

# 13 NANO AUGMENTORS

## INTRODUCTION

Nanotechnology is a topic about which very little is known. The potential appears to be endless, but the executing is currently sorely lacking. That being said, wouldn't it be cool if we could all just be injected with some little machines that makes us faster, stronger, healthier, etc.?

In that vein, albeit focused more on combat and adventuring, this PDF presents thirteen nanoaugmenters designed to give PCs the edge over their opponents (assuming their opponents don't also have nanoaugmenters). They are written in the style, and to the standard, set forth in the standard rules and are ready to plug-and-play.

### NANOAUGMENTATION ADDENDUMS

Unless otherwise noted, a host may have only one of any given type of nanoaugmentation; nanoaugmentations of the same type do not stack (i.e. a host could not be injected with two medic nanoaugmentations in order to gain fast healing 4).

Nanoaugmentations can be either continuous (meaning that they operate continuously and cannot be turned off by the host) or on-demand (they operate only when triggered by the host); on-demand activation is free action.

## THE NANOAUGMENTERS

What follows is the list of nanoaugmenters. As in the standard rules, these nanoaugmenters can be handed out to the PCs as rewards or given to them when they join a particular organization.

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**BY MICHAEL HAMMES**

## **APPLE**

Obviously the originator of this nanoaugmentation had a sense of humor. Developed by the space program to aid astronauts in coping with the various hazardous environments encountered in space, the apple nanoaugmentation has also been used to aid individuals with weak immune systems.

The apple nanites implant themselves throughout the host's circulatory system and work as filters, aiding the body in removing unwanted organisms and substances from the bloodstream. As a result, the host gains a +2 equipment bonus on Fortitude saving throws to resist poisons, diseases, and radiation sickness.

The apple nanoaugmentation operates continuously.

## **AUDIO BOOST**

Originally intended for those with hearing problems, the audio boost nanoaugmentation has since spread into other areas, most notably covert operations.

The audio boost nanites implant themselves in the host's inner ear and serve as not only a sound amplifier, but also as a filter (for static, background noise, etc.) and noise suppressor (i.e. for sudden, loud noises such as gunfire or explosions).

Audio boost provides a +5 equipment bonus to all Listen checks and a +10 equipment bonus to Fortitude saving throws to avoid deafness.

The audio boost nanoaugmentation operates continuously.

## **CAT EYES**

Popular with everyone from soldiers to criminals or anyone else frequently at work in the dark, cat eyes are nanoaugmentations that implant themselves within their host's eyeball.

Cat eyes provide their host with low-light vision, allowing the host to see twice as far as normal in poor lighting conditions. In addition,

the host is able to distinguish colors even in dim light.

The cat eye nanoaugmentation operates continuously and does not interfere with the host's normal vision.

## **MARATHON**

A favorite of endurance athletes and all those that are on the move a lot, the marathon nanoaugmentation allows the host to operate beyond his or her normal endurance limits by implanting itself within the host's muscles and reducing the amount of lactate/hydrogen ions present in the body.

The marathon host receives a +4 equipment bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold the character's breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning.

If the host also has the rush (see below) or overdrive nanoaugmentation (see below), marathon increases the time either nanoaugmentation can safely be sustained by 2 rounds (from 3 rounds + the host's Constitution modifier to 5 rounds + the host's Constitution modifier). Furthermore, should the host continue to use either nanoaugmentation beyond this safe period or activate either nanoaugmentation while in a fatigued state, the host only suffers 1d2 points of temporary Constitution damage per additional round. Finally, should the host go unconscious from either nanoaugmentation, marathon ensures that the host remains unconscious for only 1 hour, reduces the required Fortitude save (DC 10 + 1 per additional round overdrive was active beyond the safe period) and, should the host fail the save, the host loses only 1d2 points of permanent Constitution drain.

The marathon nanoaugmentation operates continuously.

## **MEDIC**

One of the most useful nanoaugmentations for those facing combat on a regular basis, the medic nanites to keep its host's body as healthy as possible by implanting themselves in the bloodstream and healing any physical damage suffered by the individual (i.e. cuts, energy damage, ballistic weapon damage, etc.). This healing is accomplished through accelerating the release of appropriate chemicals (i.e. coagulating agents) and physical work (i.e. suturing).

A host with medic nanites has fast healing 2; at the beginning of the host's turn, the host heals 2 hit points from any physical damage suffered. Medic nanites are not able to revive their host from death; they stop working when their host is reduced to -10 hp or less.

Medic nanites do not repair damage from attack forms that don't deal hit point damage (i.e. ability drain), nor do they restore hit points lost to starvation, thirst or suffocation.

Medic nanites are not capable of regenerating or regrowing lost body parts.

The medic nanoaugmentation operates continuously.

## **OVERDRIVE**

A combat-related nanoaugmentation that has found its way into sports and the criminal underworld, overdrive is a must for all those that require faster-than-normal reflexes. The overdrive nanites accomplish this by attaching themselves to the host's nervous system and pituitary gland, enabling the host to move and act much more quickly than he or she would normally be capable of. The overdrive nanoaugmentation has several effects:

When making a full attack action, the host may make one extra attack with any weapon he or she is holding. The attack is made using the host's full base attack bonus, plus any modifiers appropriate to the situation (this benefit does not actually grant an extra action,

so a host can't use it to cast a second spell or otherwise take an extra action in the round).

In addition, the host gains a +2 dodge bonus to Defense (this also applies to pilots involved in starship combat) and Reflex saves; any condition that makes the subject lose his or her Dexterity bonus to Defense (if any) also makes the subject lose the dodge bonus provided by the overdrive nanoaugmentation.

All of the host's modes of movement (including normal movement, burrow, climb, fly, and swim) increase to double the host's normal speed.

The overdrive nanoaugmentation operates on an on-demand basis. Overdrive is very strenuous on the host and can be safely sustained for no longer than 3 rounds + the host's Constitution modifier per encounter; the host may shut off overdrive at any time as a free action. At the cessation of overdrive the host is fatigued (-2 penalty to Strength and Dexterity) for the remaining duration of the current encounter.

Any attempt to sustain overdrive beyond this safe time period, or activating overdrive while in a fatigued state, causes the host to suffer 1d4 points of temporary Constitution damage per additional round that overdrive is maintained. Taking Constitution damage from overdrive results in the host being exhausted (-6 penalty on Strength and Dexterity) until the end of the encounter, after which the host is fatigued until he or she can gain 1 hour of complete and uninterrupted rest.

If the host's Constitution drops to 0, or the host attempts to activate overdrive while exhausted, the host immediately becomes unconscious and remains so for 1d3 hours at the end of which time the host must succeed at a Fortitude save (DC 15 + 1 per additional round overdrive was active beyond the safe period) or permanently be drained of 1d4 points of Constitution. A Treat Injury check (DC 15 + 1 per additional round overdrive was active beyond the safe period) can be used to

remove the unconscious condition from the host, but the host must still succeed at the Fortitude save to avoid permanent Constitution drain.

The negative effects of overdrive can be mitigated somewhat by the marathon nanoaugmentation (see above).

## **RADAR**

The radar nanoaugmentation was developed in a top-secret government project. Designed to aid covert agents in their assignments, individuals equipped with radar can be virtually impossible to surprise.

The radar nanites implant themselves throughout the host's body, acting like miniature radar transceivers as they send out weak electrostatic impulses and receive those that bounce back from objects or people. This information is then communicated to a set of interpreter nanites implanted near the host's visual cortex, allowing them to be interpreted by the host. As a result, the radar host has blindsight out to a range of 30 feet, making invisibility and darkness irrelevant (although like normal vision, the radar augmentation does not allow the host to see through or around obstacles such as walls); the host usually does not need to make Spot or Listen checks to notice creatures or objects within range of its blindsight ability.

Radar is a continuously operating nanoaugmentation, that is, it continuously sends and receives its signals. However, the host can only interpret those signals by closing his or her eyes and concentrating on the radar image relayed to the visual cortex by the interpreter nanites; the host cannot make use of both his or her vision and radar simultaneously.

Initially, if done in the same round, switching from vision to radar and back again is a move action that provokes an attack of opportunity but with practice (time determined by the GM based on adventure and campaign needs), this can be reduced to a free action.

## **RHINO HIDE**

Developed for the military for use in front-line shock troops, the rhino hide nanoaugmentation is one of the few nanoaugmentations with readily noticeable effects. The rhino hide nanites implant themselves under the host's skin and stimulate the production of skin cells to the point where the host's skin becomes very tough and leathery, providing significantly greater protection than the host's normal skin.

Although it is generated by equipment, rhino hide provides a +3 natural armor bonus to its host's Defense.

While quite useful, most individuals are not comfortable going about looking like a giant walking callous and so this nanoaugmentation has largely remained within military circles.

The rhino hide nanoaugmentation operates continuously.

## **RUSH**

This combat-related nanoaugmentation is finding its way into sports and the criminal underworld. Attaching to the host's adrenaline glands, the rush nanites dramatically increase the host's adrenaline output, temporarily boosting the host's Strength and Constitution scores.

Activating rush temporarily bestows a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves to the host, but the host also takes a -2 penalty to Defense due to increased aggressiveness. The increase in Constitution increases the host's hit points by 2 per level, but these hit points go away when rush is cancelled, at which time the host's Constitution score drops back to normal.

Unfortunately, this increased combat prowess is offset by a reduction in higher thought-processing capacity. As a result the host cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Drive, Escape Artist, Intimidate, Pilot, or

Ride), the Concentration skill, any abilities that require patience and concentration (including spellcasting and manifesting psionic powers), or any items that must be activated to function.

Rush can be safely maintained for a number of rounds equal to 3 + the host's (newly acquired) Constitution modifier; the host may end rush at any time as a free action. At the expiration of rush, the host is fatigued (-2 penalty to Strength and Dexterity) for the remaining duration of the current encounter.

Any attempt to sustain rush beyond this time period, or activating rush while in a fatigued state, causes the host to suffer 1d4 points of temporary Constitution damage per additional round that rush is maintained. Taking Constitution damage from rush results in the host being exhausted (-6 penalty on Strength and Dexterity) until the end of the encounter, after which the host is fatigued until he or she can gain 1 hour of complete and uninterrupted rest.

If the host's Constitution drops to 0, or the host attempts to activate rush while exhausted, the host immediately becomes unconscious and remains so for 1d3 hours at the end of which the host must succeed at a Fortitude save (DC 15 + 1 per additional round rush was active beyond the safe period) or permanently be drained of 1d4 points of Constitution. A Treat Injury check (DC 15 + 1 per additional round rush was active beyond the safe period) can be used to remove the unconscious condition from the host, but the host must still succeed at the Fortitude save to avoid permanent Constitution drain.

The negative effects of rush can be mitigated somewhat by the marathon nanoaugmentation (see below).

## **SILENCE**

The silence nanoaugmentation is the result of yet another top-secret government project. The silence nanites implant themselves under

the host's skin and act as sonic dampers, reducing noise of the host's movements to almost nothing. Silence provides a +10 equipment bonus to the host's Move Silently checks.

Silence is usually an on-demand nanoaugmentation.

## **SNIFFER**

This rather unusual nanoaugmentation was created largely because, well, it could be. The sniffer nanites attach themselves to the host's olfactory receptors, exponentially increasing the ability of the host's sense of smell (roughly equivalent to that of a dog); the host gains the scent special ability.

Just how capable is the sniffer nanoaugmentation? The host can identify the scent of a creature lightly touched on a glass slide after two weeks outside, or one month inside; the host can identify which of six steel tubes was held in the hand of an individual for less than 5 seconds.

In addition, the host can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When the host detects a scent, the exact location is not revealed—only its presence somewhere within range. The host can take a move or attack action to note the direction of the scent. If the host moves within 5 feet of the source, he or she can pinpoint that source.

The host can now follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise fol-

lows the rules for the Track feat. A host tracking by scent ignores the effects of surface conditions and poor visibility.

The sniffer nanoaugmentation operates continuously.

## **SPIDER**

The spider nanoaugmentation allows its host to walk on walls and cling to ceilings like a spider. The spider nanites achieve this by permeating the skin on the host's hands and feet and making molecular contact with whatever surface the host wishes to climb.

As long as the host's hands and feet are uncovered, the host can cling to and climb any surface including ceilings (the host can actually walk upside down on a ceiling) and perfectly smooth, flat, vertical walls. While climbing in this manner, the host gains a Climb speed of half his or her speed and need not make Climb checks. Furthermore, the host retains his or her Dexterity bonus to Armor Class (if any) while climbing and does not suffer any penalties to Defense due to climbing. The host cannot, however, use the run action while climbing or traveling upside down. A creature with a Strength of 25 can pull the host off a surface.

If the host's feet are covered and hands uncovered, the host is still able to cling and climb any surface with his or her hands. However, at all times while climbing the host's Climb speed is reduced to by one-half (to one-quarter of his or her speed) and the host is considered flat-footed and suffers the standard -2 penalty to Defense against both Melee and Ranged attacks.

If the host's hands are covered and feet uncovered, the host is still able to cling and climb any surface with his or her feet. However, while climbing vertical surfaces, the host's Climb speed is reduced by one-half (to one-quarter of his or her speed) and the host is considered flat-footed and suffers the standard -2 penalty to Defense against both Melee and Ranged attacks. When moving upside-down

(i.e. on the ceiling), the host climbs normally (Climb speed of one-half speed, retains Dexterity bonus to Armor Class and suffers no penalty).

Should the host fall, as long as he or she is within reach of a surface the host can automatically catch him- or herself simply by making contact with the surface (at the GM's discretion, the resulting jarring impact may still cause damage).

Spider nanites cannot do their work if both the host's hands and feet are covered; in such cases the host is dependent on his or her normal Climb skill. A host with both hands and feet covered that falls cannot automatically catch him- or herself.

Spider is an on-demand nanoaugmentation.

## **STATIC BURST**

The static burst nanoaugmentation is a direct outgrowth of nanotechnology research into using nanites as energy sources. The static burst nanites produce significant additional electrons (the "charge") within the host's body that are discharged when the host touches an object or person.

When these additional electrons are discharged against a non-electronic object (i.e a door handle), nothing more than a bright spark and a loud "zap" result.

When discharged against an electronic file device, such as a computer, external hard drive, CD-ROM, PDA, or magnetic disk, the charge erases all files on that device; the device is rendered empty of data.

When used against other electronic devices, such as a circuit board, the discharge ruins delicate circuitry within the device. As a result, the device is rendered either completely or partially unable to function (given the wide variety of possibilities inherent in this, the GM is encouraged to adjudicate this in a manner consistent with the goals of the adventure or campaign; see the *electromagnetic pulse* spell for some guidelines).

When discharged against an opponent, the discharge is strong enough to potentially stun the opponent. In order to stun an opponent, the host must use his or her bare hand to touch an opponent; this requires a successful melee touch attack. If the host strikes successfully, the opponent must succeed at a Fortitude save (DC 12 + the host's Constitution modifier) or be stunned for 1d4 rounds.

Static burst is an on-demand nanoaugmentation. It takes 1d4 rounds for the nanites to build up a sufficient charge to harm an electronic item and 10 rounds to build up a sufficient charge to stun an opponent. Most individuals with this nanoaugmentation keep a pair of leather, synthetic, or rubber gloves on their hands so that they can charge up and not discharge until they are ready to do so; removing a glove is a standard action that does not provoke attacks of opportunity.

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