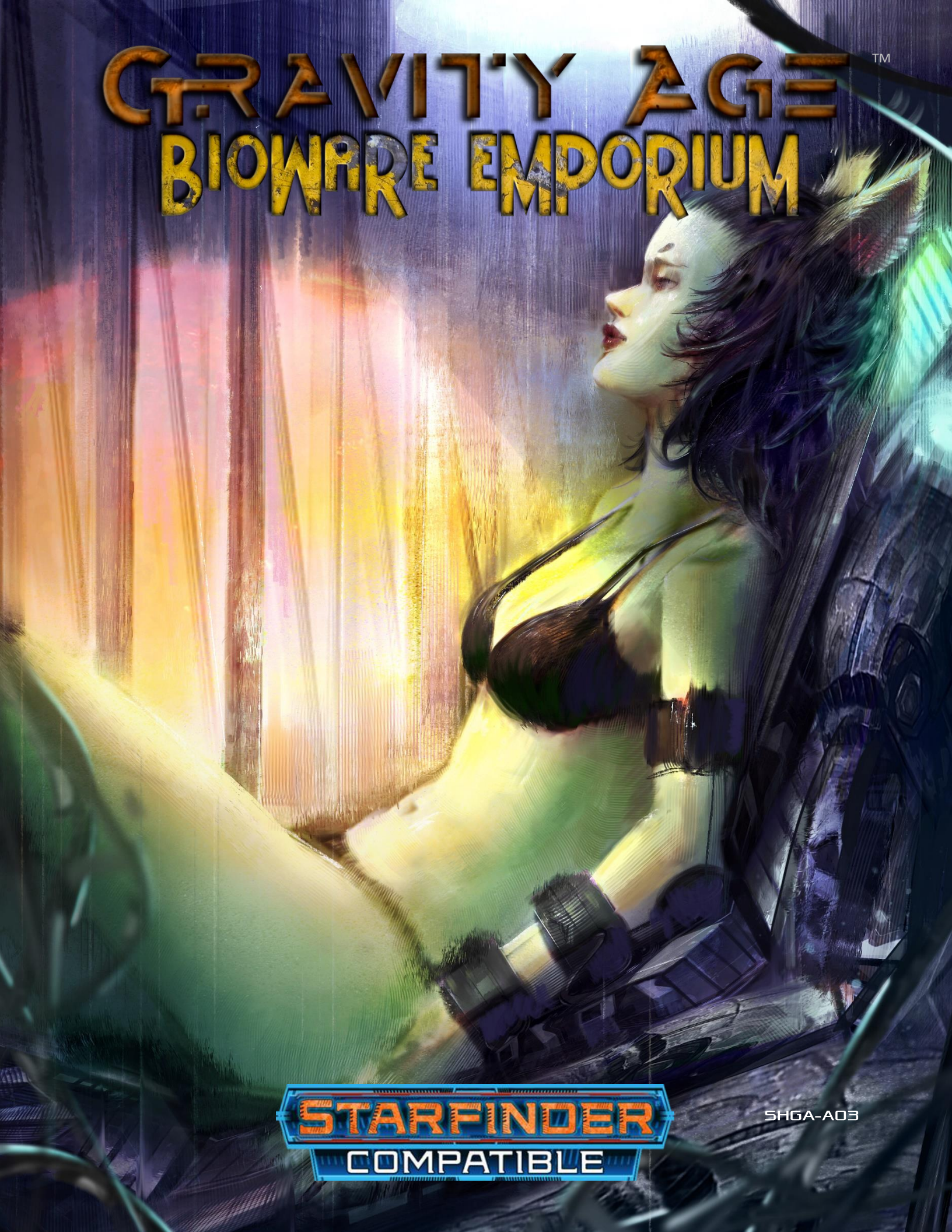


# GRAVITY AGE BIOWARE EMPORIUM

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**STARFINDER**  
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SHGA-A03



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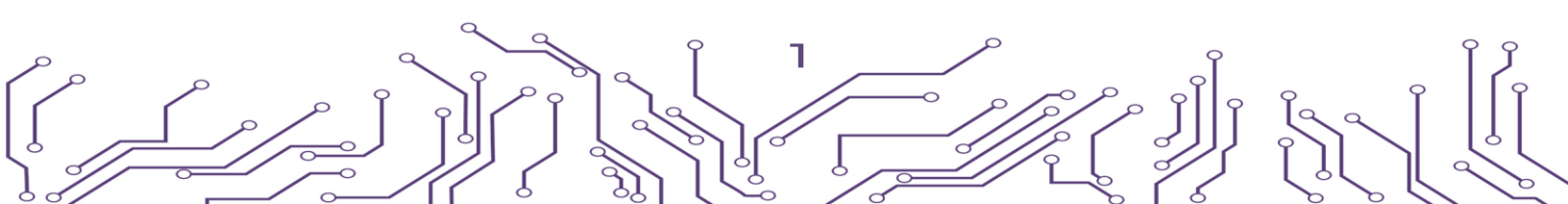
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# STROH HAMMER





# BIOWARE OVERVIEW

Although bioware and biotech share many of the same scientific fields they are implemented with much different strategies. Biotech creates an augmentation by exploiting biological processes to develop technologies and products outside the body for future implantation and integration. Those products (often protocells, fully grown limbs, or organs) are injected or attached to the host and then programmed by a computer capable of delivering instructions through plasmids. Bioware, which is the focus of this emporium, relies more on traditional genetic and biomolecular engineering. Bioware reprograms the host's DNA by employing a retrovirus or adenovirus; provoking a specific mutation or set of mutations. Bioware causes the subject's body to grow its own enhancements.

## GENE THERAPY

Crafting bioware and inducing a mutation requires the services of a professional genetic engineer, or someone with ranks in Life Science, Medicine, and Engineering equal to the level of the bioware and a genetic engineering lab. It takes a gene therapist 1 hour per item level to create enough bioware to successfully induce a mutation. Once its manufactured bioware has 100-year shelf life.

Gene therapy is typically delivered by a series of injections. The injections allow the bioware to spread throughout the host as a controlled infection. Once all the cells in the host are infected the mutation is complete. The time it takes to induce a mutation is dependent on the type of bioware.

## RETROVIRUSES

Designer retroviruses play a pivotal role in gene therapy. A retrovirus is a single-stranded RNA virus that infects a host cell. Once the virus infects a cell it uses its own reverse transcriptase enzyme to produce DNA from its artificial RNA genome. Essentially, its RNA is a reverse copy of the virus DNA it creates in the host cell. The infected host cell then treats the virus DNA as part of its own genome. An infected cell translates and transcribes the virus genes along with its own and while also producing more copies of the virus. Eventually all actively replicating cells within the host are infected and the mutation is complete.

All the retroviruses presented in this work are designer and you won't accidentally contract one though a sneeze or intimacy. Changes made by retroviruses to the character's genome and the mutations they induce are permanent. Recipients of retroviruses do not pass their mutations on to their offspring

Retroviruses work by targeting and replacing very specific sections of the DNA strands. Unfortunately, different retroviruses often overlap in the sections of DNA they are replacing. This is why most subjects cannot handle more than retrovirus. Put simply, retroviruses are incompatible with each other, and characters are limited to one retrovirus unless; the retroviruses description states otherwise, the character elects to take a drawback (see Appendix 3: Minor Deformities), or the character takes a feat which allows the character to use more than one retrovirus.

It takes 1 day per level of the retrovirus to completely infect a subject and induce mutation.

## DNA SPLICING

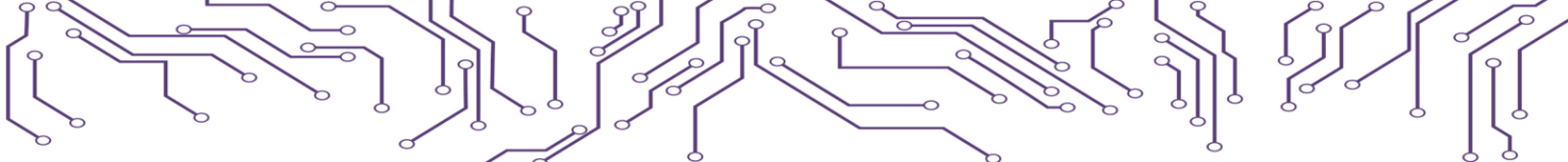
DNA splicing is a special use case of a retrovirus where one organism's DNA is cut apart and the DNA from a different organism is slipped into the gaps. DNA splicing allows characteristics of two completely different creatures to be shared. DNA splicing follows the rules for retroviruses in all respects. However, DNA splicing often results in obvious physical changes which are hard to hide. In societies, which are unfamiliar with a specific type of DNA splicing, the subjects are often mistaken for and treated like mutants.

## ENDOGENOUS RETROVIRUS

An endogenous retrovirus is almost identical to a designer retrovirus with one exception; the mutation induced by the retrovirus is passed down to its offspring. Some might think this is a good thing but there are some very negative consequences to passing down a modified genome.

If two adults with genomes modified by different endogenous retrovirus have children, the results are almost always tragic. Most die shortly after birth due to genetic defects, but the ones that live are always considered mutants. Their mutations are almost always wildly different from their parents.

Children of parents who received identical endogenous retroviruses always exhibit the mutation of their parents. If one parent has an endogenous retrovirus and the other does not, there is a 50% chance the offspring gains the mutation, and a 50% chance the endogenous retrovirus becomes recessive trait. Generations later parents might unknowingly pass on the same endogenous retrovirus and the child may inherit the same mutation as one of their



great great grandparent's, or a set of incompatible genes resulting in a mutant.

Endogenous retroviruses have been banned in many systems and worlds, because of the chaos it can cause for future generations, however, there are many unscrupulous persons producing black market endogenous retroviruses because they are 10% cheaper to produce than a typical retrovirus. It's even traditional in some cultures to get gene screened prior to marriage to ensure purity.

## ADENOVIRUS

A designer adenovirus is a double stranded DNA virus which is able to replicate in the nucleus of vertebrate cells using the host's own replication machinery. Each type of designer adenovirus was originally based on adenoviruses which cause conjunctivitis, tonsillitis, an ear infection, or croup. The adenovirus was chosen because of its fast onset time and the host's ability to eradicate the virus from its body systems without the need of an antiviral compound. Thus, adenoviruses are temporary and require repeated infections to continue functioning. The materials for crafting adenoviruses are consequently less costly than those of other bioware.

Unlike naturally occurring adenoviruses, their designer cousins cannot be accidentally spread to others.

Designer adenoviruses are extremely fast acting. It takes 1 round per level of the bioware to produce its intended effect or mutation. After 2d6 hours, the subject reverts back to its original genetic form unless another adenovirus is administered.

Only one adenovirus can be active at a time. If two or more adenoviruses are active in a subject, the subject automatically gains the sickened condition.

## GENETIC TEMPLATES

The potential uses of gene therapy are not limited to single special abilities. GMs can simulate just about any combination modification by creating gene therapy templates. Characters can acquire these templates by purchasing them and undergoing endogenous metamorphosis. See Section 3, "Genetic Templates" for additional information.

Although gene therapy templates are created by series of endogenous retroviruses, in this case the induced mutations are considered dominant traits. The offspring of anyone who has undergone endogenous metamorphosis will always inherit the gene therapy template of the highest level. Any other endogenous retroviruses will be superseded and overwritten by this template. If the character happens to have a retrovirus or an endogenous

retrovirus before they acquire a gene therapy template these earlier retroviruses will be overwritten and nullified by the "good" genes presented in the newly acquired template.

## CLONING

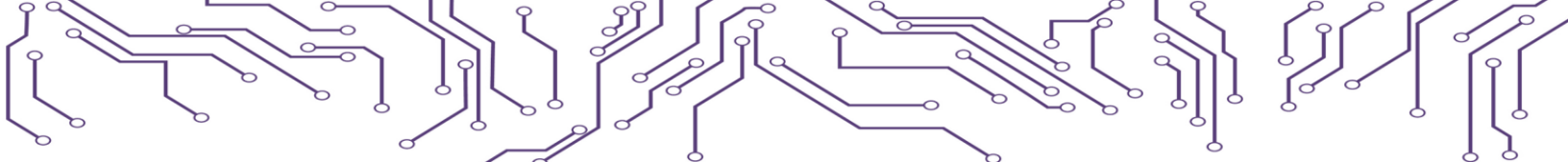
Cloning is by far the most complex example of applied genetic engineering and molecular biology in any futuristic settings. A sample of one subject's DNA is used to make an exact physical duplicate of the subject. A clone is identical to the original creature in every genetic way—blood type, birth defects, fingerprints, and retinal pattern. However, the clone does not have any scars, tattoos, or other identifying marks gained during the course of the original creature's life. If, for example, the original creature was born with only one kidney, the clone has only one kidney. However, if the original creature has had a kidney removed, any clone made from him will have two kidneys (as the original subject did at birth).

Cloning is a very difficult and expensive process. Crafting a clone requires the services of a professional molecular biologist, genetic engineer, or someone with ranks in Life Science, Medicine, and Engineering equal to the item level of the bioware and a genetic engineering lab. It takes a molecular biologist 1 week per level of the bioware to create a viable clone. Clones are produced by bombarding masses of protocells with a series of special retroviruses. These retroviruses deliver the DNA from the subject being cloned. A clone has a shelf life of 50 years if kept in an embryonic pod prior to its final retrovirus treatment.

## SYMBIONTS

One of the strangest, and in many cases horrifying, branches of bioware delves into symbiosis between organisms. Symbionts are rather common in the natural world. Symbiosis requires long-term biological interaction between different biologic organisms. Symbiosis between organisms can be defined as mutualistic, commensalistic, or parasitic. In a mutualistic relationship both organisms benefit from their biological interaction. Commensalistic biological interaction allows one of the organisms to live off another without causing harm to it. This is not the case with parasites which benefit from their biological interaction at the other organism's expense. Although many of the symbionts presented later in this emporium began as parasites, they have been genetically engineered to provide a benefit to their host.

Symbionts are also classified by physical attachment. When an organism lives on another organism like mistletoe



on a tree, it is called ectosymbiosis. These symbionts are often harder to hide. The other classification of symbiont includes organisms which live inside another organism, otherwise known as endosymbiosis and is also much easier to hide.

Symbionts come in a variety of shapes and sizes. There are extreme cases where both symbionts are derived from a single race, whereas the male of the species is tiny and after being selected for breeding lives inside of the female for the rest of its life, depending on her for everything. In many cases though, symbionts are from completely different species of varying levels of biological complexity. A herbivore's mutualistic biological interaction with gut flora helps it digest plant matter, while the gut flora benefits from never having a shortage of food or water.

Symbionts follow most the augmentation rules found in The Starfinder Roleplaying Game. Symbionts latch onto a specific biological system and provide consistent bonuses as long as the symbiont resides in the host creature. Symbionts are part of their host creature and cannot be targeted, disarmed, or sundered. A symbiont will die if the host creature dies, but will also be revived if the host creature is revived.

Crafting a symbiont and inducing it to a host requires the services of a professional genetic engineer or someone with ranks in Life Science, Medicine, and Engineering equal to the level of the bioware, and a genetic engineering lab. It takes a genetic engineer 1 hour per item level to create a clone of a symbiont. Once the symbiont is cloned, it must be introduced to its host immediately or stored in a hermetically sealed stasis container. If a genetic engineer does not have an existing sample to clone crafting a new symbiont will take 1 month per item level to create. The cost of implanting the symbiont is included in the price.

Removing a symbiont requires a Medicine skill check (DC = 11 + item level of the symbiont), and a medical lab. Surgery last 1 hour per item level of the symbiont. If the symbiont was responsible for any type of ability drain on the character, their abilities scores will recover naturally

with rest. If the person performing the Medicine skill check fails their skill check, the ability damage is permanent.

Due to their genetic alterations, none of the symbionts presented here can survive on their own or without a host. Removing a symbiont effectively kills it.

## RACES

Occasionally, a genetically modified race will breed true. There are races which were created intentionally by long forgotten ancient progeny races and there are also modern examples of creatures with enough genetic variation to be considered a separate race from their base creature. Although, this genetic tailoring of a race is often by intent, there are instances of lab experiments run amok which have not only escaped but reproduced and prospered under the right circumstances. Three new races are presented for the Starfinder Roleplaying Game at the end of this emporium.

**Chimera (Panthera):** The chimera panthera is the first successful attempt by humanity to improve themselves through DNA splicing. During the second cold war the Earth's super powers were interested in creating super soldiers through genetic engineering. Humans were augmented by splicing animal DNA into the human genome and the chimera was the first to breed true.

**Neanderthal:** Under the guise of altruism, scientist brought back the Neanderthal from extinction. They represent the pinnacle achievement of cloning and genetic engineering. In truth, Neanderthals were brought back because they are ideally suited to work in conditions many humans would find uncomfortable.

**Rhukoon:** The rhukoon is the next evolutionary jump for the common racoon. Although their development was not by design. A cataclysmic attack on Earth paved the way for their ascension. Humans are often mistakenly credited with their uplift, by other species and the rhukoons.

# GENE THERAPY

## ANGEL HAIR REJUVENATION

TYPE  
DNA Splicing

THERAPY	LEVEL	PRICE
Standard	2	595

Angel hair is a common edible fungus native to the Alpha Centauri system. With this DNA splice the character gains all the sustenance it requires from contact with moist natural earth, but it must rejuvenate itself as often and for as long as humans need sleep. As long as it is in contact with moist natural earth, the character recovers Hit Points and ability score damage (as well as recovers from poison states) at three times the normal rate. The character can engage in light activity during rejuvenation, but any strenuous activity (like fighting, running, or casting a spell) prevents it from regaining hit points for that day. Complete bed rest doesn't increase the amount of healing a character gains from rejuvenation.

## BAT'S ECHOLOCATION

TYPE  
DNA Splicing

THERAPY	LEVEL	PRICE
Minor	3	1,265
Standard	5	3,500
Major	7	7,200

By DNA splicing the common brown bat's DNA with the character's, they gain the ability to use sound as a means of detecting nearby enemies. A character with this spliced attribute may use blindsense at a range of 20 feet. The minor spliced attribute is limited to 10 feet, while the major bat's echolocation extends out to a range of 40 feet and grants blindsight with a range of 10 feet.

## BEAR'S STAMINA

TYPE  
DNA Splicing

THERAPY	LEVEL	PRICE
Standard	3	1,250

Bear's are known for their tough injury resistant hide and with this DNA splice the character's skin becomes unusually thick and resilient. Any character with this spliced attribute gains +1 Stamina Point per character class level.

## BLUE-GREEN ALGAE PHOTOSYNTHESIS

TYPE  
DNA Splicing

THERAPY	LEVEL	PRICE
Standard	2	600

The character's DNA has been spliced with blue-green algae and they can sustain themselves for long periods of

time on sunshine and water. A character with this splice only needs an 8oz serving of water each day and to eat a single day's rations once a week. This retrovirus is essential on space stations, moons, and worlds where food is scarce but sunlight is plentiful.

Recipients of this gene-splice require at least one hour of solar exposure per day to gain its benefit. Space stations, and starships will often have designated "observation" decks for their employees to sun themselves, but a tanning bed or a UV light will work in a pinch.

## CANINE SCENT

TYPE  
DNA Splicing

THERAPY	LEVEL	PRICE
Standard	5	3,465

With this DNA spliced attribute, the character's sense of smell is enhanced to the point where it rivals that of a bloodhound or German shepherd. The character gains the ability to follow tracks by scent. The character gains a +4 racial bonus to Survival skill checks to follow tracks. The character also gains a +1 racial bonus to Perception checks to avoid being surprised.

## CHEETAH SPEED

TYPE  
DNA Splicing

THERAPY	LEVEL	PRICE
Standard	7	6,205

A character with this attribute possesses enhanced flexibility and muscles that allows the subject to propel itself quickly over short distances. The character's base move speed is increased to 40 feet. In addition, once per hour, a character with this this spliced attribute can move at 10 times its normal speed (500 feet) when it makes a charge or in a straight line as a full-round action.

## COSMETIC MUTATION

TYPE  
Retrovirus

THERAPY	LEVEL	PRICE
Standard	1	300

This retrovirus permanently changes a character's appearance. Although it can be used to make a simple change such as turning a character's hair color from blond to brunette its often used for more dramatic effects. For a complete list of Cosmetic Mutations see Appendix 1.

*Table 2-1 Gene Therapy*

NAME	LEVEL	PRICE	TYPE
Endogenous metamorphosis	varies	varies	Retrovirus
Evolution, type I	varies	varies	Retrovirus
Evolution, type II	varies	varies	Retrovirus
Retrograde retrovirus	varies	varies	Retrovirus
Cosmetic mutation	1	300	Retrovirus
Limited saving throw bonus	1	50	Adenovirus
Limited skill bonus	1	65	Adenovirus
Saving throw bonus, minor	1	350	Retrovirus
Angel hair rejuvenation	2	595	DNA splicing
Blue-green algae photosynthesis	2	600	DNA splicing
Eel's jolt	2	650	DNA splicing
Feline leap	2	735	DNA splicing
Increased ability score, minor	2	465	Adenovirus
Limited zipper	2	200	Adenovirus
Temporary limited telepathy	2	225	Adenovirus
Webbed digits	2	500	Retrovirus
Bat's echolocation, minor	3	1,265	DNA splicing
Bear's stamina	3	1,250	DNA splicing
Fast healing, minor	3	500	Adenovirus
Personal upgrade, minor	3	1,400	Retrovirus
Skill bonus, minor	3	1,750	Retrovirus
Witches' butter	3	1,125	DNA splicing
Wolverine's rage	4	2,495	DNA splicing
Zipper	4	2,505	Retrovirus
Bat's echolocation	5	3,500	DNA splicing
Canine scent	5	3,465	DNA splicing
Eagle eyes	5	2,700	DNA splicing
Limited telepathy	5	2,950	Retrovirus
Rhino hide, minor	5	2,700	DNA splicing
Fast healing, standard	6	1,000	Adenovirus
Increased ability score, standard	6	2,165	Adenovirus
Reed frog XXY	6	4,750	Retrovirus
Reptile's blood	6	5,125	DNA splicing
Bat's echolocation	7	7,200	DNA splicing
Cheetah speed	7	6,950	DNA splicing
Eel's jolt, standard	7	5,550	DNA splicing
Personal upgrade, standard	7	6,500	Retrovirus
Rhino hide, standard	7	6,250	DNA splicing
Saving throw bonus	7	7,250	Retrovirus

Whale sonar	7	6,800	DNA splicing
Fast healing, major	8	2,500	Adenovirus
Gecko grip	8	8,650	DNA splicing
Mockingbird's song	8	9,995	DNA splicing
Fox's stealth	9	14,300	DNA splicing
Rhino hide, major	9	17,000	DNA splicing
Telepathy booster, minor	9	16,000	Retrovirus
Skill bonus, standard	11	25,000	Retrovirus
Eel's jolt, major	13	45,550	DNA splicing
Increased ability score, major	13	25,000	Adenovirus
Telepathy booster, major	13	44,950	Retrovirus
Personal upgrade, major	14	75,000	Retrovirus
Saving throw bonus, major	14	72,500	Retrovirus
Starfish regeneration	14	78,000	DNA splicing
Spider reflexes	15	93,750	DNA splicing
Skill bonus, major	18	335,000	Retrovirus

EEL'S JOLT		TYPE DNA Splicing
THERAPY	LEVEL	PRICE
Minor	2	650
Standard	7	5,550
Major	13	45,550

Characters with this spliced ability may give off a short electric discharge when coming into physical contact with others. Any character possessing the minor eel's jolt deals 1d6 points of electrical damage by making a successful attack against the target the target's EAC. This ability may also be used in conjunction with a combat maneuver, an unarmed strike, or natural attack. Adding the electrical damage is a swift action. This spliced ability gets recharged each time the character meets the conditions to regain Stamina Points. The standard eel's jolt does 2d6 points of electrical damage and the major version increases the electrical damage to 3d6.

EAGLE EYES		TYPE DNA Splicing
THERAPY	LEVEL	PRICE
Standard	5	2,700

Eagles have sight that is 4 to 8 times better than an average human's. With this splice, the character's sense of sight improves dramatically. The character gains a +2 bonus on all Perception checks and doubles the range on any type of vision their race might possess.

The character must have eyes to take advantage of this splicing ability.

ENDOGENOUS METAMORPHOSIS		TYPE Retrovirus
THERAPY	LEVEL	PRICE
Varies	Varies	Varies

Endogenous metamorphosis is one of the most invasive gene therapy procedures. It is not just a chain of injections to induce a single mutation, but a series of carefully planned retroviruses causing multiple mutations. Normally a character is limited to one retrovirus before drawbacks begin to occur. This line of retroviruses was carefully designed to prevent overlapping in areas of critical DNA for each mutation. This allows multiple retroviruses to coexist without penalty.

The gene therapy regiment required for endogenous metamorphosis and the speed of change is so intense the first phase merely puts the character into a medically induced coma and causes their body to produce a cocoon-like structure. When the character emerges from the cocoon days later, they will have gained one of the Gene Therapy Templates. For additional information on gene therapy templates see Section 4 Genetic Templates.

The level and price is determined by the Genetic Template gained. Although endogenous metamorphosis is the product of several retrovirus applications, the Genetic Template is treated as a single retrovirus in all respects.



<b>EVOLUTION</b>		TYPE Retrovirus
THERAPY	LEVEL	PRICE <sup>1</sup>
Type I	Varies	Varies
Type II	Varies	Varies

Evolution is a gene therapy specifically designed to improve the powers and abilities of a symbiont or mutant. When a symbiont or mutant completes the type I treatment they advance to the Evolution I stage in their development. A symbiont or mutant cannot benefit from a type II treatment unless they have already completed, the type 1 therapy or applied the Evolution feat to a mutation. When the type II treatment is completed the symbiont or mutant gains access to the Evolution II stage of their development.

The item level and the price of evolution gene therapy is determined by the type of symbiont or mutant ability being advanced to its next stage in its development.

<b>FAST HEALING</b>		TYPE Adenovirus
THERAPY	LEVEL	PRICE
Minor	3	500
Standard	6	1,000
Major	8	2,500

A character under the effect of the standard adenovirus gains fast healing 2. The minor adenovirus grants fast healing 1 while the major adenovirus grants the character fast healing 3.

<b>FELINE LEAP</b>		TYPE DNA Splicing
THERAPY	LEVEL	PRICE
Standard	2	735

A character with this spliced attribute may bend their spine like a jaguar and add spring to any leap, or reduce the impact from any fall. By making any Athletics (Jump) check as part of a move action, the character gains a +4 racial bonus on that Jump check. If the character is falling, they can make an Acrobatics check (DC 15) as a reaction to land on their feet and reduce the fall damage by 10 feet.

<b>FOX'S STEALTH</b>		TYPE DNA Splicing
THERAPY	LEVEL	PRICE
Standard	9	14,300

Any character possessing this DNA splice gains the ability to move as silently as a fox on winter snow. The character gains a +3 racial bonus to all Stealth checks.

<b>GECKO GRIP</b>		TYPE DNA Splicing
THERAPY	LEVEL	PRICE
Standard	8	8,650

Character's possessing this spliced ability possess a micro-texture on their hands and feet that grants them extraordinary grip on even the smoothest of surfaces. As long as the character's hands and feet are uncovered this spliced attribute provides a +6 racial bonus to all Athletics (climb) checks and an additional +4 racial bonus to their KAC to avoid disarm attempts.

<b>INCREASED ABILITY SCORE</b>			TYPE Adenovirus
THERAPY	LEVEL	PRICE	ABILITY
Minor	2	465	+2
Standard	6	2,165	+4
Major	13	25,000	+6

The adenovirus infects the character's cells, altering their genetic structure, while inducing massive physical or mental changes. Any ability score can gain an enhancement bonus of 2, 4, or 6 points according to the type of adenovirus used. These ability score increases are temporary and do not count as personal upgrades.

<b>LIMITED SAVING THROW BONUS</b>		TYPE Adenovirus
THERAPY	LEVEL	PRICE
Standard	1	50

A character under the effects of this adenovirus gains a +2 racial bonus to a single type of saving throw (Fortitude, Reflex, or Will).

<b>LIMITED SKILL BONUS</b>		TYPE Adenovirus
THERAPY	LEVEL	PRICE
Standard	1	65

A character under the effects of this adenovirus gains a +2 racial bonus to a single skill.

<b>LIMITED TELEPATHY</b>		TYPE Retrovirus
THERAPY	LEVEL	PRICE
Standard	5	2,950

A character enhanced by this retrovirus gains the racial ability limited telepathy allowing them to communicate telepathically with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak. This is a super natural psionic ability.

LIMITED ZIPPER		TYPE Adenovirus
THERAPY	LEVEL	PRICE
Standard	2	200

This adenovirus causes the character's blood to infuse with extra platelets and coagulation proteins. While the infection lasts, the character is immune to bleed damage.

MOCKINGBIRD'S SONG		TYPE DNA Splicing
THERAPY	LEVEL	PRICE
Standard	8	9,995

A character with this spliced attribute has an enhanced voice box that can mimic the sounds created by other creatures, including hard to pronounce languages. The character gains a +4 racial bonus on all Bluff checks made while mimicking sounds or voices.

PERSONAL UPGRADES			TYPE Retrovirus
THERAPY	LEVEL	PRICE	ABILITY
Minor	3	1,400	+2
Standard	7	6,500	+4
Major	14	75,000	+6

The retrovirus infects the host cells, alters the genetic structure, and influences massive physical and mental changes in the infected character. Retrovirus personal upgrades use the Personal Upgrade rules and do not count against the total number of retroviruses a character can have, or cause a drawback. For additional information on personal upgrades, see the "Augmentations" section in Chapter 7 of the Starfinder Core Rulebook.

REED FROG XXY		TYPE Retrovirus
THERAPY	LEVEL	PRICE
Standard	6	4,750

Reed Frog XXY is a retrovirus that changes the character's sex. It produces a chemical trigger that activates the sex gene to disintegrate the female organs and develop the male ones or disintegrate male organs and develop female ones. Recipients of this gene therapy are able to reproduce normally. This retrovirus does not require a Resolve point and can be combined with other retroviruses without causing a Drawback.

REPTILE'S BLOOD		TYPE DNA Splicing
THERAPY	LEVEL	PRICE
Standard	6	5,125

The character may cool their blood at will, allowing them to bypass heat-sensing equipment and creatures with ease. A character with this special ability may not be detected by

the heat given off by his body, either electronically or through means that rely on body heat. The character gains a +10 circumstance bonus on Stealth skill checks against creatures and systems which rely on heat detection.

RETROGRADE RETROVIRUS		TYPE Retrovirus
THERAPY	LEVEL	PRICE
Standard	Varies	Varies

This retrovirus simply reverses the effects of a previous gene therapy retrovirus (including DNA splicing or a genetic template), returning the character to their original genetic state. Reversing the effects of gene therapy is incredibly difficult since the original DNA of the host must be reconstructed and reinserted to replace the DNA introduced during gene therapy. The price and level of the retrograde retrovirus are equivalent to the cost and level of the retrovirus originally used to induce the mutation. The retrograde retrovirus can be used to target a single retrovirus or remove all retroviruses the character possesses. When used in the latter case they must only pay for the highest bioware item level being removed.

RHINO HIDE		TYPE DNA Splicing
THERAPY	LEVEL	PRICE
Minor	5	2,700
Standard	7	6,250
Major	9	17,000

This character's skin becomes thick and leathery, providing protection against many more damaging attacks. The hero with this standard spliced attribute gains DR 2/—. The minor spliced attribute provides DR 1/—, while the major spliced attribute grants the character DR 3/—. This damage reduction does not stack with other items, abilities, or augmentations that grant damage reduction.

SAVING THROW BONUS			TYPE Retrovirus
THERAPY	LEVEL	PRICE	BONUS
Minor	1	300	+1
Standard	7	7,250	+2
Major	14	72,500	+3

A character who completes gene therapy with this retrovirus, gains a racial bonus to a single saving throw (Fortitude, Reflex, or Will). The increase to the saving throw is determined by the type of therapy used.

<b>SKILL BONUS</b>			TYPE Retrovirus
THERAPY	LEVEL	PRICE	BONUS
Minor	3	1,750	+1
Standard	11	25,000	+3
Major	18	335,000	+5

A character who completes gene therapy with this retrovirus gains a racial bonus to a single Skill. The increase to the Skill is determined by the type of therapy used.

<b>SPIDER REFLEXES</b>			TYPE DNA Splicing
THERAPY	LEVEL	PRICE	
Standard	15	93,750	

A character with this spliced attribute gains the preternatural ability to react to danger before it strikes. On any surprise round where this character would normally not be able to act, the character may spend 1 Resolve point to act during the surprise round.

<b>STARFISH REGENERATION</b>			TYPE Adenovirus
THERAPY	LEVEL	PRICE	
Standard	14	78,000	

A character with this spliced ability can regenerate lost limbs at a slow pace. Any time this hero loses an arm, leg, other appendage, or a critical that would require surgery, it regenerates slowly over the course of 3d6 days. The character also heals Hit Point damage at double the normal rate with rest.

<b>TELEPATHY BOOSTER</b>			TYPE Adenovirus
THERAPY	LEVEL	PRICE	
Minor	9	16,000	
Major	13	44,950	

This retrovirus can be used on any creature or character who already possesses the limited telepathy racial ability even if they gained the ability from a retrovirus or DNA-splice without penalty.

<b>TEMPORARY LIMITED TELEPATHY</b>			TYPE Adenovirus
THERAPY	LEVEL	PRICE	
Standard	2	225	

A character under the effects of this adenovirus can communicate telepathically with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak.

<b>WEBBED DIGITS</b>			TYPE Retrovirus
MODEL	LEVEL	PRICE	
Standard	2	500	

A character enhanced by this retrovirus gains webbed fingers and toes allowing them to pass through the water with grace and agility. This retrovirus grants the character a swim speed of 30 ft.

<b>WHALE SONAR</b>			TYPE DNA Splicing
THERAPY	LEVEL	PRICE	
Standard	7	6,800	

The character gains sonar similar to a dolphin or whale depending on the source of the spliced DNA. This splice allows the character to determine the location of other creatures and objects while underwater. The character gains Blindsight up to a range of 200 feet while underwater.

<b>WITCHES' BUTTER</b>			TYPE DNA Splicing
THERAPY	LEVEL	PRICE	
Standard	3	1,125	

An unusual but effective RNA splice from a jelly fungus, improves a character's resistance to radiation. When a character is exposed to radiation the severity is considered one level lower when determining the DC to avoid radiation sickness.

<b>WOLVERINE'S RAGE</b>			TYPE DNA Splicing
THERAPY	LEVEL	PRICE	
Standard	4	2,495	

A character with wolverine's rage that takes damage in combat flies into an uncontrolled rage on their next turn. They fight wildly until either the character or their opponent is dead. The character gains +4 to Strength, +4 to Constitution, and -2 to their KAC while raged. The character can only end their rage voluntarily by spending 1 Resolve point.

<b>ZIPPER</b>			TYPE Retrovirus
THERAPY	LEVEL	PRICE	
Standard	4	2,505	

When a character completes gene therapy with this retrovirus their blood is infused with extra platelets and coagulation proteins. The zipper retrovirus makes a character permanently immune to bleed damage.

# GENETIC TEMPLATES

ALPHA		TYPE Acquired
THERAPY	LEVEL	PRICE
Standard	12	38,000

“Alpha” is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). Alphas are healthier, smarter, and better-looking than typical members of their species. The process used to create alphas is utilized extensively by the wealthy to enhance their own blood lines, and many alphas come from affluent families.

The alpha template is generally applied to a character while he is still in the womb, though it may also be applied to an unmodified subject as part of endogenous metamorphosis. A first level character can begin play with the alpha template by permanently spending 1 Resolve point. A character may acquire the alpha template later on by undergoing endogenous metamorphosis and permanently spending 1 Resolve Point.

## ALPHA SPECIAL QUALITIES

An alpha retains all the special qualities of the character and gains the additional special qualities listed below.

**Long-lived (Ex):** Once they reach maturity, alphas age slowly, and can live to be twice as old as a typical member of their race. When determining the effects of age on an alpha, double the age range as given on Table 3-1: Vital Statistics in the Starfinder Core Rulebook.

**Toxin Resistance (Ex):** Due to their hearty constitutions, alphas are better able to shrug off the effects of poison and disease. Alpha characters gain a +4 bonus to saves made to resist the effects of diseases and poisons.

**Unstable (Ex):** The alpha process is not perfect and many alphas pay the price for their increased longevity, health, and intellect by being less mentally and emotionally stable. Because of this, alpha characters suffer a –2 penalty to all Will saves.

**Ability Scores:** An alpha gains a +2 racial bonus to their Intelligence and Charisma scores.

**Skills:** Same as the character’s.

**Feats:** An alpha gains Great Fortitude and Skill Focus as a bonus feats. The Skill Focus can only be applied to an Intelligence, Wisdom, or Charisma based skill.

**Advancement:** By character class

**Level Adjustment:** +0

AMPHIBIOUS		TYPE Acquired
THERAPY	LEVEL	PRICE
Standard	10	18,000

“Amphibious” is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). The amphibious template allows the character to survive on both land and under water.

A first level character can begin play with the amphibious template by permanently spending 1 Resolve Point. A character may acquire the amphibious template later on by undergoing endogenous metamorphosis and permanently spending 1 Resolve Point.

## AMPHIBIOUS SPECIAL QUALITIES

An amphibian retains all the special qualities of the original character and gains the additional special qualities listed below.

**Amphibious (Ex)** Amphibians can breathe equally as well in air and water. The character can choose between gills or breathing through their skin. Characters with gills will have visible gill slits on their neck or torso. Any character choosing to breathe through their skin gains a colorful skin pattern (salamander of choice). No matter what the character chooses they must soak an hour per day or take 1 point of Constitution damage, this damage can be healed normally if and when the character meets their soaking requirements.

**Sonar (Ex)** Amphibians use a form of echo location granting them blindsight with a range of 120 feet while under water only. The character will have an unusually large forehead. This ability does not work above water.

**Low-Light Vision (Ex)** Amphibians have low-light vision with a range of 60 feet on land and in water. The character’s eyes are slightly larger than normal for their species.

**Swim Speed (Ex):** Amphibians gain a swim speed of 30 feet. The character grows webbing between their digits.

**Skills:** Same as the character, with a +2 racial bonus on Perception checks while under water, a +2 racial bonus on Stealth checks while in the water, a +2 racial bonus on Survival checks while under water, and a +4 racial bonus on all Athletic (swim) skill checks. The character suffers a -4 penalty on disguise checks to hide their differences from normal members of their race.

**Advancement** By character class or creature type

**Level Adjustment** +0

Table 3-1 Gene Therapy Templates

NAME	LEVEL	PRICE	TYPE
Uplift	varies	varies	Acquired or endogenous
Arctic	5	3,125	Acquired or endogenous
High-grav	5	3,200	Acquired or endogenous
Low-grav	5	3,200	Acquired or endogenous
Nocturnal	5	3,175	Acquired
Morphean	7	8,440	Acquired
Beta	8	9,850	Acquired
Climber	8	9,790	Acquired
Amphibious	10	16,750	Acquired
Alpha	12	40,125	Acquired
Paragon	14	87,950	Acquired
Healer	15	135,500	Acquired

ARCTIC		TYPE
THERAPY	LEVEL	PRICE
Standard	5	3,125

“Arctic” is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). Arctics are enhanced for extreme cold weather survivability.

A first level character can begin play with the arctic template. A character may acquire the arctic template later on by undergoing endogenous metamorphosis. Characters which begin play with the arctic template belong to family’s which have resided on ice planets with largely arctic biospheres for at least several generations

### ARCTIC SPECIAL QUALITIES

An arctic retains all the special qualities of the character and gains the additional special qualities listed below.

**Snow shoes:** Artic characters have slightly oversized feet which spread out significantly while walking. They can ignore the movement penalty for difficult terrain while travelling through heavy snow or icy terrain.

**Saves (Ex):** Arctic characters take only half damage from any cold damage dealt to them, and suffer a –2 penalty to saving throws against fire damage and spells with the [fire] descriptor. They gain a +5 bonus to Fortitude saves from natural cold dangers, and they are always treated as if wearing cold weather gear. Arctic creatures suffer a –2 penalty to all Fortitude saves against natural heat dangers.

**Skills:** Arctic character are generally pale with white hair and light blue eyes. They receive a +4 bonus to Stealth and Survival skill checks in snowy and icy conditions.

**Advancement:** By character class

**Level Adjustment:** +0

BETA		TYPE
THERAPY	LEVEL	PRICE
Standard	12	38,000

“BETA” is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). Betas are healthier, stronger, and possess greater Stamina than typical members of their species. The process used to create betas is utilized extensively by mega corporations on the edges of civilized space, in mining colonies, and on hostile worlds to increase the survivability and obedience of their workforce.

The beta template is generally applied to a subject while it is still in the womb, though it may also be applied to an unmodified subject as part of endogenous metamorphosis. A first level character can begin play with the alpha template by permanently spending 1 Resolve point. A character may acquire the alpha template later on by undergoing endogenous metamorphosis and permanently spending 1 Resolve Point.

### BETA SPECIAL QUALITIES

A beta retains all the special qualities of the character and gains the additional special qualities listed below.

**Early Development (Ex):** A beta reaches adult-hood at 12 years old, but otherwise ages normally.

**Toxin Resistance (Ex):** Due to their hearty constitutions, betas are better able to shrug off the effects of poison and disease. Beta characters gain a +4 bonus to saves made to resist the effects of diseases and poisons.

**Born Follower (Ex):** Betas are born followers and do not excel in positions of authority or in rolls which often require life or death decisions. A beta will not act until its leader directs them into action. Even if a beta might succeed on its Perception check to avoid surprise, it will wait until after its leader's first action to take its own. If the leader is surprised, the beta will continue waiting into the following round forfeiting their action in the surprise round.

A beta must declare who their leader is and will only follow the instructions of another if their leader instructs them to or their leader is incapacitated. If their leader is incapacitated they will naturally follow the instructions of the first friendly character to give them instructions and will follow this character until their leader recovers. If a beta's leader dies or is removed from play, a beta must declare a new leader, although, this decision isn't often left up to the beta.

**Ability Scores:** An alpha gains a +2 racial bonus to their Strength and Constitution scores, but must reduce one of their mental scores (Intelligence, Wisdom, or Charisma) by -2.

**Feats:** Same as the character's, but may not take improved initiative or any feat that improves their leadership abilities.

**Advancement:** By character class or creature type

**Level Adjustment:** +0

CLIMBER		TYPE Acquired
THERAPY	LEVEL	PRICE
Standard	8	9,500

"Climber" is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). The climber template allows a character to climb more adroitly, due in part to increased upper body strength, pedextrous feet, and improved equilibrium. Climbers are common in orbital facilities where low gravity is common.

A first level character can begin play with the climber template by permanently spending 1 Resolve Point. A character may acquire the climber template later on by undergoing endogenous metamorphosis and permanently spending 1 Resolve Point.

## CLIMBER SPECIAL QUALITIES

A climber retains all the special qualities of the character and gains the additional special qualities listed below.

**Climb Speed (Ex)** A climber gains a climb speed of 30 feet. Because a climber's hand-like feet are more suited to climbing than to running, his base land speed is reduced by 10 feet. Climbers are never considered flat-footed while climbing.

**Pedextrous Feet (Ex)** A climber's feet resemble elongated hands, much like the feet of a primate. This extra pair of hands provides a +4 racial bonus to Athletics (Climb) skill checks. Though these feet can be used to hold objects and aid in climbing, they lack the manual dexterity to wield weapons as easily as normal hands. Any attempt to do so incurs a -2 penalty on attack rolls.

**Ability Scores:** A climber gains a +2 racial bonus to their Strength score.

**Skills:** Same as the character's, with a +4 racial bonus on Acrobatics skill checks.

**Advancement:** By character class or creature type

**Level Adjustment:** +0

HEALER		TYPE Acquired
THERAPY	LEVEL	PRICE
Standard	15	110,000

"Healer" is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). The healer template allows the character to heal wounds at an extraordinary rate.

A first level character can begin play with the healer template by permanently spending 2 Resolve points. A character may acquire the amphibious template later on by undergoing endogenous metamorphosis and permanently spending 2 Resolve points.

## HEALER SPECIAL QUALITIES

A healer retains all the special qualities of the character and gains the additional special qualities listed below.

**Fast Healing (Ex)** A healer heals 1 hit point of damage each round (beginning with Stamina damage first). Fast healing stops working when the healer dies due to massive damage or their Constitution score is reduced to 0. The character can increase their fast healing by one point at 9<sup>th</sup>, 12<sup>th</sup>, 15<sup>th</sup>, 18<sup>th</sup>, and 20<sup>th</sup> level by permanently spending 1 Resolve point each time. A character is not required to take the increase each time they are eligible and may skip an increase, but they cannot go back to an increase they have previously skipped at a later date. If a character undergoes

endogenous metamorphosis they must pay the Resolve points for each stage of fast healing they are eligible for when they gain the template. (i.e. a 15th level character who undergoes endogenous metamorphosis and pays 5 permanent Resolve points gains fast healing 4.)

**Massive Damage Threshold (Ex)** A healer can take more damage before dying from massive damage. Normally, if a character takes damage from a single attack equal to or greater than their maximum Hit Points while at 0 current HP, the character dies. Killing a healer requires the character to take damage equal to or greater than their maximum Hit Points, plus 1 hit point per character level while at 0 current Hit Points.

**Skills:** Same as the character, with a +2 racial bonus on any Medicine checks made to treat himself or herself.

**Advancement:** By character class or creature type

**Level Adjustment:** +0

HIGH-GRAV		TYPE Template
THERAPY	LEVEL	PRICE
Standard	5	3,200

“High-Grav” is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). The high-grav template allows a character to withstand the physical strains caused by high gravity environments.

A first level character can begin play with the high-grav template. A character may acquire the high-grav template later on by undergoing endogenous metamorphosis. Characters which begin play with the high-gravity template belong to family’s which have resided on planets with high gravity for at least several generations

### HIGH-GRAV SPECIAL QUALITIES

A high-grav retains all the special qualities of the character and gains the additional special qualities listed below.

**Short and Stout** A high-grav is generally 10% shorter and two hands wider than average members of their race while their weight remains unchanged.

**Ability Scores** A high-grav’s ability scores change as follows; +2 Strength, +2 Constitution, and -4 Dexterity

**Endurance (Ex)** A high-grav gains a +2 bonus on the following checks and saves: Athletics (swim) checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running, avoid nonlethal damage from a forced march, to hold its breath, to avoid nonlethal damage from starvation or thirst; Fortitude saves made to

avoid nonlethal damage from hot or cold environments, and to resist damage from suffocation.

**Clumsy** A high-grav suffers a -2 racial penalty on Acrobatics skill checks

**Effects of Gravity** A high-grav treats standard gravity, low gravity, and zero gravity normally. It doesn’t begin feeling the effects of high gravity until it reaches four times as strong as standard gravity, and begins feeling the effects of extreme gravity at eight times the force of standard gravity.

**Special** A character born as a high-grav can undergo endogenous metamorphosis for the low-grav template which effectively removes the high-grav template. They effectively become a standard member of their race. Undergoing the procedure, a second or third time causes no further change.

**Advancement:** By character class or creature type

**Level Adjustment:** +0

LOW-GRAV		TYPE Template
THERAPY	LEVEL	PRICE
Standard	5	3,200

“Low-Grav” is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). Their muscular structure and bone mass are less developed than those living on standard gravity worlds, but they exhibit more precise control over the muscles they do have.

A first level character can begin play with the low-grav template. A character may acquire the low-grav template later on by undergoing endogenous metamorphosis. Characters which begin play with the low-gravity template belong to family’s which have been stationed on small planets, moons, and asteroids for generation.

### LOW-GRAV SPECIAL QUALITIES

A low-grav retains all the special qualities of the character and gains the additional special qualities listed below.

**Tall and Lean** A low-grav is generally 10% taller and thinner than standard members of their race, but their weight remains largely unchanged.

**Ability Scores** A low-grav’s ability scores change as follows; -2 Strength, -2 Constitution, and +4 Dexterity.

**Low Endurance (Ex)** A low-grav suffers a -2 penalty on the following checks and saves: Athletics (swim) checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running, to avoid nonlethal damage from a forced march, to hold its breath,

to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments, and to resist damage from suffocation.

**Nimble** A high-grav gains a +2 racial bonus on Acrobatics skill checks

**Effects of Gravity** A low-grav treats standard gravity (up to 1 G), low gravity, and zero gravity normally. They begin feeling the effects of high gravity when local gravity exceeds 1G, and they begin feeling the effects of extreme gravity at only three times the force of standard gravity.

**On Center** A low-grav gains a + 4 bonus to any saving throw to avoid gaining the off-kilter conditions or a +2 bonus to their KAC against any combat maneuver that would result in the off kilter condition.

**Special** A character born as a low-grav can undergo endogenous metamorphosis for the high-grav template. This effectively removes the low-grav template and the character becomes a standard member of their race. Undergoing the procedure, a second or third time causes no further change.

**Advancement:** By character class or creature type

**Level Adjustment:** +0

MORPHEAN		TYPE Acquired
THERAPY	LEVEL	PRICE
Standard	7	7,000

“Morphean” is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). The morphean template allows the character to go for long periods without sleep and still function normally. It also allows the character to enter into a sleeplike trance that lasts for many days without suffering the effects of dehydration or starvation.

A first level character can begin play with the morphean template by permanently spending 1 Resolve Point. A character may acquire the morphean template later on by undergoing endogenous metamorphosis and permanently spending 1 Resolve point.

### MORPHEAN SPECIAL QUALITIES

A morphean retains all the special qualities of the character and gains the additional special qualities listed below.

**Hibernate (Ex):** A morphean can enter into a sleeplike state that lasts for an extended period. While in this state, the it does not suffer the effects of dehydration or starvation. Hibernation can last up to a number of days equal to twice the character’s Constitution. The morphean

decides how long the hibernation will last before entering into the sleeplike state. If outside forces disturb or try to awaken the character, the morphean must succeed at a Will saving throw (DC 10 + number of days hibernation was ended early) to end the hibernation prematurely without penalty. If the morphean fails the saving throw they are staggered for 2d6 minutes.

**Sleepless (Ex):** The morphean does not suffer the detrimental effects of sleep deprivation. Once per day, the morphean can spend 10 minutes meditating and receive all the benefits of a full 8 hours of sleep. However, morpheans cannot go indefinitely without sleep. Once every 30 days, the character must get 2 full days of uninterrupted sleep or hibernation. If the morphean fails to meet this requirement they gain the fatigued condition until the requirements are met.

**Saving Throws:** A morphean gains a +2 racial bonus on all Will saving throws.

**Advancement:** By character class or creature type

**Level Adjustment:** +0.

NOCTURNAL		TYPE Acquired
THERAPY	LEVEL	PRICE
Standard	5	3,175

“Nocturnal” is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). The nocturnal template allows the character to function in darkness the way normal humans do in the light.

A first level character can begin play with the nocturnal template by permanently spending 1 Resolve Point. A character may acquire the nocturnal template later on by undergoing endogenous metamorphosis and permanently spending 1 Resolve point.

### NOCTURNAL SPECIAL QUALITIES

A nocturnal retains all the special qualities of the character and gains the additional special qualities listed below.

**Darkvision (Ex):** Nocturnals have darkvision with a range of 60 feet.

**Light Sensitivity (Ex):** Nocturnals are blinded by sunlight, flashlights, fluorescent lights, halogen lamps, and other sources of bright illumination. They can counter the blindness and see normally by wearing dark sunglasses or tinted visors.

**Skills:** Same as the character, with a +2 racial bonus on Perception and Stealth checks in dim light or darkness.



**Feats:** Nocturnals gain Blind-Fight as a bonus feat.

**Advancement:** By character class or creature type

**Level Adjustment:** +0.

PARAGON		TYPE Acquired
THERAPY	LEVEL	PRICE
Standard	14	87,950

“Paragon” is an acquired template that can be added to any creature identifiable by the Life Science skill (referred to hereafter as the character). Paragons stand out as almost a completely different race, yet they’re based in the very gene pool that produces all members of their species. Paragons are, on average, almost a foot taller than other members of their race. They are stronger and more durable, with the physiology of a seasoned and well-trained athlete. Almost all paragons are in peak physical condition; their bodies process food and liquids more efficiently. Paragons also possess a more pronounced bone structure, giving them a somewhat more angular look than others of their kind.

A first level character can begin play with the paragon template by permanently spending 2 Resolve Points. A character may acquire the paragon template later on by undergoing endogenous metamorphosis and permanently spending 2 Resolve points.

### PARAGON SPECIAL QUALITIES

**Base Speed Increase** Paragon base speed is increased by 10 feet.

**Resilient** Paragons gain a +2 racial bonus to all Fortitude saves due to their superior physiology.

**Ability Scores** A paragon’s ability scores change as follows: +2 Strength, +2 Constitution

**Advancement** By character class or creature type.

**Level Adjustment** +0.

UPLIFT		TYPE Template
THERAPY	LEVEL	PRICE
Standard	varies	varies

Many ancient spacefaring cultures and a few modern one’s practice uplift. Some theoretical scientists suggest that all sentient races once went through an uplift process. Uplift recipients often turn to biotech, nanotech, and cybernetics to further augment themselves. “Uplift” is an acquired template that can be added to any animal, plant, or vermin with an Intelligence score of 2 or a -4 Intelligence ability modifier (referred to hereafter as the base creature). It uses all the base creature’s statistics and special abilities

except as noted here. With your game master’s permission, a player may choose an uplifted species as a character race. Not enough can really be said about having apposable thumbs.

The uplift template gives the base creature the gift of sentience. The base creature can begin play with the uplift template or acquire the uplifted template by undergoing endogenous metamorphosis. The cost of uplift in Resolve points varies by base species. Any creature with a CR less than one does not require a character to pay a Resolve point, otherwise a character would pay 1 resolve point per CR of the base creature. Any creature selected by a player for uplift must be approved by the GM.

When calculating the item level and price of Uplift, the item level of uplift equals 10 + the target creature’s CR. Reference the Table: Uplift Pricing below for expenditures. A player wishing to play an uplifted species as a character race may have to pay a number of permanent Resolve Points to qualify for the race.

Table 3-2 Uplift Pricing

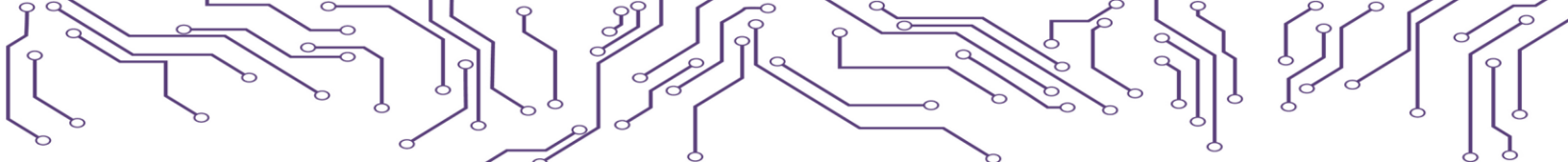
ITEM LEVEL	PRICE	RESOLVE POINTS
10	19,995	0
11	24,995	0
12	35,995	1
13	49,995	2
14	71,995	3
15	124,995	4

### UPLIFT SPECIAL QUALITIES

An uplifted retains all the special qualities of the base creature and gains the additional special qualities listed below.

**Ability Scores** Due to the almost limitless possibilities of creatures available for uplift, it is assumed that endogenous metamorphosis impairs some of the base creature’s physical abilities while enhancing its intelligence. Unlike most character races which have set bonuses and penalties to ability scores uplifted creatures have variable bonuses based on the base creature. An uplifted creature receives a +3 bonus to one ability score and a +2 bonus to a second ability score, but also receives a –3 penalty to a single ability score. Although in many cases this tempers the physical attributes of the base creature it provides game balance for their increased mental capacity.

Player’s and GMs should attempt to assign the bonuses and the penalty to the uplifted creature according to the base creature’s strengths and weaknesses.



**Hands (Ex)** Any creature with forelimbs that undergoes uplift may select to have their feet, paws, or flippers upgraded to hands. This does not increase the number of digits but simply elongates existing digits into figures and positions a pair of opposable thumbs. To gain this special quality the sponsor must pay an additional 5% of the base cost. Primates are not required to pay this cost.

**Hips (Ex)** Any creature with legs that undergoes uplift may select to have their hips (or similar structures) enhanced, allowing them to walk upright. Any creature that walks upright gains a minimum land speed of 20ft. Any uplifted quadruped or like creature attempting to walk upright without hips has their base speed reduces by 15 ft. (to a minimum of 10 ft.). To gain this special quality the sponsor must pay an additional 5% of the base cost.

**Humanoid (Ex)** Most animals, plants, and vermin gain the humanoid type if they select hands and hips. This allows the uplifted creature to wear armor and other equipment common to humanoids of their size.

**Racial Hit Points** An uplifted creature begins play with 8 hit points multiplied by its CR value rounding down in the case of a fraction. *Examples: A CR 1/3 creature would begin play with 2 Hit Points (minimum of 2 Hit Points) or a CR 2 creature would begin play with 16 racial Hit Points.*

**Speech (Ex)** The uplifted are also given the gift of speech and can learn as many languages as their intelligence allows. Endogenous metamorphosis genetically alters the base creature's throat or creates one allowing the uplifted creature the capability of speech.

**Skills:** Same class skills as the base creature

**Feats:** Same bonus feats as the base creature

**Advancement:** By character class

**Level Adjustment:** +0.

## SAMPLE UPLIFT RACES

### UPLIFTED BLACK BEAR

+3 Strength, +2 Dexterity, -3 Charisma | 24 HP

Black bears are medium sized omnivores. They are not nearly as aggressive as their brown and polar bear cousins making them excellent candidates for uplift. Although, they are known as black bears their soft fur comes in a wide variety of colors; black, brown, blond, and even dark blue. Despite their fur an uplifted bear takes on an almost human like form which is similar in weight and height to their human counterparts.

Black bears tend to adopt cautious, opportunist personalities after completing uplift. An uplifted black bear

won't pass up the opportunity of a free meal or a new experience, but they will often analyze the potential dangers of these offerings before taking advantage of the situation. After all nothing in life is free, and there is always a bigger bear looking for a free lunch.

In battle, uplifted black bears tend to be smart and savvy, shrewd at observing situations and determining whether it would be most advantageous to fight or run. Bears who prefer combat to diplomacy tend to value speed and stealth, thus making soldiers and operatives as natural choices, yet the natural curiosity of many uplifted black bears may also lead them to the study of cosmic forces and mysticism, making the solarian and mystic ideal class choices. Uplifted black bear tend to gravitate towards the bounty hunter, scholar, and themeless character themes.

**Size and Type** Black bears are medium humanoids with the uplift subtype.

**Speed** 40 ft.

**Skills** The following are class skills for black bears; Acrobatics, Athletics, Perception, Stealth. They gain a +4 racial modifier to Athletic (swim) skill checks.

**Feats** Skill Focus (Survival), Toughness

**Diminished Resolve** Uplifted black bears begin play with fewer Resolve Points. They suffer a permanent -2 penalty to their Resolve Point total.

**Hibernate (Ex)** A black bear can enter into a sleeplike state that lasts for an extended period. While in this state, it does not suffer the effects of dehydration or starvation. Hibernation can last up to a number of days equal to x4 its Constitution score. The black bear decides how long the hibernation will last before entering into the sleeplike state. If outside forces disturb or try to awaken it, the black bear must succeed at a Will saving throw (DC 10 + ½ the number of days hibernation was ended early) to end the hibernation prematurely without penalty. If the black bear fails the saving throw they are staggered for 2d6 rounds.

**Low-light Vision** Bears can see in dim light as if it were normal light.

**Natural attacks (Ex)** claws (1d4), bite (1d4)

**Scent (Ex)** Black bears have blindsense 30 ft. For additional information on blindsense, see "Senses", in Chapter 8 of the Starfinder Core Rulebook.

**Reach** Due to an orangutan's extraordinarily long arms they have a natural 10 ft. reach.

## UPLIFTED ORANGUTAN

+3 Dexterity, +2 Wisdom, -3 Charisma | 8 HP

Orangutans are medium sized omnivores. Although they often seem comical and relaxed, they are known to get aggressive with little provocation. Uplifted orangutans are easily identified by their orange fur and long arms. Uplift does little to change their simian appearance.

Orangutans like other primates are perhaps the most human in their perspectives, uplifted primates such as orangutans tend to have a wide range of personalities. Most are highly social and communicative. Orangutans often form intense attachments to their allies and tend to be over protective of their companions, and exceptionally aggressive when defending them. Orangutans use their cunning to manipulate others, and vie for dominance in their social structure.

Perhaps reflecting their impulsive personalities, orangutans generally pursue whatever paths seem appropriate in any given moment, and are likely to multiclass, training in almost any class. Like smaller primates used to traveling quickly through trees orangutans are attracted to the ace pilots and spacefarer themes. They are masters of small arms and seem to have an infatuation with grenades.

**Size and Type** Orangutans are medium humanoids with the uplift subtype.

**Speed** 30 ft., climb 30 ft.

**Skills** The following are class skills for animals; Acrobatics, Climb, Fly, Perception, Stealth, and Swim.

**Feats** Great Fortitude, Skill Focus (Perception)

**Low-light Vision** Orangutans can see in dim light as if it were normal light.

**Natural attack (Ex)** slam (1d4)

**Scent (Ex)** Orangutans have blindsense 30 ft. For additional information on blindsense, see "Senses", in Chapter 8 of the Starfinder Core Rulebook.

**Reach** Due to an orangutan's extraordinarily long arms they have a natural 10 ft. reach.

## UPLIFTED PLATYPUS

+3 Dexterity, +2 Wisdom, -3 Strength | 2 HP

Platypuses are tiny-sized semi-aquatic carnivores. For unknown reasons the uplift process seems to trigger a growth hormone and in addition to gaining sentience an uplifted platypus increase its size category to small. Hips and hands are both common options for platypus uplift.

Also as strange as it may seem, a humanoid platypus is slightly less comical in appearance that its common cousin.

Genetic engineers at Ajax Genetics Corporation claim the first platypus was uplifted to test the limits of endogenous metamorphosis due to the unique genetic properties of all monotremes (egg laying mammals). Uplifting the platypus was a great success.

In general, uplifted platypuses are great strategists and planners. While most sentient creatures are quick to address the problem at hand uplifted platypuses are thinking three to five steps into the future. This ability to predict the most effective plan of action over time allows them to remain calm when facing overwhelming odds. Platypuses are slow to anger and thoughtful of other creatures no matter how bazaar their appearance or alien their thought process.

It's these thoughtful and calculating personality traits that often propel an uplifted platypus into leadership roles. Others choose to serve in science and engineering fields where their ability to rationalize complex problems and offer unique solutions is almost unparalleled. Platypuses gravitate towards the Envoy and Mechanic classes. The Scholar, Spacefarer, and Xenoseeker are all common themes. Due to their small size and lack of physical prowess most platypuses prefer ranged weapons.

**Size and Type** Platypuses are Small humanoids with the uplift subtype. The platypus gains a +1 bonus on attack rolls and EAC/KAC due to its size.

**Speed** 20 ft., swim 40 ft.

**Skills** The following are class skills for platypuses; Acrobatics, Athletics, Perception, Stealth. They gain a +4 racial modifier to Perception skill checks under water.

**Feats** Weapon Finesse (spurs)

**Low-light Vision** Orangutans can see in dim light as if it were normal light.

**Natural attack (Ex)** spur (1d4 S + poison)

**Electrolocation (Ex)** While underwater, platypuses can sense the tiny electrical currents that are triggered muscle movement. This allows them to locate living prey and to distinguish it from inanimate objects. Treat electrolocation as blindsense with a range of 30 ft., but it only functions underwater. For additional information on blindsense, see "Senses", in Chapter 8 of the Starfinder Core Rulebook.

**Poison (Ex)** Spur—injury; **Save** Fort DC 10 + Constitution modifier; **Track** Constitution; **Frequency** 1/round for 4 rounds; **Effect** progression track Healthy—Weakened—Impaired—Impaired; **Cure** 1 save.

# CLONING

Table 4-1 Cloning

NAME	LEVEL	PRICE	TYPE
Mini-Me, artificial womb	3	1,750	N/A
Mini-Me, accelerated gestation	5	3,000	N/A
Mnemonic transfer, flash	6	4,900	N/A
Replacement part, limb	8	10,000	N/A
Replacement part, organ	8	12,000	N/A
One of many, duplicate	10	19,500	N/A
Mnemonic transfer, new you	16	170,000	N/A

## CLONING TECHNIQUES

Cloning represents one of the pinnacle applications of bioware. Each clone is genetically identical to the subject donating their genetic material to the cloning process. Clones are almost identical in appearance to their genetic donor, including their fingerprints and iris patterns. A clone can successfully navigate biometric security on computers and other security devices.

Many species create clones for an assortment of reasons. Cloning was vital on early colonization missions where it was the only viable option to sustaining a colonies population. An individual might turn to cloning to cheat death. There are core planets where cloning is the only culturally acceptable means of reproduction. There are even extreme cases where a species is so genetically depleted that cloning is the only thing keeping extinction at bay.

Clones are as common or rare as their necessity dictates in a colony, core world, or mega-corporation. Clones are more common in societies that dislike robots and artificial intelligence.

### SELECTIVE HEREDITY

Occasionally, during the cloning process it is possible to subtly alter the hereditary traits passed on to a clone by its original body. For example, anything that varies from one member of the species to another (such as hair or fur color, eye color, skin pigmentation, etc.) can be altered by subtly changing genetic data when creating the new clone. All such hereditary traits of a trivial nature (i.e. that do not have any in-game effect) may be altered. Altering hereditary traits increases the cost of the clone by 10% and increases its item

level by 1 when determining the minimum skill level required to create the clone.

Only certain aspects of a creature may be altered in such a manner. Height and general body type can be subtly altered, but not enough to change size categories or influence ability scores. Any coloration changes from radically different colors, such as black skin, orange eyes, and so on—may be made in this manner, but no changes to any pigmentation may provide any bonuses to skills (such as Stealth checks) under any circumstances. Such drastic changes require additional mutations and do not fall under selective heredity. Selective heredity can be applied to any of the cloning options.

### ACCELERATED GESTATION

Cloning allows scientists to create genetically identical embryos that age normally without accelerated gestation therapy. Clones develop and age at rates identical to their donor's. Growing a twenty-two-year-old version of yourself would take twenty-two years plus nine months of gestation. Accelerated gestation allows the clone to mature at an accelerated rate until it reaches the desired age and is a replica of the donor at that age (minus scars, tattoos, and other acquired physical modifications).

Most people that need a clone don't have years to wait. Clones grown with accelerated gestation are completed in weeks rather than years. It only takes one week to create a baby or a week per year of the clone's desired age. A clone identical to your twenty-two-year-old self only takes twenty-two weeks. Most clones but not all are created with this method.



## MEMORY IMPRINTING

Any clone that receives accelerated gestation therapy and is created to perform a specific task under goes a process called memory imprinting while it develops. Memory imprinting gives the clone the life skills it needs to survive and the professional skills it needs to fulfil its role. Some conspiracy theorist even speculate clones can be given hidden directives in their subconscious, which can be triggered at a later date. A clone with a soldier imprint would begin its career as a 1<sup>st</sup> level Soldier. Memory imprints cannot take a clone past 1<sup>st</sup> level.

## CLONES

MINI-ME		TYPE Clone
DEVELOPMENT	LEVEL	PRICE
Artificial womb	3	1,750
Accelerated gestation	5	3,000

The oldest form of cloning is the creation of a mini-me. An embryo is created from a single genetic donor and grown into a baby. The baby is genetically identical to the donor. Although this can still be done the old-fashioned way where the embryo is implanted in a surrogate mother, it is most common to allow the baby to develop in an artificial womb. An artificial womb is the safest and cheapest way to produce a mini-me.

Each clone must still go through the same gestation period and developmental processes as a child conceived

through ordinary procreation. In fact, without a detailed genetic examination it is difficult (if not impossible) to tell the difference between a naturally conceived baby and a clone.

Provided the clone is given the same nutritional and physical environment as the original donor, it physically develops in exactly the same way as the donor. The two may be completely different in terms of personality and temperament, much the same way as any parent and offspring. The clone may be a physical recreation of a person, but it is not an emotional or intellectual duplicate.

MNEMONIC TRANSFER CLONE		TYPE Clone
DEVELOPMENT	LEVEL	PRICE
New you	14	70,000
Flash	6	4,900

The "New You" mnemonic transfer clone is soulless and incapable of living on its own. It will not produce its first synaptic pulse until an "identity" is transferred to it from another living subject. An identity cannot occupy two bodies at the same time, so once an identity is transferred to a New You clone its original body dies. The New You can virtually provide immortality for those who can afford it. New You does not include the peruse price on the mnemonic transfer pod. For additional information on mnemonic transfer pods, see "Holistic Nanomedicine" in Section 7 of the Gravity Age: Nanotech Emporium.

The latest in mnemonic transfer technology allows a subject to transfer their consciousness into a temporary "flash" clone. Flash clones are pre-grown generic husks which are not genetically identical to anyone, but readily accept genetic imprints and an identity from anyone with the same basic genome that it possesses. It only takes 1 minute per level of the subject to transfer their identity to a flash clone. Unlike a normal mnemonic transfer the subject doesn't die after the transfer is complete, but instead remains in an induced comma like state until its new memories are transferred back, or 12 hours have passed.

Flash clones do not possess all the biological systems necessary to live more than about 12 hours and they begin deteriorating as soon they are activated. This deterioration is painless and unnoticeable to most observers until its final hour. The subjects genetic imprint allows the flash clone to appear virtually identical to the subject, minus any scars, tattoos, cybernetics, or nanotech. Although, bionics and bioware augmentations do get imprinted on the flash clone.

In order for the flash clone's user to remember their experiences, they must return to the mnemonic transfer pod and have their new memories uploaded back to their

real body. This upload takes 2d6 rounds. If the user is killed or doesn't make it back to the mnemonic transfer pod before the flash clone expires then the memories are lost.

Flash clones allow a person to experience something light years away from their location. They are used by mega-corporation executives to attend board meetings and make surprise inspections of faraway facilities. Politicians use them to attend high risk events like negotiations with rebel factions or to give a political speech in person on an unfriendly fringe world. Some celebrities even use them while performing their own stunts for their latest holodeck features.

When a character purchases the use of a flash clone it includes a curtesy unitard, but they will have to buy any equipment they might need for their mission. A flash clone includes the cost of the nanites required to perform the memory transfer.

ONE OF MANY		TYPE Clone
DEVELOPEMENT	LEVEL	PRICE
Duplicate	10	19,500

“One of many” refers to a type of cloning where one individual with desirable traits is cloned many times. These duplicates create a work force that might otherwise be unavailable or unobtainable. Although many of the clones will share similar personalities they will begin to diverge soon after being activated. If a person is the sum of all their experiences, a clone is no more the person whose genetic structure they share than they are a photograph or sculpture of that person. Each clone’s personality will be driven by their life experiences.

Duplicates are used as body doubles by personalities and VIPs to take their places for brief public appearances, dangerous situations, and other situations where they do not have the inclination or time to appear themselves. In societies where clones are not afforded the rights and protections given those born through procreation, genetic duplicates might be used as a disposable work force. Clones could be sent into the most dangerous situations, used to fill the ranks of the armed forces, and made to perform all manner of unpleasant activities. Depending on where the duplicates are created, this might be an accepted fact of life or there could be a group or political party that opposes clone repression. In societies that places a higher value on clone life, the world’s rich and powerful might still create cadres of clones. In this case, they would clone those people

who are especially good at a particular job or activity. They could fill entire companies with people ideally suited for their jobs and who work well together. In this use case, the clones are often memory imprinted with the memories of the original individual.

REPLACEMENT PARTS		TYPE Clone
DEVELOPEMENT	LEVEL	PRICE
Limb	8	10,000
Organ	8	12,000

Anyone with the appropriate levels in Life Science and Medicine can clone living tissue given they have the time, the credits, and a genetic engineering lab. Characters can have specific organs or limbs grown to replacing missing or damaged parts. Cloners are able to stimulate cells in the lab so that they spontaneously develop into a liver, lung, or kidney virtually eliminating the need for organ donors. Cloned replacement organs can be grown whenever they are needed and match the recipient exactly, down to the last chromosome. There is no chance of a person rejecting their own cloned organs.

Cloning replacement organs is a much faster process than cloning an entire individual. It takes one day per item level to clone a limb or organ. The price of a cloned limb or organ includes implantation.



Clone: One of Many

# SYMBIONTS

Table 5-1 Symbionts

NAME	LEVEL	EGO	PRICE	TYPE
Energized ringworm	2	3	950	Arm
Gauntlet crab	2	3	400	Hand
Ocular larva	2	0	385	Eyes
Panacea protozoa	2	0	750	Heart
Progenitor leech	2	9	495	Torso
Wildwise	2	0	500	Throat
Needle spine larva	3	1	1,950	Arm
Personal upgrades, base	3	0	1,400	N/A
Trilobite armor, heavy	3	1	1,550	Armor
Trilobite armor, light	3	1	1,250	Armor
Limited telepathy ear slug	4	0	2,150	Ear
Mystic ringworm	4	4	2,200	Arm
Shadow leech, base	4	6	2,250	Spine
Cosmic force slug	5	8	2,875	Spine
Lung lichen	5	0	2,795	Lungs
Energized ringworm, evolution I	6	4	4,625	Arm
Gauntlet crab, evolution I	7	4	6,450	Hand
Morning glory	7	13	6,420	Brain
Personal upgrades, evolution I	7	0	6,500	N/A
Psychic terror	7	0	6,665	Throat
Trilobite armor, heavy evolution I	7	1	6,500	Armor
Trilobite armor, light evolution I	7	1	6,500	Armor
Vacuum fungi	7	0	8,800	Torso
Mystic ringworm, evolution I	8	6	12,500	Arm
Needle spine larva, evolution I	8	2	10,500	Arm
Shadow leech, evolution I	8	8	8,500	Spine
Limited telepathy ear slug	9	0	13,450	Ear
Love dart	9	9	13,500	Throat
Shirren brain worm	10	13	19,500	Spine
Energized ringworm, evolution II	12	5	40,000	Arm
Needle spine larva, evolution II	13	3	52,350	Arm
Limited telepathy ear slug	14	0	74,500	Ear
Personal upgrades, evolution II	14	0	75,000	N/A
Trilobite armor, heavy evolution II	14	1	75,000	Armor
Trilobite armor, light evolution II	14	1	75,000	Armor
Cyngi heart worm	15	1	99,000	Heart
Gauntlet crab, evolution II	15	5	100,000	Hand
Pollux puppeteer	15	11	110,150	Spine
Mystic ringworm, evolution II	16	8	185,000	Arm
Shadow leech, evolution II	16	10	175,000	Spine

## SYMBIONT EGO SCORES

Most symbionts have an EGO score and although many would not be considered sentient, they do occasionally attempt to influence their host. A symbiont with an EGO score will attempt to influence their host if there is an attempt to remove the symbiont, or the host isn't taking advantage of the powers provided by the symbiont.

If the host attempts to remove a symbiont they must make a Will save (DC = 10 + symbiont's EGO score), or choose not to go through with the medical procedure to remove the symbiont. If the host fails the save they can't muster up the courage to attempt removing the symbiont again until they gain another level. In the case of intelligent symbionts they may try to influence the host's actions if the host attempts actions directly opposed to the symbiont's alignment.

## SYMBIONTS

COSMIC FORCE SLUG			SYSTEM Spine
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	5	8	2,875

The cosmic force slug enhances a solarian's connection with their solar powers. The slug embeds in a solarian's spine between the shoulder blades and is only noticeable by a slight bump when the solarian isn't wearing armor or clothing. The cosmic force slug either grants the solarian +1 damage per die with their solar weapon or increases the saving throw DC of their stellar revolutions by 1. The solarian must choose which power to enhance when they purchase the symbiont. The symbiont causes 1 point of Charisma drain as long as it resides in the host.

CYNGI HEART WORM			SYSTEM Heart
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	15	1	99,000

This complex symbiont adds several augmentations to the host creature's heart and cardiovascular system. If the host creature drops to 0 hit points, the symbiont immediately releases a potent mix of endorphins and adrenaline instantly healing 1 hit point of damage and restoring the host's Stamina Points. This symbiont permanently drains 5 hit points from the host.

Once you've used the Cyngi heart worm's ability, you can't use it again until you've rested for 10 minutes to

regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

ENERGIZED RINGWORM			SYSTEM Arm
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	2	3	950
Evolution I	6	4	4,625
Evolution II	12	5	40,000

The energized ringworm stores electrical current produced by the host's own nervous system. It attaches itself beneath the skin on the underside of one of its host's arms near the wrist. A spiral pattern beneath the skin, 2-3 inches in diameter makes it easy to identify the worm's location. In addition, it glows slightly when fully charged.

While attached to the host an energized ringworm cost the host 1 point of permanent Intelligence drain. However, it does store three charges of electrical energy which can be used to power the 0 level spell *energy ray* (electricity only) three times per day. For additional information on the energy ray spell, see "Spell Descriptions", in Chapter 10 of the Starfinder Core Rulebook.

Once you've used the stored electrical energy in the energized ringworm, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately. Recharging the energized ringworm restores all three charges. The energy ray produced by the energetic ringworm is considered a supernatural effect.

Evolution I increase the energetic ringworm's storage capacity to six charges and up to two rays can be fired during a single attack action. Evolution II increases the mystic ringworm's storage capacity to twelve charges and up to three rays can be fired during a single attack action.

GAUNTLET CRAB			SYSTEM Hand
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	2	3	495
Evolution I	7	4	6,450
Evolution II	15	5	100,000

One of the strangest symbionts ever discovered is the gauntlet crab. The crab appears similar to a horseshoe crab. When it attaches to the wrist, two specialized claws with a proboscis pincher pierce the underside of the wrist to secure itself to the host and draw blood for nourishment. The crab has an empathic bond with its host.

The gauntlet crab has two poisonous tail spikes which it wraps down in between the host's fingers when the host is



not threatened. However, if the gauntlet crab detects adrenalin in the host's blood the tail spikes become erect. The gauntlet crab grants its host two natural attack modes. It can be used as a slam (B) attack or it can be used as a claw (slashing) attack. Either attack does 1d6 points of damage, and the claw attack can also be used to deliver gauntlet crab poison as a swift action on a successful hit.

**Type** poison (injury); **Save** Fort DC 11 + ½ host's level; **Frequency** 1/round for 6 rounds; **Track** Intelligence; **Cure** 1 save

Gauntlet crabs can be further enhanced by the evolution retrovirus. Evolution I, increase the gauntlet crabs natural attack damage to 3d6 and improves the base poison DC to 13. Evolution II, increases the gauntlet crabs natural attack damage to 5d6 and improves the base poison DC to 15.

Once you've used the gauntlet crab poison, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

LIMITED TELEPATHY EAR SLUG			SYSTEM Ear
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	4	0	2,150
Evolution I	9	0	13,450
Evolution II	14	0	74,500

This is one of the rare symbionts that doesn't have a negative side effect. This symbiont is a small slug about the size of a maggot is allowed to crawl into one of the host's ears where it burrows into the middle ear. When it attaches to the host's cochlea the host gains limited telepathy. The host can communicate telepathically with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak.

LOVE DART			SYSTEM Throat
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	9	9	13,500

This symbiont is commonly referred to as a love dart. However, love dart technically refers to the venomous harpoon like attack it provides the host. The "love dart" is a genetically engineered cone snail which embeds itself in the underside of the host's tongue.

The host suffers 1 point of permanent Constitution drain, but gains the love dart natural attack. The harpoon like love dart has a reach of 5 ft. and does 1d3 points of piercing damage. On a successful hit, the harpoon injects cone snail poison. The love dart stores enough venom for three

### OPTIONAL RULE:

#### RESOLVE POINT SUBSTITUTION

In the Gravity Age campaign, a character is permitted to substitute one or more of the ability drain modifiers associated with gaining a symbiont by applying the drain to their Resolve instead. If the symbiont requires more than one point of ability drain the character can choose to replace all of the ability drain with Resolve drain or only part of the ability drain. When a character chooses to substitute this ability drain they cannot lower their Resolve Point pool to less than 3. A Resolve Point can also be used to substitute up to 5 Hit Points or Stamina Points. A character could also elect to substitute a Resolve Point for a Deformity with their GM's permission.

injections. The host can continue to use the love dart to attack after the poison is depleted. The host is not required to inject poison on a successful hit.

**Type** poison (injury); **Save** Fort DC 10 + ½ host's level + host's CON modifier; **Frequency** 1/round for 6 rounds; **Track** Dexterity; **Cure** 2 consecutive saves.

Once you've used the love dart poison, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge all the poison immediately.

LUNG LICHEN			SYSTEM Brain
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	5	0	2,795

Lung lichen is one of the rare symbionts with limited side effects. The lung lichen attaches to your lungs, letting you survive longer without having to breathe. Lung lichen recovers oxygen from what would normally be exhaled as CO<sub>2</sub> and recycles it. The host can remain active in an airless environment up to 10 minutes per point of Constitution and can refresh their air supply by spending 1 Resolve Point. If the host exhausts its air supply normal, suffocation rules apply.

Lung lichen also filters the host's air, granting a +2 bonus to saving throws against inhaled poisons or other airborne toxins.

Lung lichen does not provide any protection from exposure to vacuum or decompression, but is often used in combination with vacuum fungi.



*Symbiont: Morning Glory*

MORNING GLORY			SYSTEM Brain
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	7	13	6,420

The morning glory evolved from a parasitic plant resembling the modern morning glory. It forms a physical and psionic bond with a willing host that is medium sized or larger. The morning glory attaches to its host head where its nanotube like roots make direct connections with the host's circulatory and nervous systems. The host suffers a -2 penalty to its Strength, Constitution, and Charisma scores. In exchange, the host gains the use of the morning glory's feats and psi-like abilities, using the higher of the morning glory's manifester level or its own. The morning glory is carried by the host and has no ability to move or act on its own, but can communicate telepathically with the host.

Morning glories are a psionic, symbiotic plant that feeds on life force and psionic energy. They are quite friendly and personable; they approach potential hosts openly, happily explaining what they want (to feed on the host), and what they offer in exchange (their psionic prowess). They hope to attract a large and physically intimidating host. These hosts represent food, protection, and breeding for the morning glory, which drops seeds at the host's location about once a week.

Though the presence of the morning glory is physically and mentally uncomfortable, many creatures will accept a morning glory on a temporary basis to get a particular task done, but then decide to keep the symbiont on a long-term basis when it proves to be useful and friendly. Morning glories usually defer to their hosts and are quite happy to not be agents in their own lives, so long as they're fed and content.

The morning glory is neutral good and has the following ability scores; Intelligence 10, Wisdom 14, and Charisma 14. The symbiont will remain relatively happy so long as its powers are used.

The host of a morning glory gains the following psionic-like;

**Expansion (Su)** - This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), a -1 size penalty on attack rolls and AC due to your increased size. If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power does not change your speed. If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check (using your increased Strength score) to burst through any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—you cannot crush yourself to death by increasing your size. All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that increase size do not stack, which means (among other things) that you can't use a second manifestation of this power to further expand yourself. This power has a duration of 50 minutes. Using this power is a standard action.

Once you've used expansion, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge the expansion ability immediately.

**Defensive precognition (Su)** - The host's awareness extends a fraction of a second into the future, allowing it to better evade an opponent's blows. The host gain a +1 insight bonus to AC and on all saving throws. If caught flat-footed or helpless, this bonus to AC and saving throws does

not apply. This power is constantly in effect as long as the host has Resolve points remaining.

**Dimension slide (Su)** – As a swift action, the host can create a dimensional crack that it can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing them to move up to 50 feet to any location it can see. The host can only use this ability once per round. The host does not provoke attacks of opportunity when moving in this way, but any other movement it attempts as part of their move action provokes as normal.

Once you've used a dimension slide, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge the dimension slide immediately.

**Psionic Dodge (Su)** - The host must have Resolve points remaining to use this ability. The host receives a +1 dodge bonus to its Armor Class. This bonus stacks with the bonus from the Dodge feat.

**Speed of Thought (Su)** – When not wearing heavy armor the host gains an insight bonus to its speed of 10 feet. This power is constantly in effect as long as the host has Resolve points remaining.

MYSTIC RINGWORM			SYSTEM Arm
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	4	4	2,200
Evolution I	8	6	12,500
Evolution II	16	8	185,000

The mystic ringworm has one of the most unusual properties of all symbionts. It allows its host to store extra spell energy. It attaches itself beneath the skin on the underside of one of its host's arms near the wrist. A spiral pattern beneath the skin, 2-3 inches in diameter makes it easy to identify the worm's location. In addition, it glows slightly when storing spell energy.

While attached to the host, a mystic ringworm cost the host 1 point of permanent Constitution drain. However, it does allow the host to store one extra 1<sup>st</sup> level spell, which may be reused under the following conditions. Once you've used the spell stored in the mystic ringworm, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I increases the mystic ringworm's storage capacity to one 2<sup>nd</sup> level spell or two 1<sup>st</sup> level spells. Evolution II increases the mystic ringworm's storage capacity to one 3<sup>rd</sup> level spell, or one 2<sup>nd</sup> level spell and 1<sup>st</sup> level spell, or three 1<sup>st</sup> level spells.

NEEDLE SPINE LARVA			SYSTEM Arm
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	3	1	1,950
Evolution I	8	2	10,500
Evolution II	13	3	52,350

The needle spine larva is the offspring of the needle spine moth and has been genetically engineered to never mature into adult form. The larva burrows deep into the host's arm between the forearm bones. The only sign left behind by the symbiont is a quarter inch hole on the underside of the arm about three inches up from the wrist.

While attached to the host a needle spine larva causes 1 point of permanent Wisdom drain. The larva stores three "needles" in its abdomen which can be fired out from the host's wrists as natural ranged attacks. The needles have a 30-ft. range increment and cause 1d4 piercing damage. In addition to the piercing damage, the needle dissolves doing an additional 1d6 points of acid damage on the following round during the host's turn. A needle can be removed with a successful Medicine (first aid) skill check.

Once you've used the needles, you can't use them again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge them immediately. Recharging the energized ringworm restores all three needles.

Evolution I, the needle spine larva's needle damage increases to 2d4 piercing and do 2d6 points of acid damage the following round. The needle spine larva's needle damage increases to 3d4 piercing and do 4d6 points of acid damage the following round.

OCULAR LARVA			SYSTEM Eyes
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	2	0	385

Although the idea of willingly allowing a colony of small worms to inhabit your eye is repulsive to many, it's a quick solution for those who would otherwise be blind in a lightless environment.

Ocular larva cause a noticeable worsening of the character's normal vision. All penalties for ranged weapons are doubled and they suffer a -1 penalty on visual Perception checks. However, the ocular larva do grant their host low light and Darkvision out to 60 ft.

## PANACEA PROTOZOA

SYSTEM  
Heart

DEVELOPEMENT	LEVEL	EGO	PRICE
Base	2	0	750

These single celled organisms were genetically engineered to work with a host's natural immune system and enhance their ability to fight off Afflictions.

These symbiont colonies grant the host a +1 racial bonus to save against any type of affliction listed in the Starfinder Core Rulebook.

## PERSONAL UPGRADES

SYSTEM  
N/A

DEV.	LEVEL	PRICE	EGO	ABILITY
Base	3	1,400	0	+2
Evolution I	7	6,500	0	+4
Evolution II	14	75,000	0	+6

Synergizing symbiotes are tiny, biovat-grown, tadpole-like creatures that form a symbiotic relationship with other creatures. They attach to their host's body and instinctively begin maximizing efficiency in its biological systems. Synergizing symbiotes grant additional ability points. These symbiotes count as a personal upgrade of the appropriate model number. It takes an hour to implant a synergizing symbiote, and once a character has benefited from it, it is forever spent.

For additional information on Personal Upgrades, see the "Augmentations" section in Chapter 7 of the Starfinder Core Rulebook.

## PROGENITOR LEECH

SYSTEM  
Torso

DEVELOPEMENT	LEVEL	EGO	PRICE
Base	2	9	495

The progenitor leech attaches near the stomach. Although it is large enough to count as a torso augment, it can remain attached under your armor. This leech is still slightly parasitic. If a person were to become pregnant while attached to a progenitor leech, it would release its larva into the host's blood stream which replaces the baby with a swarm of progenitor leeches. The leech has an empathic bond with its host who get urges to commit unspeakable acts, although these aren't often strong enough to warrant a saving throw.

While the progenitor leech is attached, you take 1 point of temporary Constitution damage as long as it is attached. If the progenitor leech is removed, your ability damage can be healed naturally. You gain the following benefits while the Pollux blood leech is attached; it provides the host a +2 circumstance bonus to Fortitude saves and once per day it

allows you to regain your Stamina points without spending a Resolve Point.

## PSYCHIC TERROR

SYSTEM  
Throat

DEVELOPEMENT	LEVEL	EGO	PRICE
Base	7	0	6,665

The larval form of the corpse beetle has been genetically engineered in psionic bioweapon. This symbiont allows the host to emit a subconscious psychic howl. The attack claws at the terror centers of the brain, throwing off their enemies and making it easier to overcome their defenses. Three times per day, creatures damaged by the host's unarmed strike or natural attack must succeed at a Will save (DC = 10 + ½ host's level + CHA modifier), or suffer a surge of subconscious terror, which inflicts the shaken condition on the subject for 2d6 rounds. This is a supernatural, mind-affecting, fear effect. This symbiont drains the host of 1 Charisma point until it is removed.

Once you've depleted your uses of psychic terror you can't use them again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge them immediately. Recharging psychic terror restores all three charges. The terror unleashed by the larva is considered a supernatural effect.

## POLLUX PUPPETEER

SYSTEM  
Torso

DEVELOPEMENT	LEVEL	EGO	PRICE
Base	15	11	110,150

This small purple slug is surgically inserted in the host's gut. The symbiont extends tendrils throughout the host's body allowing it to further extend its tendrils through the host's skin.

The Pollux puppeteer permanently drains 5 points of stamina from the host. The host gains the following abilities from the symbiont;

**Empathic Connection (SU)** The host reaches out with the symbiont's mind, finding the emotional strings that most apply to its target. With delicate influences, the host twists those emotional strings, making the target view the host as a friend (treat the target's attitude as friendly). Otherwise the effect of this ability mimics the *charm person* spell, (CL 1, DC = 10 + ½ host's level).

**Enthrall (Ex)** Host possessing this symbiont often seeks to charm victims first and then "ask" their victim to come to them. If the host is in physical contact with a person it has charmed by empathic connection (the symbiont establishes a physical hold by means of slender infiltrating tendrils), the subject acts as if dominated, per *domination* spell. Once the

host makes contact with the victim there is no saving throw against this domination, even if the victim is forced to take actions that would normally be against their will. The victim still cannot be forced to take their own life.

**Mental Barrier (SU)** the symbiont produces a barrier of mental energy granting the host a +2 to their EAC and KAC. In addition, the host only takes half damage from mind thrust attacks (reduced to one-quarter on a successful Will save).

TRILOBITE ARMOR			SYSTEM Armor
DEVELOPEMENT	LEVEL	EGO	PRICE
Light	3	1	1,250
Heavy	3	1	1,550
Light, Evolution I	7	1	6,500
Heavy, Evolution I	7	1	6,500
Light, Evolution II	14	1	75,000
Heavy, Evolution II	14	1	75,000

The trilobite armor is a wonder of symbiont engineering. Space trilobites are natural symbionts with many of the colossal beasts which wander the depths of space, them with the same benefits as trilobite armor. Adapting the space trilobite to accommodate a medium humanoid host was one of the pinnacles of symbiont engineering.

Trilobite armor is available in two varieties of symbiont; a light armor symbiont or a heavy armor symbiont. Unlike many symbionts, trilobite armor does not occupy a biological system but instead occupies a character's armor slot and grants an armor bonus to EAC and KAC. Wearing trilobite armor causes 1 point of permanent Strength drain while the symbiont is attached. However, you gain a +2 enhancement bonus to your Constitution score, gain light fortification (25% chance to avoid a critical hit), and the symbiont can automatically stabilize its host once per day without expending a Resolve Point.

The evolution retrovirus can be used to increase the trilobite armors EAC and KAC. In addition, trilobite armor gains an upgrade slot with each evolution. See *Table 5-2 Trilobite Armor* for additional details.

SHADOW LEECH			SYSTEM Spine
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	4	6	2,250
Evolution I	8	8	8,500
Evolution II	16	10	175,000

The shadow leech is a one foot long black leech which attaches to its host's spine preferable between the shoulder blades. Its small enough to be hidden under armor or common clothing. The leech is able to communicate with

its host through limited telepathy and may at times try to prevent the host from doing something stupid that might bring them both harm.

The shadow leech drains 1 point of Wisdom from the host, which is permanent as long as the leech is attached to the host. However, this symbiont provides some unique abilities to the host. As a swift action a shadow leech can be commanded to release a cloud of fine particles, cloaking the host. The host gains a +4 circumstance bonus to Stealth skill checks based on sight. This cloak last for 2d6 rounds and moves with the host. Each time the cloak is activated the host gains a single 1<sup>st</sup>-level *mind thrust* spell attack (DC = 10 + ½ character level + WIS bonus).

The shadow leech has neutral tendencies and the following ability scores; Intelligence 12, Wisdom 12, and Charisma 12. The symbiont will remain relatively happy so long as its powers are used.

Evolution I grants a +8 circumstance bonus to Stealth skill checks and the single attack improves to a 2<sup>nd</sup>-level *mind thrust* spell. Evolution II grants a +12 circumstance bonus to Stealth skill checks and the single attack improves to a 3<sup>rd</sup>-level *mind thrust* spell.

Once you've used the symbionts cloaking ability, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

SHIRREN BRAIN WORM			SYSTEM Spine
DEVELOPEMENT	LEVEL	EGO	PRICE
Base	10	13	19,500

For eons, the swarm used brain worms to infect neighboring species. Each brain worm be used to study their host species strengths and weaknesses from within and cause disorder within their host species ranks. With superior knowledge and numbers the swarm would then assimilate or annihilate entire species. The shirred brain worm has been genetically engineered to lose its parasitic tendencies and serve the host in defense against the swarm.

The shirren brain worm burrows into the host thru the mouth and grafts to the hosts upper spine. It causes 2 points of Constitution drain to its host. However, the host gains the following psionic powers;

**Dimension slide** – As a swift action, the host can create a dimensional crack that it can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing them to move up to 50 feet to any location it can see. The host can only use this ability once per round. The host does not provoke attacks of

opportunity when moving in this way, but any other movement it attempts as part of their move action provokes as normal.

Once you've used a dimension slide, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge the dimension slide immediately.

**Ego Whip** – The host can use the symbiont's psychic power to overwhelm the target's ego, leaving the target feeling hopeless and unsure of itself. Choose Intelligence, Wisdom, or Charisma, the target takes a –2 penalty to that ability score for 2d6 rounds, and also gains the staggered condition for the first round it's affected. A successful Will save (DC = 13 + ½ host's level + host's INT modifier) negates the staggered effect and reduces the duration of the penalty to 1 round. This is a supernatural mind effecting ability that can be used as long as the host retains at least one Resolve Point.

**Id Insinuation** - By invading the mind of a creature with the symbiont's psychic presence, the symbiont can isolate parts of its mind, preventing the target from functioning in a coherent manner. The target is confused as long as you concentrate on it plus 1 additional round. A successful Will save (DC = 12 + ½ host's level + host's INT modifier) negates this effect. The host can direct the symbiont to attack up to five targets. This is a supernatural mind effecting attack.

Once you've used a id insinuation, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge the dimension slide immediately.

## VACUUM FUNGI

SYSTEM  
Torso

DEVELOPEMENT	LEVEL	EGO	PRICE
Base	7	0	8,800

This symbiont protects the host from exposure to the vacuum of space. Vacuum fungi was once a parasitic fungus which would slowly spread through an organisms body until its host was eventually paralyzed from rigidity. However, the genetically modified variety simply reinforces the host's body against the forces of decompression. The host is immune to the bludgeoning damage caused by exposure to a vacuum and does not suffer the effects of decompression. The fungi reinforces the host's biological systems but only requires the torso slot for implantation.

Because the symbiont protects the host's body by creating a fibrous lattice though out, the host suffers 1 point of permanent Dexterity damage. This damage repairs naturally if the symbiont is ever removed from the host.

This symbiont is often used in combination with lung lichen.

## WILDWISE

SYSTEM  
Throat

DEVELOPEMENT	LEVEL	EGO	PRICE
Base	2	0	8,000

The soft purple fungus called wildwise attaches itself to your vocal cords and extends fine filaments into portions of your brain. It allows you to communicate in a general sense with animals and with magical beasts with an Intelligence score of 1 or 2. You can attempt Diplomacy checks to influence such creatures as well as understand in very vague terms information they try to convey to you. The information they give you usually consists of simple concepts such as "danger," "food," or "that way."

Table 5-2 Trilobite Armor

NAME	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAX DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJ.	UPGRADE SLOTS	BULK
Light	3	1,250	3	4	5	-	-	1	L
Light, evolution I	7	6,500	7	8	5	-	-	2	L
Light, evolution II	14	75,000	17	19	4	-	-	3	L
Heavy	3	1,550	5	8	2	-2	-5	2	2
Heavy, evolution I	7	6,500	10	13	2	-3	-5	3	2
Heavy, evolution II	14	75,000	23	27	1	-4	-5	4	2

# BIOWARE FEATS

## GENETIC ENGINEER

You are an experienced genetic engineer who can alter the DNA or RNA of a character or creature with great expertise.

**Prerequisites:** Life Sciences 5 ranks, Engineering 5 ranks, and Medicine 5 ranks.

**Benefit:** You gain a +2 bonus on all skill checks dealing with gene therapy, genetic templates, cloning, and symbionts, plus you treat your class level as +1 higher for crafting cybernetic and bionic augmentations.

## GENE THERAPY ENTHUSIAST

You are a hotbed of retrovirus activity and you can host more than one retrovirus.

**Prerequisites:** Any retrovirus, or gene therapy template

**Benefit:** You can have two retrovirus induced mutations at once without gaining a Drawback.

## IMPROVED GENE THERAPY ENTHUSIAST

You are a hotbed of retrovirus activity and can host multiple retroviruses.

**Prerequisites:** Gene therapy enthusiast

**Benefit:** You can have three retroviruses induced mutations at once without gaining a Drawback.

## IMPROVED SYMBIONT EVOLUTION

You are accustomed to your symbiont and it has grown in strength.

**Prerequisite:** Any Evolution I symbiont implant and character level equal to the desired Evolution II item level.

**Benefit:** You can select any single Evolution I symbiont augmentation and upgrade it to Evolution II free of charge.

## INHERITED REDESIGN

You were born with a specific gene therapy template already in place. This is either because you were gene engineered in a test tube prior to implantation in your mother's womb, or because one or both of your parents were also subject to a gene therapy template.

**Benefit:** You may choose any gene therapy template and apply it to your character at 1st level. Any Resolve Point cost is reduced by 1.

## LOWERED IMMUNE SYSTEM

You have a surprisingly low immunity to the common cold which often seems to drag on forever.

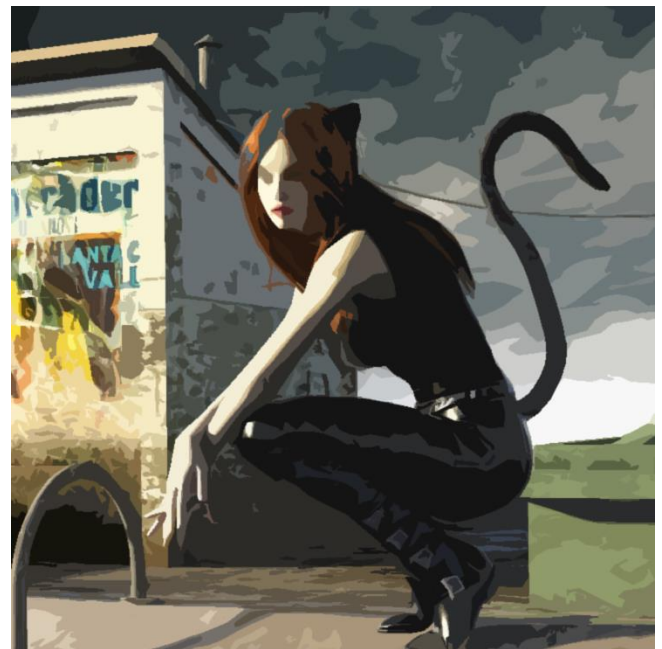
**Benefit:** Your difficulty in suppressing the common cold doubles the effective duration of any adenovirus you are treated with and shortens the onset time by half.

## SYMBIONT EVOLUTION

You are accustomed to your symbiont and it has grown in strength.

**Prerequisite:** Any symbiont implant and character level equal to the desired Evolution I item level.

**Benefit:** You can select any single symbiont augmentation and upgrade it to Evolution I free of charge.



# HUMAN, CHIMERA (PANTHERA)

+2 Strength, +2 Dexterity, +2 Charisma, -4 Wisdom | 5 HP



Before the Great Exodus several of the Earth's 21st century super-powers were secretly working on creating super soldiers by combining human DNA with the DNA from other organisms with desirable traits. The Chimera were one of the first successful examples of DNA-splicing gene replacement. They were also the first capable of passing on their genetic changes to their offspring.

Their genetic soup is a boon to some and a bane to others. The feline transgenes make chimeras physically superior, but it lowers their willpower and ability to resist certain afflictions.

## SIZE AND TYPE

Chimera are Medium humanoids and have the human subtype.

## FAST SPEED

Chimeras have a base speed of 40 feet.

## LOW-LIGHT VISION

Chimera can see in dim light as if it were normal light. For more details, see chapter 8 of the Starfinder Core Rulebook.

## KEEN SENSES

Chimeras receive a +2 racial bonus on Perception skill checks. Due to reflective cells in their eyes, each chimera has excellent night vision and can see twice as far as a normal human. Chimera audible range of frequencies is usually 60 to 65,000 Hz, but like humans there is considerable variation between individuals. Another feline trait, each chimera has an olfactory organ in the roof of their mouth making their sense of taste and smell three to four times greater than that of a human. Chimera gain a +1 bonus to any skill check used to determine if food is poisoned or spoiled.

## PHYSICAL SPECIMEN

Chimeras gain +2 to Acrobatics and Athletics skill checks.

## MELATONIN DEPLETION

All chimeras suffer from a defect in the pituitary gland that causes several negative effects, see Appendix 1: Melatonin Depletion.

## RADIATION VULNERABILITY

Chimeras receive a -2 penalty to Fortitude saves avoiding radiation sickness





## PHYSICAL DESCRIPTION

Chimeras are trans-genetic hybrid humans who were engineered with feline DNA to be genetically superior mentally and physically. Chimeras appear to be ordinary humans. Female chimeras are slightly shorter than the average human female while males are slightly taller. All chimeras are fit and lean with well-toned muscles. This is likely the result as of their unique physiology and dietary requirements, a high protein diet.

A side effect of their physiology is a defect in the processing of tryptophan, which doesn't allow the pituitary gland to produce enough melatonin without gorging on protein. Melatonin depletion causes mood disorders, irregular sleep cycles, inability to control body temperature, accelerates sexual maturity, susceptibility to radiation, memory loss, delirium, headaches, and in extreme cases seizures and death. In addition, melatonin depletion may cause female chimeras to go into heat at irregular times. Normally they are on a 4-month cycle.

Chimeras share the prolific and adventurous nature of their human progenitors and share the same racial diversity as the human species. Chimeras are tolerant of most other species with a few exceptions.

## HOME WORLD

Since the Genesis bomb and the cataclysm that followed on Earth, chimeras have followed their human counterparts into the stars.

## SOCIETY AND ALIGNMENT

Chimeras are part of human society though there are a few chimera support groups, and some borderline secret societies. Chimeras were developed during the early 21st century as part of a super soldier program. All chimeras today are descendants of the Delta VI project. The success and failure of Delta VI project was splicing mitochondrial DNA strands to create the transgene. Before group Delta VI,

all chimeras were created in-vitro. The mitochondrial transgene allowed the feline traits to be passed onto the mother's offspring, greatly reducing the cost of creating an army. When the Delta VI program ended the Delta VI chimeras were to be terminated, but the order was never carried out and female chimeras continued to pass on their gift and curse.

## RELATIONS

Few chimeras openly reveal their nature not even to loved ones. They are just as likely to receive the rock star treatment as discrimination and both generally lead to unwanted attention. Chimeras mature faster than normal humans and reach adulthood around age 9. Chimeras and their children move frequently to avoid suspicion in intolerant regions.

## ADVENTURERS

Many chimeras are born to nomadic families which nurtures a natural wanderlust. Most become adventurers simply to explore the verse and experience new things. Chimeras are best suited to physically demanding character classes such as the soldier or operative, but there are also a few envoys.

## NAMES

Like humans, chimera names can be totally new inventions, local traditions, or words borrowed from alien languages. Borrowing names from mythical beings and ancient cultures is also common. Unlike "normal" humans, chimera also pass down a secrete true name which is their first mothers ID number. It's not unheard of for a chimera that is proud of their past to include their true name after their first name like; Tabby 6 or Bobby 128.

# NEANDERTHAL

+2 Strength, -2 Dexterity, +2 Wisdom | 6 HP



Neanderthals had been extinct for nearly 40 thousand years when Ajax Genetics Corporation (“Ajax”) brought them back from extinction. Ajax claimed they brought the Neanderthal back as a demonstration or pinnacle achievement for their biodiversity program. Ajax genetically engineers new species or brings back extinct species necessary to create a balanced biosphere on terraformed planets. In truth, they brought them back in an attempt to create a cheap relatively disposable workforce for cold low gravity environments.

The first generation of Neanderthals were conceived from human surrogate mothers, but later generations were cloned in attempts to speed up production. Cloned Neanderthals all begin their lives as indentured servants to Ajax and they are leased out to other corporations. Those that complete 10 years of service are released of their servitude although many tend to stay with the companies that once leased them as free citizens.

## SIZE AND TYPE

Neanderthals are Medium humanoids and have the human subtype.

## LOW-LIGHT VISION

Neanderthals can see twice as far as humans in conditions of dim light. For more details, see chapter 8 of the Starfinder Core Rulebook.

## ATTUNED TO NATURE

Neanderthals have brain receptors which allow them to identify beneficial substances. They gain a +1 racial bonus to Survival skill checks used to identify beneficial herbs and minerals.

## ENHANCED DIABETIC REACTION

Neanderthals were hunter-gatherers. They have a diabetes gene which allows them to endure long fasts punctuated by gluttonous binges. This diabetic reaction allows them to regulate this cycle. A Neanderthal only needs to eat three days’ worth of rations once every ten days.

## INSULATING SKIN

Neanderthal skin is more insulated and better adapted to cold environments than a typical human’s. Neanderthals begin play with energy resistance 1/cold and can survive unprotected in cold weather down to 20° F before they potentially begin taking nonlethal cold damage, severe cold begins at -20° F, and extreme cold at -40° F

## RAPID BLOOD CLOTTING

Neanderthals benefit from a gene coded for rapid blood clotting. This gene grants them immunity to bleed damage.



## PHYSICAL DESCRIPTION

Neanderthals are not quite the primitive, heavy browed brutes most humans imagine when their name is invoked. Neanderthals are a hand shorter and a hand thicker than a typical human. In general, Neanderthals maintain a relatively fit muscular appearance. They are easily identifiable by their facial features which include a broad nose, protruding brow, and rosy or flushed appearance. They are fair skinned and prone to freckling with long term exposure to sunlight. Light brown and red hair are common.

## HOME WORLD

Genetically, Neanderthal's hail from the planet Earth, but none are known to have been born there since they were brought back from extinction. There are many small free colonies of Neanderthals through human space, the largest of which is on Mars. For the most part, many integrate into human society when they are released from their servitude.

## SOCIETY AND ALIGNMENT

The majority of Neanderthal's are clones and begin their lives as indentured servants to the mega-corporation which is leasing their service from Ajax. Although there are proponents to this system that equate it to little more than justified slavery, the Neanderthal's don't seem to see their servitude as an injustice. A Neanderthal elder will tell you, "Ten years of service is a small price to pay, for existence itself is a blessing".

Corporations leasing Neanderthal services treat them well because they are too expensive to mistreat and they represent an incredibly hardworking and loyal workforce. Elders will often point out that the living conditions in a Neanderthal workcamp on a remote mining colony will far surpass the living conditions of those who volunteer for such work. There have been many documented cases where free laborers grew to resent the privileged treatment the Neanderthals seemed to receive, only to have a Neanderthal elder speak on their behalf to improve living conditions for the free workers. In cases where an elders demands were not or could not be met, they welcomed the free workers into their settlements with open arms.

Neanderthals naturally organize themselves into clans where the oldest members are referred to as elders and treated with the highest levels of dignity and respect. Clan

membership is determined though many different methods, but typically it's a lottery when the new clones arrive. Children are automatically members of their mother's clan but they are rare. Only 10% of Neanderthals are freeborn or the product of natural reproduction due to fertility issues. If a Neanderthal marries into another clan, the male joins the female's clan.

## RELATIONS

Overall, Neanderthals are peace loving and law abiding members of the galactic community. They appreciate the uniqueness of their situation, and are welcomed almost everywhere. They have been around long enough that only the rudest or most uneducated human would make references to them being hulking brutes no better than a cave man. Though even in this instance, a Neanderthal would likely walk away from the situation than allow it to escalate into something more.

When a Neanderthal completes their servitude they often stick with the company that was leasing their services as a free laborer. However, others are overcome with wanderlust and sign on with a starfinder group the first chance that presents itself. A Neanderthal treats members of their starfinder like extended clan members and family. It's been said more than once by an elder to a younger clan member, "You don't have to like your brother, but you must love him like one."

## ADVENTURERS

Neanderthal's are well suited to fill the soldier, mechanic, or mystic role in a starfinder. It's not in their nature to start a fight, but when it comes to protecting their extended clan members they are adept in finishing a fight. They are all highly religious and borderline superstitious. They respect the religious beliefs of all cultures and are quick to adopt local dogma into their own.

## NAMES

Neanderthals are only given a serial number when they leave the cloning facility. Most receive their name when they are accepted into a clan. Names of Scandinavian origin are most common. They will combine this name with the first four and last four digits of their serial number ensuring Addo 1031 2518 isn't mistaken for Addo 0998 2518.

# RHUKOON

-2 Strength, +2 Dexterity, +2 Wisdom | 3 HP



Although humans are given credit for uplifting the raccoon species, it could be argued their current state was just the next step in their evolution. When terrorists deployed the Genesis bomb on Earth, the raccoons did a million years' worth of evolving over a few hundred years. Most rhukoons are very religious and believe they represent the meek, for they shall inherit the Earth. However, the place is also overrun with non-evolved common raccoons and most rhukoons jump at the first opportunity to leave Earth. It's tough to control the vermin population when you're afraid they guy stealing your trash might have been your uncle.

Since their discovery in the Ohio River valley rhukoons have slowly hitched rides off New Earth and quickly adopted human culture. They relish the opportunity to immerse themselves in the culture of their creators.

## SIZE AND TYPE

Rhukoons are Small humanoids with the rhukoon subtype.

## CLIMBER (EX)

Rhukoons are natural climbers and have a base climb speed of 20 feet. Rhukoons are never considered flat-footed while climbing. This ability is lost if the Rhukoon is wearing footwear.

## LOW-LIGHT VISION (EX)

Rhukoon can see in dim light as if it were normal light. For more details, see chapter 8 of the Starfinder Core Rulebook.

## FAST-HANDS (EX)

Rhukoon receive a +2 racial bonus on Sleight of Hand checks

## JACK OF ALL TRADES (EX)

A rhukoon can use any skill untrained, even those that normally require training. They also gain a +1 racial bonus on skill they use untrained.

## NEAR SIGHTED

One obstacle that was not overcome in their evolution was their eyesight. Rhukoons suffer double normal ranged attack penalties

## SCENT

Rhukoons possess a keen sense of smell and gain a +4 racial bonus to Survival (Track) skill checks. In addition, a rhukoon can make a Survival skill check to determine if edible is poisoned, diseased, or spoiled, but it does not allow them to identify any of the contaminants.

## SLOW STARTER

Rhukoons begin play with less skills than members of other races. Rhukoons start with 4 less skill points than indicated by their class at 1<sup>st</sup> level, minimum of 1 + their intelligence bonus. They gain skill points normally after 1<sup>st</sup> level.

## TACTILE DIFFERENTIATION

Rhukoons received a +2 racial bonus on Perception skill checks when searching surfaces, and Engineering skill checks to disarm traps.



## PHYSICAL DESCRIPTION

The Rhukoon rapidly evolved over a few hundred years from the common raccoon as a direct result of the Genesis bomb which terraformed Earth. With no history of their own, the rhukoons quickly assimilated themselves into human society. Despite the compressed timeline, the rapid mutation of the rhukoon genome has left them more genetically diverse than humans. Rhukoons share less DNA markers with a common raccoon than a human does with other primates.

Rhukoons are covered in short fur and maintain the masked appearance of their raccoon ancestors. The common or black rhukoons have grey fur highlighted by white and black accents. White and red rhukoons also exist and these traits are maternal.

## HOME WORLD

Rhukoons are from Earth. They will talk your ears off about how the humans were kind enough to remake the Earth into a paradise, preparing it for the rhukoons ascension to sentience. The rhukoons were not alone on Earth however, most learned everything they know from remote pockets of humanity that remained behind.

Over the past 100 years the Earth has stabilized, yet most would not recognize it were it not for old text books. The rhukoons have established a city on the ruins of Cincinnati, which they call New Cincinnati, and built a rather primate space near the Mt Rumpke mines.

## SOCIETY AND ALIGNMENT

Rhukoons are aware that they have come into existence in the cosmic blink of an eye and what little culture of their own they do have seems to be inherited by their unevolved cousins.

Rhukoons are matriarchal and one's lineage is traced through maternal ancestry. Rhukoons live with extended family in large households; at the head of each is a matriarch. Lineage is traced through the female side of the family, and property is passed down along the same maternal line. Rhukoon women typically handle business decisions and men handle politics. Children are raised in the mother's households and take her name.

The Rhukoon have what's called "walking marriages." There is no institution of marriage; rather, women choose their partners by literally walking to the man's home and the couples never live together. Since children always remain in the mother's care, the father rarely plays a role in

the upbringing of children. In some cases, the father's identity is not even known.

When rhukoon boys become sensitive to female pheromones, around age 10, they are sent off to live in the men's quarter. The boys learn practical skills under the guidance of other men. Some rhukoon men prefer to live in relative solitude, while others live in frat house like conditions their entire lives.

Few female rhukoons choose to leave earth, and if they do it's an entire clan. Most rhukoons that jump the first ship off the third rock are male's. They seem to have a natural wanderlust.

## RELATIONS

Rhukoon had built a society based on the remains of surviving human technologies from the "Earth That Was" and were more than ready to be discovered when first contact was made. There is a strange familiarity between humans and rhukoons which neither race can explain.

Few rhukoon to date have any formal education but they are fast learners. Rhukoons are fascinated by technology, self-augmentation, and new things, quickly learning their uses through trial and error, often more quickly than someone would by reading the manual.

Rhukoon enjoy the company of humans. It is a rhukoon's place in the verse to lurk or act as sidekick to their creators. Rhukoons get along well with races that don't try to eat them, mistake them for their less evolved cousins, or force them to read manuals. Ysoki are not trusted or well liked, mostly because they tend to lurk around humans and they believe only rhukoons should fill this niche.

## ADVENTURERS

Rhukoons lack formal training but they are quick to learn new skills once given the opportunity. Rhukoons are well suited to fill in the mechanic, operative, and mystic roles in a starship crew, but are adaptable and usually willing to take any role that gets them a spot at the "big boy's table". Although, they are also happy to just be within lurking distance if a spot at the table isn't available.

## NAMES

By rhukoon tradition kids aren't named at birth. Designations such as kid 2 of (litter) 4. Eventually a rhukoon will suffer some form of near death experience and will earn a name by surviving that experience. Names like Firecracker, Torch, Jump, Bear, Spaced, Train, Laser Breath, Bucket Head, Egg Beater, and Red Button are all potentially common names.

# APPENDIX 1: MELATONIN DEPLETION

Although any human and many other species can suffer from a milder form of melatonin depletion this more serious condition is specific to chimera humans when certain conditions are met. A chimera must eat at least two pounds of protein, drink two gallons of whole milk, or meet the same nutritional requirements through supplements every day or progress into melatonin depletion. A chimera can also achieve their protein needs with Ambrosia.

Each day the chimera doesn't meet their nutritional requirements has a cumulative effect on their condition. Once depleted, a chimera must literally eat and/or drink their way out of a depleted state. A chimera can gorge on up to five times their normal requirement per day to catch up.

## Stage One: 1-5 days behind

- Sleep requirement reduced to 4 hours
- Moody, -1 on all Charisma based skill checks

## Stage Two: 6-10 days behind

- Sleep requirement reduced to 2 hours
- Bad attitude, -2 on all Cha based skill checks
- Distracted, -1 on all Intelligence based skill checks.
- Hot flashes, the character will treat temperature as 10 degrees warmer than actual temperature

## Stage Three: 11-15 days

- Can no longer sleep, or gain the benefits of sleep to regain Hit Points, but can still rest for 10 minutes to regain Stamina Points
- Euphoric, -2 on all skills checks, attacks, and saving throws
- Hot flashes, the character will treat temperature as 20 degrees warmer than actual temperature. Failure to adjust body temperature for more than 2 hours causes *fatigue*
- Hot and bothered, female chimera go into heat and males suffer from a similar malady, both females and males are considered *fascinated* at the beginning of all encounters

## Stage Four: 16+ days

- Can no longer sleep or gain the benefits of sleep but must spend 2 Resolve Points while resting to regain Stamina Points
- Euphoric/Delusional, -4 on all skills checks, attacks, and saving throws
- Hot flashes, the character continues treat temperature as 20 degrees warmer than actual temperature. Failure to adjust body temperature for more than 1 hour causes *fatigue*
- Hot and bothered, female chimera go into heat and males suffer from a similar malady, both females and males are considered fascinated at the beginning of all encounters
- Fragile, any failed saving throw or critical failure causes the chimera to have a seizure. The seizure will last 1d6 minutes, unless a successful Medicine skill check (DC 20) is made to stabilize the chimera. At the end of the seizure the chimera must make a Fortitude save (DC 20) to regain consciousness. A failure results in the character remaining unconscious. A critical failure results in the chimera's death

## NEW ITEM: AMBROSIA

Ambrosia is a nutrient gel packet sold anywhere R2Es are available for 5 credits each. If you take ambrosia orally each packet provides enough nutrition and water for two days.

## APPENDIX 2: COSMETIC MUTATIONS

A character can truly get their freak on with cosmetic mutations. Since these mutations only target one or two genes, in most cases there is no chance of incurring a drawback. Cosmetic mutations do not count against the total number of retroviruses a character can have.

### BIOLUMINESCENT EYES (EX)

Your eyes generate a faint luminescence, green, violet, and blue are most common. Your eyes glow, but do not create usable illumination. As a swift action, you may deactivate this mutation so as not to interfere with Stealth checks. You incur a -2 penalty to Stealth checks while eyes are glowing.

### EXTRA DIGITS

You gain an extra digit on each hand and foot. The extra fingers or toes, although fully functional, do not confer any special benefit, nor do they hinder you in any way.

### FINS

Your body sprouts fishlike fins. A fin might begin on the top of your head and go all the way down your spine. Others might appear on your forearms or calves, or they might sprout from your shoulders or ears. The fins confer no special abilities.

### FORKED TONGUE

You gain a forked tongue like that of a snake. Your new tongue might be a different color and longer than your old one.

### HORNS

Two or more tiny horns sprout from your head, shoulders, or arms. These blunt-tipped nubs are too small to serve any use in combat.

### MISSING DIGITS

You lose a digit on each hand and foot. The lost fingers or toes, do not confer any special benefit, nor do they hinder you in any way.

### SCALY SKIN

Your flesh becomes thicker and less porous, giving rise to a thin layer of scales covering your flesh. The scales are typically smooth and dry, like those of a snake, and can vary in color and pattern. The scales may not cover your entire

body, instead appearing in patches on your face, neck, torso, and limbs.

A creature with natural armor cannot take this mutation.

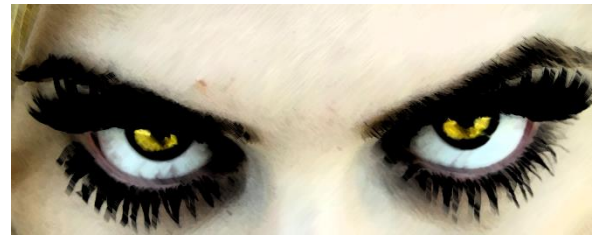
### THIN FUR COAT

You grow a thin coat of brown or golden-brown fur, similar to that of a small mammal.

A creature with natural armor cannot take this mutation.

### UNNATURAL EYES

The color of your eyes changes drastically. The color, whatever it may be, is unnatural and atypical of your species. Perhaps your eyes turn dead black, maybe they change color to suit your mood, or perhaps they glow faintly in the dark.



### UNNATURAL HAIR

Your hair or fur color changes drastically to a shade that is uncommon for your species. You may have fur or hair that is multicolored, streaked, splotched, or slightly luminescent. Your hair or fur may also change color with your mood.

### UNNATURAL SKIN

The color of your skin or exoskeleton changes drastically, assuming a hue or texture that is both unnatural and atypical of your species. Your skin might be a single color, splotched, or patterned in some freakishly unnatural way. Your skin might gain dynamic pigments that change color based on outside stimuli, such as exposure to ultraviolet light.

### UNNATURAL VOICE

Your voice changes in some marked fashion. It might change pitch or become more lyrical, raspy, whispery, or guttural.



## APPENDIX 3: MINOR DEFORMITIES

Under normal circumstances only mutants and the very unfortunate gain deformities. However, anyone attempting to apply multiple retroviruses is likely to gain a deformity. Occasionally, the subject might not even be aware they already have a retrovirus, particularly in the case of children born to endogen parents.

Characters are limited to two deformities and cannot take a deformity if it doesn't impair one of their abilities (i.e. a blind character cannot take the *diminished sight* deformity). A player must seek the GM's approval to take a deformity to offset the benefits of additional retroviruses.

The [x] represents the number of deformity points each deformity is worth. In this accessory deformities are mostly limited to 1 point. Deformities with greater impact and point values will be presented in the future Gravity Age: Mutants accessory.

### ANXIOUS [1]

Your mutation causes you to be overly cautious with your words. You take a -2 penalty on Diplomacy checks and must speak slowly due to the concentration required. Unless stated otherwise, you are assumed to not be speaking at a volume above a whisper. Your inner voice is diminished as well, even when using telepathy.

### AVARICE [1]

Your mutation causes a deep, compulsive greed that gnaws at you. Whenever the spoils of war are divided, you must end up with a greater share of that wealth than your companions or you're wracked with feelings of jealousy and ill will. When treasure is divided, if you do not end up with at least 10% more treasure than any other individual companion does, you have a hard time being helpful to your allies. You become irritable, and can't take the aid another action for ten days.

### BIZARRE APPEARANCE [1]

This mutation can take a number of forms. Your hair, eye, skin color (or any combination) can be a color not normally found amongst your race. Odd hair colors might be light red, unusually fair blond, white, platinum, or silvery gray. Skin hues might include extensive freckling, melanin blotches, irregularly livid tones, etc. Eye colors could be red, pink, white, unusual flecked combinations etc. Other mutations are possible, such as scales instead of skin, general cosmetic deformity, or general animal-like deformity. Whatever the abnormal condition, it is clear they are not typical of your species.

### BRITTLE BONES [1]

Your bones weaken such that you can no longer withstand hard or sudden impacts. Your massive damage threshold is decreases by 3. In addition, you take an additional 1 point of damage per die from falling.

You cannot take this drawback if you have the Skeletal Reinforcement mutation.

### CHEMICAL DEPENDENCY [1]

Your mutation has caused a physical dependency to a drug or chemical which you must ingest to function normally. When you are deprived of the drug or chemical to which you are dependent, you must make a Fortitude save (DC 15 + number of days without drug or chemical), or lose 1d4 Constitution each day. Healing the Constitution damage requires ingesting the drug or chemical of your dependence. Once the drug or chemical is consumed, your Constitution damage heals at a rate of 1 Con per minute.

You are dependent on a commonly-available chemical such as nicotine, caffeine, or alcohol. A month's worth of doses has a cost of 120 credits.

### COMBAT FEAR [1]

Due to a chemical imbalance in your brain, you are gripped by an inexplicable fear whenever you face a dangerous or frightening situation. After initiative is rolled but before you take your first action in combat, you must make a Will saving throw (DC 15), or you gain the shaken condition for the rest of the encounter, taking a -2 penalty on attack rolls, saving throws, and skill checks. If the save succeeds, you overcome your moment of fear and negate the ill effects.

### CYBERNETIC DEPENDENCY [2]

Radiation exposure causes your body tissues to degenerate and you cannot heal Hit Points naturally, but can regain Stamina Points normally.

To heal normally you rely on a cybernetic augmentation like body repair weave to boost your natural healing processes. For you, the body repair weave does not confer its usual benefit (improved natural healing), but it does allow you to heal at a normal rate with rest. If the implant is destroyed, you cannot heal damage naturally until it is replaced or repaired. For additional information on body repair weave, see "Augmentations" in Section 4 of the Gravity Age: Cybernetics Emporium.





### **CYBERNETIC REJECTION [1]**

Due to their unique genetic makeup, the character is effectively incompatible with cybernetic augmentations.

### **DIMINISHED HEARING [1]**

You suffer from hearing loss. You can only hear conversations within 10 feet and loud noises within 30 feet. You are -4 on all hearing based Perception checks.

### **DIMINISHED OLFACTORY [1]**

Your sense of smell has difficult making out even the most pungent odors. You suffer a -4 penalty on all saving throws and skill checks which require a sense of smell (i.e. odor of gas, rancid decaying flesh).

This drawback does provide an advantage; you receive +2 to saving throws to avoid scent based sickened or nauseated conditions.

### **DIMINISHED SIGHT [1]**

You suffer from near sightedness. You can only see clearly for 60 feet and have a hard time distinguishing anything other than motion beyond that range. You are -4 on all sight based Perception checks beyond 60 feet, and all weapon range increments are cut in half.

### **DIMINISHED TASTE [1]**

You have no sense of taste. You suffer a -4 penalty on all skill checks or saving throws relying on a sense of taste (i.e. ingested poisons, toxins, spoiled food).

### **DIMINISHED TOUCH [1]**

You have suffered nerve damage and have almost no sense of touch. It's difficult for you to feel heat, cold, pain, wet, or dry. You suffer a -4 penalty on all skill checks requiring a precision sense of touch. You also have difficulty determining how wounded you are without a successful Medicine check.

### **ENERGY VULNERABILITY [1]**

You are vulnerable to one energy type. If the rest of your race has innate resistance or immunity to that energy type, you lose those abilities.

### **EPIDERMAL SUSCEPTIBILITY [1]**

Your epidermis (skin or exoskeleton) has become defective in some way, causing 1d6 Hit Points of damage for coming into contact each round with usually harmless substances (such as water).

### **FESTERING SORES [1]**

Your skin is covered with painful, festering sores. The festering sores are more aggravating than harmful, but they

make it especially hard to wear armor. When you wear any type of armor, decrease the armor's maximum Dexterity bonus by -2 and increase its armor penalty by +4.

### **FRAGILE (EX) [1]**

When you fail, a Fortitude save, you are staggered for 1 round.

### **FRACTURED MIND (EX) [1]**

When you fail, a Will save, you are confused for 1 round.

### **HEAT/COLD SUSCEPTIBILITY [1]**

Your body does not react well to particularly hot or cold temperatures. You take double damage from prolonged exposure to extreme heat or cold.

### **HIDEOUS VISAGE [1]**

Your body has become so scarred and deformed by mutation that you are absolutely hideous to behold. You suffer a -4 penalty on all Charisma based skill checks against targets that can see you. If an opponent cannot see you, such as is the case over radio transmission or telephone, this penalty does not apply.

### **INCREASED CALORIC NEEDS [1]**

You eat twice the normal amount of food daily. You can go without eating food for only 1 day before you begin starving. After this time, you must succeed at a Constitution check (DC = 10 + 2 per previous check) each day or take 1d6 nonlethal damage.

### **LETHARGY [1]**

Thanks to slow electrical impulses along your central nervous system, you have trouble reacting quickly to danger. You take a -2 penalty on all Reflex saves.

You cannot take this mutation if you have the Lightning Reflexes feat.

### **LIGHT SENSITIVITY [1]**

Your deformity causes Light Sensitivity (Ex) and you gain the dazzled condition in bright sunlight or daylight. This deformity can't be taken in conjunction with the blind deformity.

### **MINDSLAVE [1]**

You have certain mental deficiencies that make it harder to resist mind-influencing effects. You take a -2 penalty on all Will saves.

You cannot take this deformity if you have the Iron Will feat.



### **MISSHAPEN [1]**

You can't wear armor fashioned for humanoid creatures. You must have your armor custom made and it costs twice as much. Only humanoid mutants can take this deformity.

### **MONOCULAR VISION [1]**

You have only one working eye and poor depth perception. All range penalties are doubled (including those for Perception checks).

### **MUTANT SPASMS [1]**

When you fail a Reflex save, you are considered flat-footed and cannot make any reactions, or swift actions for one round.

### **MUTE [1]**

You have a speech disorder and lack the ability to speak. You may communicate by other means via sign language, telepathy, writing, etc. if you have the physical or mental capacity.

### **OBLIVIOUS [1]**

Your mutation has made you an avid daydreamer, you pay little attention to your surroundings and other people. You take a -2 penalty on Sense Motive and Perception checks.

### **PARANOID [1]**

Your mutation causes you to believe that someone or something is always out to get you, so you have a hard time truly trusting anyone. Anyone who attempts an aid another action of any type to assist you must succeed at a DC 15 check instead of the normal DC 10 check.

### **POISON SUSCEPTIBILITY [1]**

This mutation makes all poisons much more dangerous to the character. All saving throws versus poison are made with a penalty of -4.

### **PREY SCENT [1]**

Your body sends out waves of scent that attract predators. The GM may increase the occurrence of wandering monsters, at their discretion. Certain creatures may also target you over other characters.

### **RAPID AGING [1]**

You age at an increased rate due to the strain your mutations place on your cells. You appear many years older than your actual age. Double your actual age to get your effective age. Your effective age determines your ability

score penalties. You do not gain any of the benefits of aging (increased mental ability scores).

### **REDUCED SPEED [1]**

You are unable to move as quickly as normal due to various mutations and deformities. Reduce your speed by 5 feet. This speed decrease also applies to any natural burrow, climb, fly, or swim speed you might have.

You may take this drawback multiple times. Its effects stack.

### **SHADOW-SCARRED [1]**

During your mutation you were touched by terrible horrors that live in the darkness just outside this dimension and feel your life-force ebb away ever so slightly whenever you return to the shadows. Whenever you are in an area of dim light or darkness, you take a -1 penalty on saving throws.

### **SIMIAN DEFORMITY [1]**

A mutant who suffers from this mutation has an altered appearance that mimics that of the great apes (such as gorillas and chimpanzees) - shorter legs, quadrupedal, and elongated arms that permit the knuckles to touch the ground and aid in movement. Your shortened legs reduce your base speed to 20 ft. normal. However, if all 4 limbs are used to move (arms and legs), you speed adjusts back to normal. While using your arms to assist movement you cannot be wielding a weapon or carrying items in your hands.

### **SPACE SICKNESS [1]**

Your body does not react well to artificial gravity, low gravity or zero-g situations and prolonged exposure causes illness. While exposed to zero-g or low gravity you gain the sickened condition.

### **VULNERABLE MIND [1]**

Your mutation has left your mind particularly vulnerable to psionic tampering. You suffer a -2 penalty to all saves made to resist mind-affecting attacks.

### **WEAK IMMUNE SYSTEM [1]**

Your body has a difficult time preventing infections from entering its system, and thus it is prone to sickness and disease. You take a -2 penalty on all Fortitude saves against poison, disease, and radiation sickness.

You cannot combine this deformity with any feat that improves Fortitude saving throws.

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# Gravity Age: Bioware Emporium

Get your freak on! Genetic enhancements allow character races to transcend beyond their imperfect forms. If messing around with your own genetic code sounds troubling, don't worry you can always enhance yourself with a genetically modified symbiotic leech, fungi, plant, or worm! This accessory contains new material covering:

- 50+ retroviruses to perfect your genome
- 10+ genetic templates to assist your survival in harsh environments
- 20+ symbiont augmentations, many of which have the ability to evolve
- 3 new playable races
- New rules for cloning
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