

# STAR LOG.DELUXE

## GENETIC KNACKS



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# STAR LOG.DELUXE

## GENETIC KNACKS

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Publisher & Crunchmaster of Everyman Gaming LLC

## ACCESSING ARCHIVES QUERY: GENETIC KNACKS

Hello, and thank you for purchasing *STAR LOG.DELUXE: GENETIC KNACKS*! Although the Xa-Osoro system is infamous for the angry red nebula that has engulfed it since the Regicide, the effects of the resulting Blood Space has only been mostly awful for the system's residents. In a select few individuals, however, Blood Space is largely cited as the source of a strange series of genetic mutations that have since arise in the Xa-Osoro system that are collectively called "genetic knacks," for these mutations provide the mutuee with extraordinary powers and abilities that are seemingly innate, rather than learned or acquired. Genetic knacks come in all shapes and sizes, and are often passed down from parent to child. A genetic knack might cause something as innoculus as a human being born with the head and limbs of an animal, or as dangerous as the ability to sweat explosive fluids from their bodies.

Genetic knacks were initaly rare, but have been becoming increasingly common throughout the system. Today, roughly 1/100th of the population is genetically gifted, up from around 1/1,000th just four decades prior. Indeed, the rate of influx of powered individuals has markedly increased for the current generation, and among infants born in the past year alone, the rate of influx is a staggering 1 in every 50. This has lead corporations like Helix and XLG to have begun mass-producing products that allow them to rapidly age younglings of all species into super-powered adults, or experient with regressing their current soldiers as far back as possible to see if they can acquire said powers. The results of these tests, naturally, are classified information.



## NEW THEME

A character theme represents a focus for your character, which may be a result of your background, upbringing, tradition, or mystic destiny. You select a character theme at 1st level, gaining special benefits that reflect major aspects of that theme at 1st, 6th, 12th, and 18th levels. All abilities are extraordinary abilities unless otherwise noted.

## GENETICALLY GIFTED

In an age where genetic manipulation is commonplace and science nearly indistinguishable from magic, the concept of genetic mutations and the strange, supernatural powers that accompany it does little to stretch the imagination. Still, both in Xa-Osoro and beyond, gifted youngsters born with incredible gifts aren't unheard of, and in fact are prized by governments and corporations alike as heralds of a new age. Of course, those that fear the coming shift in power dynamics exist, and in some places genetically gifted individuals are feared or outright persecuted for simply existing. As a result, being genetically gifted requires both a drive to learn to control and master one's unique talents, as well as distinguish with whom those talents should be shared and whom those talents should be hidden from.

**Genetic Talent (1st):** You manifested a genetic knack during your formative years that enables you to perform amazing deeds, though doing so taxes you physically. This knack has since become a crucial part of your life and identity. When you select this theme, you choose one genetic knack (see page #). Your knack defines the source of your powers and what you can do with them. You also choose one limiter (see page #) and gain the ability to accept Strain Points. For each Strain Point you accept, your current and total number of Hit Points is reduced by 1/4 your character level (minimum 1 Hit Point). If this causes your current Hit Points to reach 0, you become unconscious but are not at risk of dying, as if you had been reduced to 0 Hit Points by an attack that deals nonlethal damage. Strain Points can't be healed by any means other than resting for 8 hours, which removes all Strain Points and associated damage. Damage from accumulating Strain Points can't be reduced or redirected.

You can accept a total of 1 Strain Point per round, up to a maximum of 3 Strain Points per day at 1st-level. You can be forced to accept more Strain Points from sources outside of your control. Abilities that allow you to ignore or alter the effects that you receive from Hit Point damage never apply to damage taken from accepting Strain Points.

In addition, you gain ability adjustment to one physical ability score of your choice (Constitution, Dexterity, or Strength).

**Overexertion (6th):** You've learned to barrel past your physical limitations and mitigate the amount of punishment you take from using your genetic talents often. Add your highest physical ability score modifier (Constitution, Dexterity, or Strength) to the total number of Strain Points that you can accept each day. In addition, you can accept a

total of 2 Strain Points each round.

**Resolve Buffer (12th):** You can stave off the degenerative effects of your genetic knack through sheer resolve. You can spend 1 Resolve Point whenever you would be required to accept 1 or more Strain Points to reduce the number of Strain Points that you must accept to 0. You can use this ability a total number of times per day equal to your key ability score modifier.

**Talent Mastery (18th):** You've mastered your genetic talent, allowing you to use it more often. Twice per day, you can accept 1 Strain Point to regain 1 Resolve Point. The strain cost of this ability can't be reduced by the resolve buffer theme power. In addition, you can accept a total of 3 Strain Points each round.

## GENETIC KNACKS

Characters with the genetically gifted theme choose one genetic knack at 1st level. Once chosen, this knack can't be changed. A character with the genetically gifted theme gains their genetic knack's theme benefit, and can gain genetic talents as a replacement class feature at 2nd, 4th, 6th, 9th, 12th, or 18th levels, as if the genetic talent were granted by an archetype. (See the archetypes section in Chapter 4 of the Starfinder Core Rulebook.) A character cannot replace a replacement class feature gained from an actual archetype with a genetic talent.

No matter how outlandish they seem, all genetic knacks are purely physical in nature. As a result, genetic knacks and genetic talents are always extraordinary abilities. The save DC against a genetic knack is equal to 10 + 1/2 your character level + your highest physical ability score modifier (Constitution, Dexterity, or Strength) unless otherwise noted.

## EXPLOSION

Your sweat is naturally combustible, and you can use your hands to trigger this volatile substance seemingly at will.

**Theme Benefit**—blast

**2nd-Level Talents**—explosive fist, grenade, knack leap, knack stride

**9th-Level Talents**—critical blow, knack propulsion, howitzer, stun grenade

## LASER

You are able to emit a laser blast from a specific region of your body, such as your eyes, mouth, or naval.

**Theme Benefit**—laser

**2nd-Level Talents**—laser boost, penetrating laser, radiant knack, stun laser

**9th-Level Talents**—bursting knack, blinding knack, critical blow, howitzer

## STRENGTH

You have superhuman strength that you can use to accomplish otherwise impossible feats of athleticism.

**Theme Benefit**—might

**2nd-Level Talents**—knack leap, knack stride, mighty haul, penetrating knack

**9th-Level Talents**—critical blow, howitzer, knack propulsion, unarmed flurry

### THEME BENEFIT

You gain the theme benefit associated with your chosen genetic trait at 1st level.

#### BLAST THEME BENEFIT

**Knack explosion**

##### EFFECT

You can use your knack to create minor explosions centered on your hands. This ability functions as token spell, except you can only use it to illuminate your hands as described by that spell. Additionally, whenever you roll an attack roll against an opponent with an unarmed strike, you can deal half of your attack's damage as fire damage as if your unarmed strike had the flaming weapon fusion. When doing so, your unarmed strike deals lethal damage instead of nonlethal damage, and its archaic weapon special property is replaced with the bright weapon special property.

#### LASER THEME BENEFIT

**Knack laser**

##### EFFECT

You fire a small laser blast with your genetic knack. This counts as a ranged attack with a laser pistol with an item level equal to your character level for all purposes (an azimuth laser pistol at 1st level, a corona laser pistol at 6th level, and so on), and can be used as part of any action or ability that you could normally use with a laser pistol, including the attack and full attack actions, the Shot on the Run feat, and an operative's trick attack class feature. You can make 20 attacks with this theme benefit each day, increasing to 40 attacks at 9th level and 80 attacks at 14th level. The number of attacks per day that you can make with this ability reset whenever take an 8-hour rest, or after a 10-minute rest to regain Stamina Points if you also accept 1 point of strain.

#### MIGHT THEME BENEFIT

**Knack strength**

##### EFFECT

You possess incredible strength that makes your unarmed strikes exceptionally lethal. You deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with your unarmed strikes at 3rd level, allowing you to add  $1\frac{1}{2} \times$  your character level to your damage rolls for your unarmed strikes (instead of just adding your character level, as usual). If you have the natural weapons racial trait, this ability instead grants you a +1 damage bonus on damage rolls with your unarmed strikes. This damage bonus increases by +1 at 5th level and every 4 levels thereafter, to a maximum of +5 at 17th level.

## GENETIC TALENTS

The following list of genetic talents are organized alphabetically by name.

#### BLINDING KNACK TALENT

**Knack laser; Level 9th**

##### EFFECT

Whenever you make a ranged attack roll against a foe using the method of attack described by your theme benefit (laser pistol for laser) and hit, your opponent is dazzled for 1 round and the surrounding area is illuminated, as if you had made an attack with a weapon with the bright weapon special property. Whenever you critically hit an opponent using the method of attack described by your theme benefit, that opponent must succeed on a Fortitude save (DC 10 + half your total character level plus your key ability score) or become blinded for 1d4 rounds. If your weapon already has a critical effect, you must choose whether to use the weapon's existing critical effect or to use this ability. You must have the radiant beam genetic talent to learn this talent.

#### BURSTING KNACK TALENT

**Knack laser; Level 9th**

##### EFFECT

As a standard action, you can accept 1 point of strain to modify the method of attack described by your theme benefit (laser pistol for laser) so it gains the blast special weapon property until the start of your next turn or until you attack an opponent using the method of attack described by your theme benefit, whichever happens first.

#### CRITICAL BLOW TALENT

**Knack explosion, laser, strength; Level 9th**

##### EFFECT

Whenever you make an attack roll using your theme benefit and critically hit an opponent with that attack, you can accept 1 or more points of strain to choose one of the following critical effects and apply it to your opponent. The critical effects that you can choose from (and their strain point cost) are: knockdown (1), staggered (2), stunned (3), or wound (2). The conditions available to your genetic knack are listed in the knack's description next to this talent in parenthesis. If your weapon already has a critical effect, you must choose whether to use the weapon's existing critical effect or to use this ability.

#### EXPLOSIVE FIST TALENT

**Knack explosion; Level 2nd**

##### EFFECT

Whenever you use your explosion theme benefit to deal fire damage to an opponent with an unarmed strike, you can accept 1 point of strain to make your attack against your target's EAC or KAC, whichever is lower.

#### GRENADE TALENT

**Knack explosion; Level 2nd**

**EFFECT**

As a standard action, you can accept 1 point of strain to lob beads of your explosive sweat at an opponent, as if you were making a ranged attack with a grenade. This attack has a 10-foot range with a maximum range of 10 feet and deals damage equal to your unarmed strike weapon damage dice + any damage modifiers that you would normally add on damage rolls with an unarmed strike (such as your Strength modifier and bonus damage from class features like the soldier's melee striker gear boost and feats like Weapon Specialization). Creatures caught in the explosion radius can attempt a Reflex save (DC 10 + half your total character level plus your key ability score) for half damage.

**HOWITZER****TALENT**

**Knack explosion, laser, strength; Level 9th**

**EFFECT**

You use your theme benefit to create a devastating blast in a line in front of you. As a standard action, you can accept 1 point of strain to make a ranged attack against all opponents in a 20-foot line using the method of attack described by your theme benefit (unarmed strikes for explosion and strength, or laser pistol for laser). Your attack counts as if you were attacking with a ranged weapon with the line and unwieldy special weapon properties, and deals damage equal to the weapon damage dice of the attack described by your theme benefit, including any ability modifiers, class features, and feats that would normally add to this damage. If your theme benefit is a melee weapon, you add your Strength bonus on attack rolls and damage rolls with this talent, as if you were attacking with a thrown weapon.

**KNACK LEAP****TALENT**

**Knack explosion, laser, strength; Level 2nd**

**EFFECT**

You can accept 1 point of strain to gain an enhancement bonus on Athletics checks to climb, jump, or swim equal to half your character level for 10 minutes. When making an Athletics check to jump while benefiting from this enhancement bonus, you always count as having a running start and your Athletics check DC when jumping vertically is equal to the number of feet you are attempting to jump.

**KNACK PROPULSION****TALENT**

**Knack explosion, strength; Level 9th**

**EFFECT**

Whenever you are benefiting from the enhancement bonus from the knack leap genetic talent, you can fly up to your speed as a move action. You must end this movement on solid ground or you fall. If you have at least five genetic talents, you don't have to land if you immediately follow your flight with another move action to use knack propulsion. On your last move action of the turn, you still have to land or fall. You must have the knack leap genetic talent to learn this talent.

**KNACK STRIDE****TALENT**

**Knack explosion; Level 2nd**

**EFFECT**

You can accept 1 point of strain to gain a +10-ft. enhancement bonus to your base speed for 1 hour. Whenever you move while benefiting from this enhancement bonus, you can move through up to 10 feet of difficult terrain each round as if it were normal terrain. This allows you to take a guarded step into difficult terrain.

**LASER BOOST****TALENT**

**Knack laser; Level 2nd**

**EFFECT**

You can charge your laser, increasing its fire power. As a move action, you can increase the damage dealt by your laser theme benefit to be equal to that of a laser rifle with an item level equal to your character level instead of a laser pistol. Your attack also counts as a longarm when you do this, for purposes of what abilities work with it (though you are always considered proficient with your laser theme benefit). This effect lasts until the end of your next round or until you make an attack with your laser theme benefit. If you accept 1 point of strain when using this ability, this effect lasts for 1 hour, and you can switch between damage settings (laser pistol or laser rifle) as a swift action.

**MIGHTY HAUL****TALENT**

**Knack strength; Level 2nd**

**EFFECT**

You gain a +2 bonus to your Strength score for the purpose of determining your carrying capacity. This bonus increases by +1 for each additional genetic talent you possess (not including this one). If you have a Strength score of 20 or higher, you are immune to the encumbered condition. If you have a Strength score of 25 or higher, can voluntarily hold or carry an amount of bulk up to twice your Strength score before gaining the overburdened condition.

**PENETRATING KNACK****TALENT**

**Knack laser, strength; Level 2nd**

**EFFECT**

As a move action, you can accept 1 point of strain to empower the method of attack described by your theme benefit (unarmed strikes for strength or laser pistol for laser), allowing it to cut through even hardened and fire-resistant objects. All attacks that you make using the method of attack described by your theme benefit gain the penetrating special weapon quality for 1 hour.

**RADIANT KNACK****TALENT**

**Knack laser; Level 2nd**

**EFFECT**

Your knack's power emits brilliant light that can dazzle enemies. Ranged attacks that you make using your theme



benefit gain the bright special weapon quality. In addition, whenever you critically hit an opponent with your theme benefit, that opponent is dazzled for 1d4 rounds.

#### **STONE GRENADE**

#### **TALENT**

**Knack** explosion; **Level** 9th

#### **EFFECT**

You blind opponents with a series of brilliant rapid-fire explosions. Whenever you use the grenade genetic talent, you can accept 1 additional point of strain to transform your attack into a stun grenade. Creatures that fail their Reflex saves against your stun grenade are blinded for 1 round.

#### **STUN LASER**

#### **TALENT**

**Knack** laser; **Level** 2nd

#### **EFFECT**

Whenever you attack using your theme benefit, you can choose to deal nonlethal damage instead of lethal damage, as if your theme benefit had the stun special weapon quality.

#### **UNARMED FLURRY**

#### **TALENT**

**Knack** strength; **Level** 9th

#### **EFFECT**

You can accept 1 point of strain whenever you make a full attack using the method of attack described by your theme benefit (unarmed strikes for strength). You take a -3 penalty to each attack roll made during the full attack instead of the normal -4 penalty. This effect lasts until the end of your turn.

### **LIMITER**

Because they're physical abilities, all genetic knacks carry an inherent limiter that restricts how often the power can be used, or otherwise details some effect that happens when the power is used. A character with the genetically gifted theme chooses their limiter at 1st level—once chosen, it cannot be changed.

#### **BURNOUT**

Using your genetic knack takes a heavy toll on your body, subjecting you to burn out. In order to use your genetic knack's theme benefit or genetic talents, you must first activate your genetic knack as a move action. Deactivating your genetic knack is likewise a move action. Your genetic knack can be active for a total number of hours each day equal to your key ability score modifier. Should you expand all of these hours in a single day, your ability score modifier with all of your physical ability scores is reduced to -1, regardless of your ability score.

#### **DARKNESS ATTUNEMENT**

Your genetic knack's potency is hindered by bright light. Whenever you are within an area of normal light, you must spend 1 additional Strain Point in order to use your genetic knack's theme benefit and talents. Whenever you are within an area of bright light, this increases to +1d3 Strain Points.

#### **EXHAUSTING**

Your genetic knack quickly tires you. Each time you use your genetic knack's theme benefit or one of your genetic talents, you must make a Constitution check (DC 10 + 1 per previous check made within the past 24 hours + 2 per point of strain you have accepted). If you fail, you become fatigued. This condition lasts until you take a 10-minute rest to regain Stamina Points, at which point the Constitution check DC resets to 10. If you are already fatigued when you fail your Constitution check, you are exhausted for 1d6 rounds.

#### **LIGHT ATTUNEMENT**

Your genetic knack's potency is tied to light ambience in your environment. Whenever you are within an area of dim light, you must spend 1 additional Strain Point in order to use your genetic knack's theme benefit and talents. Whenever you are within an area of darkness, this increases to +1d3 Strain Points.

#### **LIMITED**

Your genetic knack is difficult or painful to use frequently. Whenever you use your genetic knack's theme benefit or genetic talents, you cannot use your genetic knack's theme benefit or any of your genetic talents for 1d4 rounds unless you spend 1 Resolve Point in order to do so.

#### **RECOIL**

Using your genetic knack damages your body. Whenever you accept a Strain Point, your current and total Hit Points are reduced by 1 Hit Point per character level you possess instead of the usual 1/4 your character level.

#### **SHORT-CIRCUIT**

Using your genetic knack strains your mental facilities. Each time you use your genetic knack's theme benefit or one of your genetic talents, you must make a Wisdom check (DC 10 + 1 per previous check made within the past 24 hours + 2 per Strain Point you have accepted). If you fail, you are affected as if you had failed a saving throw against a feeblemind spell, except the feeblemind effect only lasts for 10 × 1d6 minutes. The Wisdom DC for resets to 10 when you take a 10-minute rest to regain Stamina Points.

#### **STRESSFUL**

Using your genetic knack too often places extreme duress upon your body. Each time you use your genetic knack's theme benefit or one of your genetic talents, you must make a Constitution check (DC 10 + 1 per previous check made within the past 24 hours + 2 per point of strain you have accepted). If you fail, you become sickened. This condition lasts until you take a 10-minute rest to regain Stamina Points, at which point the Constitution check DC resets to 10. If you are already sickened when you fail your Constitution check, you are nauseated for 1 round.

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