time**

| Craft DC | Purchase DC | Time  | Craft DC | Purchase DC | Time  |
|----------|-------------|-------|----------|-------------|-------|
| -15      | 5           | 1 hr  | 40       | 30          | 6 hrs |
| 20       | 10          | 2 hrs | 45       | 35          | 7 hrs |
| 25       | 15          | 3 hrs | 50       | 40          | 8 hrs |
| 30       | 20          | 4 hrs | 55       | 45          | 9 hrs |
| 35       | 25          | 5 hrs | +5       | +5          | +1 hr |





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to experience physical withdrawal symptoms within a number of hours equal to his Constitution modifier + 12. Anyone who is experiencing physical withdrawal symptoms suffers a –4 penalty to all attack rolls, saves, and skill checks. Additionally, all of the character's ability scores are reduced by 8 points each (minimum 1).

So long as the character is resting, these ability points return at a rate of 1 point per attribute per day. Even after his ability scores are restored, the character continues to suffer a –4 penalty to all attack rolls, saves, and skill checks for a number of days equal to 7 minus his Constitution modifier.

If a physiologically addicted character takes the drug that he is addicted to at any time during his withdrawal, all symptoms immediately cease.

### Psychological Withdrawal

Psychological withdrawal occurs when a user believes that he cannot function adequately without a drug—but is otherwise physically capable of functioning normally. While the symptoms of psychological withdrawal are less severe than those relating to physical withdrawal, they are still serious. Symptoms of psychological withdrawal are jumpiness, nervousness, shakiness, anxiety, irritability, rapid emotional changes (mood swings), depression, fatigue, nightmares, and difficulty concentrating.

**Game Effects:** A character who does not get a dose of the psychologically addictive drug that he is addicted to will begin to experience psychological withdrawal symptoms

within a number of days equal to his Wisdom modifier + 3. Anyone who is experiencing psychological withdrawal symptoms suffers a –2 penalty to all attack rolls, saves, and skill checks. In addition, a character's Intelligence, Wisdom, and Charisma scores are reduced by 4 points each (minimum 1).

These points return at a rate of 1 point per attribute per day. Even after his ability scores are restored, the character continues to suffer a –2 penalty to all attack rolls, saves, and skill checks for a number of days equal to 7 minus his Wisdom modifier.

If a psychologically addicted character takes the drug that he is addicted to at any time during his withdrawal, all symptoms immediately cease.

### Temptation

Characters who have experienced addiction may “fall off the wagon” if presented with an opportunity to take a drug that they were previously addicted to. Resisting the temptation of taking the drug requires a Will save (DC 15). If the character fails this Will save, he will take the drug that is offered to him, and suffers from any of the drug's normal side effects.

A former addict suffers a –4 penalty to any saves made to resist the drug's physiological addiction or psychological addiction side effects. A character is subject to the effects of temptation for a number of months equal to 12 minus his Wisdom modifier.

### Taking Multiple Doses

Taking multiple doses of a drug can increase its effectiveness, but at substantial risk (see Drug Overdose, below). In instances when this occurs, the numerical bonuses and penalties of the drug's effects and side effects are halved, duration is doubled, and any saving throw DCs for the drug's effects or side effects are increased by half of the drug's total Potency rating (rounded up).

For example, Rufus injects himself with two ampoules of blackout, a dangerous combat medication, in order to get an increased high. The extra dose increases the drug's Ability Enhancement: Strength effect by half, from +4 to +6, but the numerical effects of all the drug's side effects are increased by half as much as well.

When taking different drugs that have similar effects, the highest potency rating is used.

### Drug Overdose

A drug overdose occurs when a character takes two or more doses of the same drug within the span of the initial dose's duration. In such an instance, the user must make a Fortitude Save (DC = 10 + [the total Potency of the drug multiplied by the total number of doses taken]). Failure of this roll results in a negative effect, depending on the overdosed drug's effects. In the previous example of taking multiple doses, Rufus must make a Fortitude save, DC 24 (10 + [7 x 2]), or suffer the effects of an overdose.

## Chapter Four: Drugs

If a user overdoses on a drug with multiple effects, he suffers overdose penalties for each.

| Drug Effect         | Overdose Result                                                                      |
|---------------------|--------------------------------------------------------------------------------------|
| Ability Enhancement | Suffers 1d4 ability drain for the specified ability (after drug's duration expires). |
| Analgesic           | Fatigued for the duration of the drug.                                               |
| Antibiotic          | Nauseated for the duration of the drug.                                              |
| Antidote            | Poisoned by the antidote, suffers 1d6 Constitution damage.                           |
| Coagulant           | Cardiac arrest, as per the drug side-effect of the same name.                        |
| Depressant          | Exhausted for the duration of the drug.                                              |
| Euphoric            | Dazed for the duration of the drug.                                                  |
| Hallucinogenic      | Cowering for the duration of the drug (bad trip).                                    |
| Hypnotic            | Paralyzed for the duration of the drug.                                              |
| Mood Stabilizer     | Fatigued for the duration of the drug.                                               |
| Regenerative        | Shock (becomes unconscious for duration of dose).                                    |
| Soporific           | Falls into a coma for 2d6 days.                                                      |
| Stimulant           | Insomnia, as per the drug side effect of the same name.                              |

### The Medicine Cabinet of the Future

There are literally millions of drugs in the universe, some benign, some incredibly harmful. There are many that have little but a placebo effect, while others have almost miraculous effects. Some drugs are designed with healing properties, while others, referred to as combat drugs or comeds (which is short for "Combat Medication"), are intended to increase a soldier's lethality on the battlefield.

Regardless of a drug's end result, each is described in the same fashion, and each is listed with the following statistics.

**Potency:** The drug's total Potency rating.

**Effects:** The effects of the drug. A parenthetical value next to each effect is equal to the effect's Effect Potency.

**Duration:** The drug's duration.

**Drawbacks:** The drawbacks that a drug has.

**Side-Effects:** The drug's known side effects.

**Method of Use:** How the drug is applied.

**Craft DC:** The drug's final Craft (Pharmaceuticals) DC.

**Purchase DC:** The Purchase DC for a dose of the drug.

**Description:** A description of the drug, including any historical or societal details.

### The First Taste is Free: Sample Drugs

What follows here are examples of three drugs created with the rules that have been presented to you.

#### Blackout

**Potency:** 7; **Effects:** Ability Enhancement: Strength (4), Euphoric (3); **Duration:** 1 hour; **Side-Effects:** Ability Damage: Wisdom, Addiction Tolerance, Memory Loss, Paranoia, Physiologically Addictive: DC 16; **Method of Use:** Intravenous; **Craft DC:** 20; **Purchase DC:** 13 (Restricted).

Blackout is an illegal combat drug that first found use in illegal bloodsports. It is considered to be one of the first comeds, probably a throw-back to military trials that failed in the early part of the twenty-first century. Because blackout is difficult to detect in users, it slowly made its way into sanctioned sports such as boxing and martial arts competitions. When a widely televised bout turned into a bloodbath, the drug was discovered to be the root cause. Blackout is a colorless liquid. It is often sold in single-use glass ampoules that are decorated with a featureless black label.

#### Prolexa

**Potency:** 3; **Effects:** Mood Stabilizer (3); **Duration:** 12 hours; **Side-Effects:** Dizziness, Impaired Reaction Time, Psychologically Addictive; **Method of Use:** Caplet; **Craft DC:** 20; **Purchase DC:** 11 (Licensed).

One of the many commercial drugs on the market, Prolexa is marketed as one of the most reliable mood stabilizers in common use. It is used by physicians to treat the symptoms of anxiety and stress, but it also sees use as a party drug due to the fact that it mellows people out and makes them less likely to worry about trivialities. Prolexa is distributed as a shiny green caplet.

#### Regen-Rx

**Potency:** 4; **Effects:** Antibiotic (1), Regenerative (3); **Duration:** 24 hours; **Side-Effects:** Ability Damage (Str), Dizziness, Drowsiness; **Method of Use:** Ingested Liquid; **Craft DC:** 35; **Purchase DC:** 26 (Licensed).

Regen-Rx is a drug designed by the military to aid in battlefield surgery and wound recovery. It sees occasional use in expensive health centers, but rarely filters down to common hospitals or low-cost clinics due to its high price tag. The drug is supplied in single-dose container filled with an amber liquid with a bitter aftertaste.



# Appendix A: Reference Material

## Appendix A: Reference Material

This appendix contains additional material for use with *Future Player's Companion: Tomorrows' Evolution*.

### New Feats

The following feats are available to all modern or sci-fi d20 System characters, at the GM's discretion.

#### Advanced Action Boost

You are unbelievably skilled at drastically altering your luck in dire circumstances.

**Prerequisites:** Action Boost, Improved Action Boost.

**Benefit:** When you spend an action point, you roll d12s for the action result.

#### Black Marketeer

You have connections in the criminal underworld that allow you to buy and sell items that would normally be contraband.

**Prerequisite:** Reputation +1.

**Benefit:** When purchasing equipment, you may purchase Licensed or Restricted equipment when you would normally be unable to do so. You pay the additional costs associated with such items, and you may still require a license or some form of authorization to carry or use such goods. Additionally, you gain an extra 10% from sales of Licensed or Restricted goods and an additional 20% from sales of Military goods.

#### Chemical Youth

Due to your exposure to drugs and drug culture, you are less likely to become physically or mentally dependent on the drugs that you take.

**Benefit:** You gain a +4 bonus to Fortitude and Will saves that you make to resist addiction.

#### Chemically Attuned

Choose a drug effect. Drugs with that effect are more effective when you use them.

**Prerequisite:** Chemical Youth.

**Benefit:** You treat the Effect Potency of drugs with your chosen effect as if they are 1 higher than normal.

**Normal:** You can gain this feat multiple times. Each time you take this feat, choose a different drug effect.

#### Cutting Edge Cybernetics

You have been the recipient of a cybernetic attachment that is not normally available to characters at your progress level.

**Benefit:** You may purchase a cybernetic attachment that is from a higher progress level. You must still pay for this attachment, and the purchase DC is equal to the attachment's normal Purchase DC.

**Normal:** Characters without this feat who wish to buy cybernetics (or other items) from a higher progress level must add +5 to the Purchase DC.

**Special:** You can gain this feat multiple times. Each time you select this feat, you must choose a different cybernetic attachment.

#### Extra Action Boost

You are able to get yourself out of sticky situations when it counts, and seem to have an endless supply of good fortune.

**Prerequisite:** Action Boost.

**Benefit:** You gain an additional 2 action points each level, added to the action points you would normally gain from advancing a class level.

#### Gene Therapist

You are an experienced gene therapist who can alter the DNA of a character or creature with greatly improved results.

**Prerequisites:** Knowledge (Earth and Life Sciences) 12 ranks, Research 9 ranks, Intelligence 13.

**Benefit:** Whenever you perform gene therapy on a character or creature, the number of successes necessary to permanently modify the subject's genetic structure is halved (rounding up). For example, adding an extraordinary ability (Ex) to a subject would normally require 15 successes; a character with the Gene Therapist feat administering the therapy can reduce the number of successes to 8 ( $15 / 2 = 7.5$ , rounded up).

#### Genome Interchange

You are acutely aware of the ways in which a character or creature's genetic structure can be altered.

**Prerequisite:** Gene Therapist.

**Benefit:** Whenever you attempt to temporarily alter a subject's DNA through gene therapy using short-term treatments, you may add or subtract a number of hours to the duration of the treatment up to your Intelligence modifier. For example, a character with an Intelligence of 17 (+3 modifier) may add or subtract one, two, or three hours to the duration of the short-term treatment.

#### Ghost in the Machine

You are able to get in and out of computer systems without ever being detected.

**Prerequisite:** Computer Use 6 ranks.

**Benefit:** Whenever you make a Computer Use check to hack another computer system, all opposed Computer Use checks made to detect or interfere with your activities suffer a -4 penalty.





### Improved Action Boost

You have an uncanny ability to alter your luck drastically in dire circumstances.

**Prerequisite:** Action Boost.

**Benefit:** When you spend an action point, you roll d10s instead of d8s.

### Maker's Mark

You are an excellent craftsman, and every item that you create bears your personal sigil to identify it as one of your creations.

**Prerequisite:** Mastercrafter, Reputation +5.

**Benefit:** Any character that carries in plain sight an item you have created using the Craft skill gains a +1 equipment bonus to Reputation checks.

### Malleable Genetics

Your genetic structure is malleable and allows ample opportunity for mutation.

**Benefit:** Whenever you select a mutation, the MP cost for that mutation is reduced by 1, to a minimum of 1. This feat has no effect on cosmetic mutations or on mutation drawbacks.

### Mental Buffer

You are able to fill your head with misleading information, frustrating any attempts to scan your mind.

**Prerequisite:** Mental Warding.

**Benefit:** Whenever an attempt is made to pick up your surface thoughts or obtain information from your brain (either through technological or psionic means), you may choose false information to give instead of the true information being sought. For example, a character subjected to an unwilling neural recorder session may forego the Will save to prevent the recorder from functioning and may instead select the thoughts and images picked up by the device.

### Mental Warding

You are able to block mental probes, protecting your mind from snooping and inspection.

**Benefit:** Whenever an attempt is made to pick up your surface thoughts or obtain information from your brain (either through technological or psionic means), you may choose to have the probe pick up no data at all. For example, a character subjected to an unwilling neural recorder session need not even make the Will save to prevent the recorder from functioning; instead, they block the recording automatically.

### More Machine Than Man

Because of the mechanical and electronic components that are grafted onto your body, you are closer to being a robot than you are to being human.

**Prerequisite:** Total cybernetic replacement.

**Benefit:** You may purchase and install robot accessories as if they were cybernetic attachments. The purchase DCs of these accessories remains unchanged. Each accessory

installed counts against the number of cybernetic attachments that you may have.

**Normal:** Characters without this feat may not install robot accessories.

### On the Cutting Edge

You are constantly on the cutting edge of technology and are able to produce equipment and weapons far beyond other creators of your time.

**Prerequisites:** Craft (mechanical) or Craft (electronic) 12 ranks, Research 9 ranks.

**Benefit:** Select one piece of technology that is one PL above your own current technology level. You may use the Craft skill to produce that piece of technology as though it was commonly found in your own PL. The Gamemaster may wish to approve to reject any pieces of technology he feels have no place in the campaign setting.

**Special:** This feat may be taken multiple times. Each time you take this feat, you must select a new piece of technology.

### Over the Limit

You are able to perform miraculously in dangerous situations and do so with unnerving frequency.

**Prerequisite:** Action Boost.

**Benefit:** You may use one additional action point per round. This feat may be used once per day.

### Perfect Genome

You are an excellent subject for genetic research and experimentation thanks to your model genome.

**Benefit:** Whenever another character uses a skill check related to genetic experimentation on you, that character gains a +4 bonus to the relevant skill check. This includes research and experimentation involving mutations, gene therapy, bioware, and other forms of genetic manipulation.

### Pickled

Because of constant exposure to narcotics, the negative side effects of drugs affect you less than they do others.

**Benefit:** You gain a +4 bonus to saving throws that you make to resist the side effects of drugs.

**Special:** The bonus granted by this feat does not affect saves that you make to resist addiction.

### Ride the Wave

Drugs that you take seem to remain in effect longer than usual.

**Prerequisite:** Chemical Youth.

**Benefit:** The duration of drugs that you take is increased by half.

### Robo-Diplomat

You are exceptionally skilled at dealing with robots and can communicate with them more efficiently.

**Benefit:** You gain a +2 bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against robots.



### Robo-Engineer

You are intimately familiar with what makes a robot function and are capable of repairing and creating them with great skill.

**Benefit:** You gain a +2 competence bonus to all Craft and Repair skill checks made on robots. Additionally, any time a robot is reduced to between 0 and -9 hit points, you may make a Repair check to immediately repair the robot (as per the rules under the Repairable quality of most robots) within 5 rounds of sustaining damage. However, if your Repair check does not immediately heal the robot back up to more than 0 hit points, the robot is destroyed as per normal.

### Robo-Hunter

You are adept at hunting and killing robots, so much so that you are considered an expert in your field.

**Prerequisites:** Base Attack Bonus +1, Track.

**Benefit:** You gain a +4 bonus to all skill checks made while using the Track feat on a robot. Additionally, you gain a +1 bonus to all attack rolls made against robots.

### Robotic Companion

You gain a robot companion that follows you and serves you loyally.

**Benefit:** You gain an armature or biomorph companion that acts as an ally and a servant. This robot is Tiny or Small and is usually (though not always) modeled after a creature or animal. This robot follows your commands and only yours, though it may be reprogrammed or fooled by normal means. It has the following characteristics:

The robot may use any form of locomotion appropriate to the PL. The robot may have no more than 2 manipulators, and may not have the advanced hand or task hand manipulator. The robot may have only armor appropriate for PL 5, built-in Class III sensor, three skill chips (3 ranks each), one feat progit, and one accessory appropriate to PL 5 or PL 6. These stock systems may be improved over time, as per normal rules for improving and altering a robot.

If your robotic companion is destroyed, you may transfer its robot brain to another frame. This frame must conform to the standards for a robotic companion (detailed above) and the frame may be purchased at a price equal to one-half the standard cost. If the brain cannot be transferred to another frame, you lose all benefits of this feat.

### Robotic Familiar

You establish a permanent bond with a single robot companion that improves in capabilities as you gain levels. The bond is formed through either a RemCon Implant (see Appendix A) or a soullink nanoinjection (see the *d20 Future* sourcebook).

**Prerequisite:** Robotic Companion, RemCon Implant or Soullink Nanoinjection

**Benefit:** By establishing a bond with a robot companion, you enable that robot to gain power as you gain levels. These powers are described below.

**Special:** If you ever lose the robot familiar (have it removed from your contact for a continuous period of more than one day per level), or if the familiar is erased or destroyed so its brain cannot be recovered via the robot resurrection rules, you automatically lose 200 XP per level as well as all benefits previously conveyed by the familiar. If you regain the familiar or manage to recover its brain by transplanting it to a new frame, you recover these XP. You may replace a lost or destroyed familiar after advancing one level, beginning anew as if you were gaining a robot familiar for the first time.

### Second Chance

You have the ability to take what seems like a dire situation and turn it around in your favor.

**Benefit:** You may spend one action point to re-roll any die roll. You may choose which of the two rolls counts toward the final total.

### Shock Resistant

You are more resistant to your cybernetics' vulnerability to electric shock than others are.

**Prerequisite:** One or more cybernetic attachments.

**Benefit:** You take only 25% more damage from any attack that deals electricity damage.

**Normal:** Characters without this feat who have one or more cybernetic attachments take 50% more damage from any attack that deals electricity damage.

### Xenodiplomat

You are exceptionally skilled at dealing with aliens and can communicate with them more efficiently.

**Benefit:** You gain a +2 bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against aliens.

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