Starjammer
MEDICAL MARVELS

by Michael Ritter

STARJAMMER
MEDICAL MARVELS

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Introduction

There are many different ways for a GM to handle technology in a campaign: treat it as a rare form of magic, introduce it slowly as time progresses, have it come from another plane of existence, or even make it commonplace. This product aims to expand the amount of different technological items usable by PCs or their foes by introducing brand new cybertech and pharmaceuticals as well as brand new rules for how to use them. Also introduced are updated prices for technological items for campaigns in which they are commonplace, and legality codes for GMs who want certain equipment to be restricted by various societies.

This book is designed with the expectation that you have access to the official primary guidebook for technology rules in the *Pathfinder Roleplaying Game* (abbreviated as the Guide in this book); any references in this book that do not refer to a specific sourcebook refer to the Guide, which is available online for free on the official *Pathfinder Roleplaying Game Reference Document* (http://paizo.com/pathfinder-RPG/prd).

Pre Tech Price

When certain advanced technologies are introduced to a pre-technological revolution society, they are often looked at as magical items, especially concerning the fields of body augmentation and interstellar travel. Therefore, while such technology is still being adopted, it is far more expensive than it would be in a post-technological revolution society.

Post Tech Prices

Certain technologies are far more likely to have reduced prices in a post-tech society due to the almost universal availability of resources, factories, and knowledge of how they are created. As such, technological gear and weaponry is commonplace, and it can be assumed that everyone has access to at least one device which requires a battery. GMs should note that while this gives humanoids and those who can use this equipment a boost in their combat prowess (whether they are PCs or NPCs), nonhuman threats may become easier to deal with, so planning may be necessary to account for the decreased challenge of monsters.

In addition, almost all such societies have moved away from physical means of payment (such as coins or paper money), and have moved to credit

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based systems, backed by a gold standard in order to standardize payments for goods across the universe. These credits are held in bracelets known as a COMET or "common marker for economic transactions". Under normal circumstances, the gold to credit ratio is 1:1, with other metals being worth their pre-technological revolution values; so 1 copper is 1/100th of a credit, 1 silver is 1/10th of a credit, and 1 platinum is 10 credits. Coins and other precious metals can often traded in at banks in any post-tech society for an equivalent number of credits (though buying coins with credits tends to have a tax of 10% of the total value purchased).

Legality Codes

With the progression of technology in any given society, there will naturally also be changes to laws in order to either restrict access to or completely ban items which are deemed too dangerous or which can be used to commit various crimes. There are four different codes which denote exactly how difficult it is for someone to get their hands on the item the code is assigned to, with each code being more restrictive than the last. These codes are Unrestricted (UR), Permit Necessary (PN), Military and Government (MG), and Highly Restricted (HR).

Items and tech with the UR code can be purchased by anyone without delays, background checks, or fear of arrest. This code does not necessarily mean that these items are cheap or even readily available, merely that law enforcement agencies have not found a reason to restrict their usage.

On the other hand, the PN code is normally used for items such as e-picks which may be used for both legitimate and criminal purposes, or different pharmaceuticals which can be used by both medical professionals or underworld drug dealers. There are two types of licenses; the first is reserved for individuals, granting them permission to purchase and own these items. All that is necessary to gain access to this sort of license is normally a quick and free background check, just to ensure that the item remains in the hand of law abiding citizens. The second type of

license is for businesses and organizations, granting them permission to sell PN items and technologies. This license has a one time charge, costing 500 credits.

Items with the MG code are normally reserved for government workers or military personnel, though on occasion can be sold to private mercenary groups for a greater cost: 125% the listed price. These items include particularly destructive weapons, some armors, and even various types of cybertech. Due to the limited nature of these items to the general public, owning them is sometimes all that is needed to mark oneself as a particularly bold criminal. Of course, some people have figured out that they also make for convincing disguises, not unlike if someone had stolen a guard's uniform in a medieval fantasy setting.

HR items and tech are often those that only have criminal uses, or are so potentially harmful that they would require months of governmental paperwork before their usage is approved (and even then, only by a highly specialized and trained team of individuals).

Of course, any item or piece of tech can be acquired through the black market or an under-the-table deal with a merchant if one has the proper connections. When purchased in this manner, these items and tech cost 150% their listed prices. If someone is discovered with an unlicensed item with the PN code, usually the only punishment given is a fine (typically equal to 150% the cost of the item) and seizure of the item. Repeat offenders or someone found with either MG or HR items have much more severe punishments: prison time for those who go with the authorities willingly and government-sanctioned execution-squads for those who don't.

Listed in tables 1 through 9, are pieces of equipment which can be found in the Guide. It is included for completeness sake and so that information regarding Post-Tech Prices and Legality Codes can be updated.

First day on the job, and I'm already learning new things. The natives here on Tlenis seem to have strange concepts of the technology that the Legion brought here. One patient of mine started playing with a camera and thought it magical. Another thought that a flashlight was a wand of light that non-mages could use. Wanted to pay me quite a bit for it too. Ended up giving the thing to him for free. Could always get another for a few credits.

Table 01 Access and Locks

	Pre-Tech Price	Post-Tech Price	Legality Code
Access card (brown)	3 gp	1 credits	UR
Access card (black)	10 gp	5 credits	UR
Access card (white)	40 gp	20 credits	UR
Access card (gray)	90 gp	45 credits	UR
Access card (green)	160 gp	80 credits	UR
Access card (red)	250 gp	125 credits	UR
Access card (blue)	360 gp	180 credits	UR
Access card (orange)	490 gp	245 credits	UR
Access card (prismatic)	1,000 gp	500 credits	UR
E-pick (brown)	30 gp	10 credits	UR
E-pick (black)	100 gp	40 credits	PN
E-pick (white)	400 gp	175 credits	PN
E-pick (gray)	900 gp	675 credits	PN
E-pick (green)	1,600 gp	1,200 credits	PN
E-pick (red)	2,500 gp	1,875 credits	PN
E-pick (blue)	3,600 gp	3,600 credits	PN
E-pick (orange)	4,900 gp	4,900 credits	PN
E-pick (prismatic)	10,000 gp	10,000 credits	PN
Lock coder (brown)	600 gp	300 credits	UR
Lock coder (black)	2,000 gp	1,000 credits	UR
Lock coder (white)	8,000 gp	4,000 credits	UR
Lock coder (gray)	18,000 gp	9,000 credits	UR
Lock coder (green)	32,000 gp	16,000 credits	UR
Lock coder (red)	50,000 gp	25,000 credits	UR
Lock coder (blue)	72,000 gp	36,000 credits	UR
Lock coder (orange)	98,000 gp	49,000 credits	UR
Lock coder (prismatic)	200,000 gp	100,000 credits	UR

Table 02 Armor

	Pre-Tech Price	Post-Tech Price	Legality Code
Chameleon suit	15,000 gp	12,000 credits	MG
Deep diving suit	26,000 gp	25,000 credits	UR
Gravity suit	40,000 gp	36,000 credits	MG
Hard light shield	6,400 gp	4,800 credits	UR
Heavy weapon harness	9,000 gp	6,750 credits	PN
HEV suit	61,000 gp	40,000 credits	UR
Inssuit	19,250 gp	14,500 credits	PN
Nanite ablative armor	10,000 gp	6,500 credits	UR
Panic suit	2,000 gp	750 credits	UR
Scatterlight suit (brown)	100 gp	100 credits	PN
Scatterlight suit (black)	150 gp	150 credits	PN
Scatterlight suit (white)	200 gp	200 credits	PN
Scatterlight suit (gray)	700 gp	700 credits	PN
Scatterlight suit (green)	1,000 gp	1,000 credits	PN
Scatterlight suit (red)	1,400 gp	1,400 credits	PN
Scatterlight suit (blue)	3,600 gp	3,600 credits	PN
Scatterlight suit (orange)	6,000 gp	6,000 credits	PN
Scatterlight suit (prismatic)	12,000 gp	12,000 credits	PN
Smart armor	16,500 gp	11,500 credits	PN
Spacesuit	90,000 gp	65,000 credits	UR

Table 03 Batteries and Power

	Pre-Tech Price	Post-Tech Price	Legality Code
Battery	100 gp	10 credits	UR
Power cable	500 gp	50 credits	UR
Power receiver	5,000 gp	2,500 credits	UR

TABLE 04 CYBERTECH

	Pre-Tech Price	Post-Tech Price	Legality Code
Biofilter	16,000 gp	8,000 credits	UR
Cranial bomb	4,500 gp	2,250 credits	HR
Cyberart	100 gp	10 credits	UR
Cyberfiber muscles (mark I)	8,000 gp	4,000 credits	UR
Cyberfiber muscles (mark II)	32,000 gp	16,000 credits	UR
Cyberfiber muscles (mark III)	72,000 gp	36,000 credits	UR
Cybernetic arm	4,750 gp	2,500 credits	UR
Cybernetic ears	4,000 gp	2,000 credits	UR
Cybernetic eyes	4,000 gp	2,000 credits	UR
Cybernetic legs	8,500 gp	5,000 credits	UR
Dermal plating (mark I)	4,000 gp	2,000 credits	MG
Dermal plating (mark II)	16,000 gp	8,000 credits	MG
Dermal plating (mark III)	36,000 gp	18,000 credits	MG
Dermal plating (mark IV)	64,000 gp	32,000 credits	MG
Dermal plating (mark V)	100,000 gp	50,000 credits	MG
Frenzychip	36,400 gp	18,200 credits	PN
Implanted weaponry	10,000 gp	5,000 credits	PN
Skillslot	2,000 gp	1,500 credits	UR
Thoracic nanite chamber (mark I)	8,000 gp	4,000 credits	UR
Thoracic nanite chamber (mark II)	32,000 gp	16,000 credits	UR
Thoracic nanite chamber (mark III)	72,000 gp	36,000 credits	UR
Wirejack tendons (mark I)	8,000 gp	4,000 credits	UR
Wirejack tendons (mark II)	32,000 gp	16,000 credits	UR
Wirejack tendons (mark III)	72,000 gp	36,000 credits	UR

Easy to find but expensive a cyber upgrade center Art by Tom Prante

Table 05 Grenades and Explosives

	Pre-Tech Price	Post-Tech Price	Legality Code
Arc grenade	750 gp	200 credits	MG
Atom grenade	6,000 gp	4,500 credits	HR
Bang grenade	250 gp	200 credits	PN
Bio grenade	3,300 gp	2,700 credits	HR
Concussion grenade	750 gp	200 credits	MG
Cylex	3,600 gp	2,700 credits	MG
Detonator	500 gp	350 credits	MG
EMP grenade	750 gp	200 credits	PN
Flash grenade	750 gp	200 credits	PN
Flechette grenade	750 gp	200 credits	MG
Fragmentation grenade	750 gp	200 credits	MG
Gravity grenade	2,250 gp	1,300 credits	MG
Inferno grenade	750 gp	200 credits	MG
Plasma grenade	1,600 gp	1,200 credits	MG
Soft grenade	750 gp	200 credits	PN
Sonic grenade	1,000 gp	750 credits	MG
Zero grenade	750 gp	200 credits	MG

TABLE 06 IMPLANTS MEDICAL DEVICES AND NANOTECH

	Pre-Tech Price	Post-Tech Price	Legality Code
Chemalyzer	2,500 gp	750 credits	UR
Clonepad	60,000 gp	55,000 credits	HR
Cortex gun (mark I)	30,250 gp	23,000 credits	UR
Cortex gun (mark II)	60,500 gp	46,000 credits	UR
Cortex gun (mark III)	90,750 gp	69,000 credits	UR
Cortex gun (mark IV)	120,000 gp	92,000 credits	UR
Cortex gun (mark V)	151,250 gp	116,000 credits	UR
Filter mask	4,500 gp	3,400 credits	UR
Goo tube	6 gp	1 credit	UR
Medlance	500 gp	50 credits	PN
Nanite canister	500 gp	50 credits	UR
Nanite hypogun (brown)	1,000 gp	800 credits	UR
Nanite hypogun (black)	6,000 gp	4,800 credits	UR
Nanite hypogun (white)	15,000 gp	12,800 credits	UR
Nanite hypogun (gray)	28,000 gp	22,400 credits	UR
Nanite hypogun (green)	45,000 gp	36,000 credits	UR
Nanite hypogun (red)	66,000 gp	52,800 credits	UR
Nanite hypogun (blue)	91,000 gp	72,800 credits	UR
Nanite hypogun (orange)	125,000 gp	100,000 credits	UR
Nanite hypogun (prismatic)	178,000 gp	142,400 credits	UR
Neurocam	36,000 gp	32,400 credits	MG
Skillchip (mark I)	400 gp	325 credits	UR
Skillchip (mark II)	1,600 gp	1,300 credits	UR
Skillchip (mark III)	3,600 gp	2,900 credits	UR
Skillchip (mark IV)	6,400 gp	5,200 credits	UR
Skillchip (mark V)	10,000 gp	8,000 credits	UR
Trauma pack	1,500 gp	200 credits	UR
Trauma pack plus	11,250 gp	5,700 credits	UR
Veemod (brown)	200 gp	150 credits	UR
Veemod (black)	400 gp	300 credits	UR
Veemod (white)	2,500 gp	1,875 credits	UR
Veemod (gray)	6,000 gp	4,500 credits	UR
Veemod (green)	10,000 gp	7,500 credits	UR
Veemod (red)	12,000 gp	9,000 credits	UR
Veemod (blue)	20,000 gp	15,000 credits	UR
Veemod (orange)	30,000 gp	22,500 credits	UR
Veemod (prismatic)	50,000 gp	37,500 credits	MG
Veemod goggles	1,000 gp	750 credits	UR

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Table 07 Other Tools and Accessories

	Pre-Tech Price	Post-Tech Price	Legality Code
Camera	3,000 gp	150 credits	UR
Chipfinder (brown)	500 gp	400 credits	UR
Chipfinder (black)	3,000 gp	2,300 credits	UR
Chipfinder (white)	7,500 gp	5,600 credits	UR
Chipfinder (gray)	14,000 gp	10,500 credits	UR
Chipfinder (green)	22,500 gp	16,900 credits	UR
Chipfinder (red)	33,000 gp	24,800 credits	UR
Chipfinder (blue)	45,500 gp	34,100 credits	UR
Chipfinder (orange)	60,000 gp	45,000 credits	UR
Chipfinder (prismatic)	76,500 gp	57,400 credits	UR
Commset	6,000 gp	600 credits	UR
Emergency beacon	900 gp	100 credits	UR
Emergency raft	3,600 gp	400 credits	UR
Emergency shelter	18,000 gp	10,000 credits	UR
Fire extinguisher	6,000 gp	200 credits	UR
Flashlight	30 gp	5 credits	UR
Force field (brown)	4,000 gp	3,400 credits	PN
Force field (black)	20,000 gp	17,000 credits	PN
Force field (white)	40,000 gp	34,000 credits	PN
Force field (gray)	60,000 gp	51,000 credits	PN
Force field (green)	80,000 gp	68,000 credits	PN
Force field (red)	100,000 gp	85,000 credits	PN
Force field (blue)	120,000 gp	102,000 credits	MG
Force field (orange)	140,000 gp	119,000 credits	MG
Force field (prismatic)	220,000 gp	187,000 credits	MG
Gravity clip	2,000 gp	1,800 credits	PN
Grippers	100 gp	10 credits	UR
Hologram generator (brown)	500 gp	250 credits	UR
Hologram generator (black)	1,000 gp	500 credits	UR
Hologram generator (white)	2,000 gp	1,000 credits	UR
Hologram generator (gray)	4,000 gp	2,000 credits	UR
Hologram generator (green)	30,000 gp	15,000 credits	UR
Hologram generator (red)	40,000 gp	20,000 credits	UR
Hologram generator (blue)	50,000 gp	37,500 credits	UR
Hologram generator (orange)	60,000 gp	45,000 credits	UR
Hologram generator (prismatic)	90,000 gp	76,500 credits	UR

Inertial dampening belt	10,000 gp	7,500 credits	UR
Ion tape	100 gp	10 credits	UR
Jetpack	18,000 gp	8,000 credits	UR
Laser sight	8,000 gp	1,000 credits	PN
Lighter	10 gp	1 credit	UR
Magboots	5,000 gp	750 credits	UR
Motion tracker	10,000 gp	2,000 credits	UR
Quantum box	40,000 gp	35,000 credits	UR
Radiation detector	2,000 gp	1,000 credits	UR
Robojack	30,000 gp	22,500 credits	PN
Signal booster	9,000 gp	6,750 credits	UR
Signal jammer	10,000 gp	8,000 credits	MG
Tracker chip	500 gp	50 credits	MG
Zipstick	20 gp	2 credits	UR

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Table 08 Pharmaceuticals

	Pre-Tech Price	Post-Tech Price	Legality Code
Baseline	2,250 gp	500 credits	PN
Cardioamp	4,550 gp	900 credits	PN
Cureall	1,400 gp	350 credits	PN
Hemochem (Grade 1)	250 gp	200 credits	PN
Hemochem (Grade II)	500 gp	400 credits	PN
Hemochem (Grade III)	750 gp	600 credits	PN
Hemochem (Grade IV)	1,000 gp	800 credits	PN
Hemochem (Grade V)	1,250 gp	1,000 credits	PN
Hype	250 gp	100 credits	PN
Torpinal	300 gp	200 credits	MG
Vive	200 gp	150 credits	PN
Zortaphen	2,250 gp	1,750 credits	MG

Table 09 Weapons

	Pre-Tech Price	Post-Tech Price	Legality Code
Arc pistol	10,000 gp	3,000 credits	PN
Arc rifle	20,000 gp	8,000 credits	PN
Atom gun	144,000 gp	125,000 credits	HR
Autograpnel	4,000 gp	800 credits	UR
Chainsaw	2,700 gp	500 credits	UR
Dart gun	3,000 gp	500 credits	PN
Death ray	140,000 gp	120,000 credits	HR
EMP pistol	12,000 gp	4,000 credits	PN
EMP rifle	24,000 gp	9,600 credits	PN
Flare gun	300 gp	30 credits	UR
Gravity pistol	95,000 gp	32.000 credits	UR
Gravity rifle	165,000 gp	50,000 credits	UR
Grenade launcher	8,000 gp	2,400 credits	MG
Id rifle	50,000 gp	30,000 credits	MG
Laser pistol	10,000 gp	3,000 credits	PN
Laser rifle	20,000 gp	8,000 credits	PN
Laser torch	6,000 gp	1,800 credits	UR
Mindrender	56,000 gp	33,600 credits	MG
Monowhip	70,000 gp	21,000 credits	PN
Nuclear resonator	90,000 gp	60,000 credits	HR
Null blade	58,835 gp	23,500 credits	PN
Plasmathrower	30,000 gp	12,000 credits	PN
Rail gun	30,000 gp	18,000 credits	MG
Rocket launcher	10,800 gp	5,000 credits	MG
Sonic pistol	13,000 gp	4,000 credits	PN
Sonic rifle	26,000 gp	10,400 credits	PN
Stun baton	5,000 gp	1,000 credits	UR
Stun gun	3,000 gp	600 credits	UR
Vortex gun	182,000 gp	150,000 credits	MG
X-laser	40,000 gp	12,000 credits	PN
Zero pistol	10,000 gp	3,000 credits	PN
Zero rifle	20,000 gp	8,000 credits	PN

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New Cybertech

Amphibious Rebreather

Pre-Tech Price 10,000 gp; **Post-Tech Price** 7,000 credits; **Slot** neck; **Weight** 1 lb.; **Install DC** 26; **Implantation** 2; **Legality Code** UR

This apparatus is installed directly into the neck, functioning as a set of gills. When submersed in water, it draws the oxygen out of the surrounding liquid, allowing the user to breathe without complications. This is not a filtration system, so when breathing in this manner, the user is vulnerable to any toxins or diseases which may be within the water.

CONSTRUCTION

Craft DC 26; **Cost** 5,000 gp/3,500 credits

Craft Cybertech, cybernetics lab

Auto-Injector

Pre-Tech Price 10,000 gp; **Post-Tech Price** 7,500 credits; **Slot** neck; **Weight** 1 lb.; **Install DC** 28; **Implantation** 1; **Legality Code** UR

A small, vitality monitoring device connected to a medlance is implanted onto the neck. This medlance can be filled with any pharmaceutical or potion as a full-round action. The device itself can be calibrated to one of four settings as a full-round action: to inject its contents when the user is hurt (50% health), critically injured (25% health), unconscious, or deceased. Alternatively, the contents can be injected manually as a standard action. Once injected, the potion or pharmaceutical works as intended.

Up to two auto-injectors can be installed into a single creature. Each can be filled with a different substance and calibrated to a different setting.

CONSTRUCTION

Craft DC 28; **Cost** 5,000 gp/3,750 credits

Craft Cybertech, cybernetics lab

Hidden Tooth Compartment

Pre-Tech Price 500 gp; **Post-Tech Price** 200 credits; **Slot** slotless; **Weight** —; **Install DC** 20; **Implantation** 0; **Legality Code** UR

A favorite of spies everywhere, hidden tooth compartments are opened or closed simply by biting down on them in a special way. Though they look like normal teeth, requiring a DC 25 Perception check to spot if the mouth is searched, they can contain tiny objects within them. They are most commonly filled with either tracking chips or poisons, the latter of which can be released if the fake tooth is deliberately bitten down upon as a free action.

CONSTRUCTION

Craft DC 20; **Cost** 250 gp/100 credits

Craft Cybertech, cybernetics lab

Internal Communication Device

Pre-Tech Price 7,000 gp; **Post-Tech Price** 3,000 credits; **Slot** head; **Weight** 2 lbs.; **Install DC** 28; **Implantation** 2; **Legality Code** UR

The internal communication device (ICD) is implanted into the skull, allowing its user to tune into different frequencies in order to have audio conversations with commset or ICD tuned into the same frequency. An

TABLE 10 NEW CYBERTECH

	Pre-Tech Price	Post-Tech Price	Implantation Value	Legality Code
Amphibious Rebreather	10,000 gp	7,000 credits	2	UR
Auto-Injector	10,000 go	7,500 credits	1	UR
Hidden Tooth Compartment	500 gp	200 credits	0	UR
Internal Communication Device	7,000 gp	3,000 credits	2	UR
Magesense Module	2,000 gp	1,250 credits	1	UR
Magnetic Hands	6,500 gp	4,000 credits	1	UR
Night Vision Module	12,000 gp	8,000 credits	1	UR
Pressurized Jet Streams	11,000 gp	7,500 credits	2	UR
Smuggling Compartments	10,000 gp	6,500 credits	1	PN
Thermographic Sensors	12,000 gp	8,000 credits	1	UR
Unlockable Joints	22,000 gp	18,000 credits	4	UR
Visual Recording Module	4,000 gp	3,000 credits	1	UR
Voice Alteration Processor	20,000 gp	17,000 credits	2	PN

ICD has a range of 1 mile, though this can be extended with a signal booster. Unlike an actual commset, the ICD does not need to be charged, running off energy it gathers from its user's body.

Although the standard ICD can neither send nor receive video, any ICD user who also has cybernetic eyes enhanced with a visual recording module can pay to have their cybertech interconnected. Cybertech interconnected in this way can be used to broadcast whatever the user is seeing from their cybernetic eyes to commsets on the same frequency. This installation costs 1,500 gp/1,000 credits.

CONSTRUCTION

Craft DC 28; **Cost** 3,500 gp/1,500 credits

Craft Cybertech, cybernetics lab

MAGESENSE MODULE

Pre-Tech Price 2,000 gp; **Post-Tech Price** 1,250 credits; **Slot** eyes; **Weight** .5 lbs.; **Install** DC 28; **Implantation** 1; **Legality Code** UR

This experimental piece of cybertech allows its user to see subtle distortions in the world caused by magical auras. The user can activate this cybertech as a standard action, giving them an effect similar to *detect magic*. Though there is no limit to the amount of time the user can utilize this effect, and it can't be disrupted like a cast version of *detect magic* (such as by taking damage, or turbulent movement), they must maintain it each round as a standard action. The user of this cybertech gets a +2 circumstance bonus when attempting to determine the qualities of a magic item or a spell that is being cast.

A magesense module can and must be installed into a creature that already has a set of cybernetic eyes. A creature with this cybertech cannot install any other cybertech which enhances their cybernetic eyes.

CONSTRUCTION

Craft DC 28; **Cost** 1,000 gp/625 credits

Craft Cybertech, cybernetics lab

MEDICAL MARVELS

MAGNETIC HANDS

Pre-Tech Price 6,500 gp; **Post-Tech Price** 4,000 credits; **Slot** hands; **Weight** 2 lb.; **Install** DC 24; **Implantation** 1; **Legality Code** UR

This cybertech is popular with those who regularly make space expeditions, as well as construction workers who must scale skyscrapers. As a standard action, the user can activate an effect similar to *spider climb*, expect it only works on metals and other magnetic surfaces.

If the user already owns cybernetic arms, then this implantation only costs 5,000 gp/ 3,500 credits.

CONSTRUCTION

Craft DC 24; **Cost** 3,250 gp/2,000 credits

Craft Cybertech, cybernetics lab

NIGHT VISION MODULE

Pre-Tech Price 12,000 gp; **Post-Tech Price** 8,000 credits; **Slot** eyes; **Weight** .5 lbs.; **Install** DC 28; **Implantation** 1; **Legality Code** UR

This enhancement to the standard set of cybernetic eyes automatically adjusts its users optical processors so that they can see clearly in dark environments. The user gains 60-foot darkvision. If they already have darkvision, this range is extended by 30 feet.

A night vision module can and must be installed into a creature that already has a set of cybernetic eyes. A creature with this cybertech cannot install any other cybertech which enhances their cybernetic eyes.

CONSTRUCTION

Craft DC 28; **Cost** 6,000 gp/4,000 credits

Craft Cybertech, cybernetics lab

PRESSURIZED JET STREAMS

Pre-Tech Price 11,000 gp; **Post-Tech Price** 7,500 credits; **Slot** legs; **Weight** 8 lbs.; **Install** DC 32; **Implantation** 2; **Legality Code** UR

A set of cybernetic legs are adapted so that they are able to draw in water near the upper thighs, which is then rapidly shot through the legs and out of the soles of the feet. These jet streams give their user a swim speed of 30 feet, the standard +8 bonus on Swim checks, and the ability to take 10 on such checks even when distracted or endangered. They also gain the ability to use the run action underwater, so long as they are moving in a straight line.

Pressurized jet streams can and must be installed into a creature that already has a set of cybernetic legs. A creature with this cybertech cannot install any other cybertech which enhances their cybernetic legs.

CONSTRUCTION

Craft DC 32; **Cost** 5,500 gp/3,750 credits

Craft Cybertech, cybernetics lab

Audio Log 4

Lgr. Steelfist came in for his post-surgery examination today. As it turns out, I found out at he had a cybernetic leg to go with his new arm; the clerk who handled his paperwork didn't add in that little detail, or perhaps didn't know. When checking to see if his motor functions were fine despite the additional cybertech, I find out that he has a stash of baseline stored in the leg. He admitted to selling it to a few of the other legionaries for extra credits. I'm sorry I had to turn him in, but this was a violation of procedure, and rules are rules.

Smuggling Compartments

Pre-Tech Price 10,000 gp; **Post-Tech Price** 6,500 credits; **Slot** legs; **Weight** 2 lbs.; **Install DC** 24; **Implantation** 1; **Legality Code** PN

This implant is often used by those looking to transport narcotics and other contraband. The user's cybernetic legs are altered so that although they still function as intended, each thigh also has a hidden a compartment (2 in. x 6 in. x 8 in.), designed to elude detection from both mundane and magical means. Each compartment is lined with lead and is cleverly hidden to that a DC 25 Perception check is necessary to notice that it is not a standard cybernetic leg.

Smuggling compartments can and must be installed into a creature that has at least one cybernetic leg. If installed into only one leg, this cybertech is half price. A creature with this cybertech cannot install any other cybertech which enhances their cybernetic legs.

CONSTRUCTION

Craft DC 24; **Cost** 5,000 gp/3,250 credits

Craft Cybertech, cybernetics lab

Thermographic Sensors

Pre-Tech Price 12,000 gp; **Post-Tech Price** 8,000 credits; **Slot** eyes; **Weight** .5 lbs.; **Install DC** 30; **Implantation** 1; **Legality Code** UR

Thermal imaging processors are installed into existing cybernetic eyes, allowing their user to see existing heat signatures. This allows for most living creatures to be seen (including those that are invisible) as well as fires, on or recently used technological appliances, footprints, handprints, and fingerprints which have been made within at least 1 minute, hot liquids and gases, and activated robots.

Though this cybertech does not allow its user to detect heat sources through most barriers like walls, or doors, transparent barriers such as glass or force fields have no effect on thermographic sensors. The distortion in colors, depth, and field of view, cause a -1 penalty on all attack rolls made against adjacent creatures and a -2 penalty against creatures who are further away whenever this cybertech is active. Switching between thermal and normal vision is a standard action.

Thermographic sensors can and must be installed into a creature that already has a set of cybernetic eyes. A creature with this cybertech cannot install any other cybertech which enhances their cybernetic eyes.

CONSTRUCTION

Craft DC 30; **Cost** 6,000 gp/4,000 credits

Craft Cybertech, cybernetics lab

Unlockable Joints

Pre-Tech Price 22,000 gp; **Post-Tech Price** 18,000 credits; **Slot** body; **Weight** —; **Install DC** 32; **Implantation** 4; **Legality Code** UR

Those who have this cybertech installed undergo surgery to both their skin and bones, allowing them to fully rotate their

joints in a full range of motion, or lock them back into their normal positions. Switching the positions of their joints (whether from locked to unlocked or vice versa) takes a full-round action. When their joints are unlocked, the user's base land speed is cut in half (rounded down to the next increment of 5 feet), but they gain incredible flexibility and resistance to attacks which would normally crush their bones. They gain a +10 bonus on all Escape Artist checks, a +5 bonus on Acrobatics checks to reduce damage from falls, a +5 bonus to their CMD, and DR 5/bludgeoning.

CONSTRUCTION

Craft DC 32; **Cost** 11,000 gp/9,000 credits

Craft Cybertech, cybernetics lab

VISUAL RECORDING MODULE

Pre-Tech Price 4,000 gp; **Post-Tech Price** 3,000 credits; **Slot** eyes; **Weight** .5 lbs.; **Install** DC 30; **Implantation** 1; **Legality Code** UR

This highly complicated application of cybertech allows for a camera and screen to be installed into a set of cybernetic eyes. Once installed, the user can take individual pictures by winking once, or take videos by winking twice in rapid succession. Unlike an actual camera, the recording module does not need to be charged, running off energy it gathers from its user's body. This module can hold up to 20 hours of video footage and 200 photographs.

In order to view the footage, both eyes must be removed, each taking a full-round action and leaving the user blind. One eye acts as the camera itself while the other can be opened up into a screen which can be used to view all the stored photographs and video, or delete them to make more room. If one of these eyes is lost or destroyed, the other can still be used to see, but loses its functionality as a recording device and screen. Replacing the

eye requires the cost of a single cybernetic eye and half the cost of the visual recording module.

A visual recording module can and must be installed into a creature that already has a set of cybernetic eyes. A creature with this cybertech cannot install any other cybertech which enhances their cybernetic eyes.

CONSTRUCTION

Craft DC 30; **Cost** 2,000 gp/1,500 credits

Craft Cybertech, cybernetics lab

VOICE ALTERATION PROCESSOR

Pre-Tech Price 22,000 gp; **Post-Tech Price** 18,000 credits; **Slot** neck; **Weight** 1 lbs.; **Install** DC 30; **Implantation** 2; **Legality Code** PN

Completely replacing the voice box, the voice alteration processor allows for its user to completely change its voice. The user can choose to sound like a different gender, race, and even change its accent and pitch.

If the user has heard a specific voice before, it can mimic the voice exactly, granting a +10 circumstance bonus to Disguise checks.

Care must be taken to use the same sort of vocabulary as the intended person being disguised as. Furthermore if the user is trained in Perform (sing), they gain a +5 circumstance bonus to all such checks, as they are able to sing with perfect pitch.

CONSTRUCTION

Craft DC 30; **Cost** 10,000 gp/8,500 credits

Craft Cybertech, cybernetics lab

OPTIONAL RULE SPIRIT

Normally, a creature can only have a total implantation value equal to either their Intelligence score (representing how much cybertech their mind can control) or their Constitution score (representing how much their body can control), whichever is lower. GMs who feel that this is too restricting and want their players to be able to use more cybertech can instead use a new ability score: Spirit.

A creature's Spirit score is equal to the average of their Charisma, Constitution, and Intelligence scores, rounded down. Spirit represents a creature's ability to withstand increasing amounts of cybertech in their bodies, as their body, mind, and soul work in unison to keep the creature firmly in control of the technology. This Spirit score is used as the numerical limit of the total implantation values of all of the creature's cybertech. Any cybertech whose implantation value would cause the total implantation value to exceed the creature's Spirit score does not function but still takes up a body slot. In addition, as long as a creature has cybernetic implants installed whose combined implantation exceeds their Spirit score, they take a -4 penalty on all saving throws.

Every time a creature has a piece of cybertech successfully implanted into their body, they can attempt a Spirit saving throw with a DC equal to 10 + the cybertech's implantation value. On a successful save, only half of the cybertech's implantation value is added to the creature's total implantation value. On a failed save, the full value is added. Although Spirit is not a standard ability score, its bonus is calculated the same as with other scores (so a Spirit of 10-11 has a bonus of +0, a score of 12-13 has a score of +1, etc.), but this bonus does not increase naturally as a creature levels up or gains more HD.

A creature must have at least two of the three ability scores (Charisma, Constitution, Intelligence) in order to have a spirit score. The two scores are averaged together rather than all three scores. A creature with only one of these ability scores does not possess a Spirit scores.

Audio Log 5

You know, I became a doctor specifically because I am not particularly enamored with the idea of getting shot at. One of the people Lgr. Steelfist had been selling baseline to turned out to be suffering from severe cyber sickness. Not happy at all with me. He nearly took my head off with that jinncaster before I managed to incapacitate him with a sleep spell. Who in their right mind decided to put a frenzychip inside someone with that much cybertech? We will be uninstalling it all and giving him prosthetics until he is cured.

Optional Rule Cyber Sickness

The typical humanoid can only handle but so much cybertech before it begins to affect their health, causing a wide variety of different, maleficial side effects ranging from physical illness to altered mental states. Though everyone experiences this "cyber sickness" differently, if untreated for long enough, it can lead to violent and sudden mood swings, psychosis, and in some instances, attempts to replace the entirety of one's body with cybertech. These extreme cases rarely end in a peaceful manner, as most societies think of someone rampaging through the streets because of cyber sickness as a machine that needs to be deactivated, rather than a person suffering from a mental breakdown. There are no creatures who are known to be immune to cyber sickness.

When used, this rule variant replaces the negative effects of a character implanting an amount of cybertech that has a total implantation value greater than either their Intelligence score or their Constitution score (whichever happens to be lower). Instead of the cybertech not working, it functions perfectly, with no penalty to the character's saving throws. However, once installed, the character must attempt a Fortitude save with a DC equal to 15 + the number of implantation points the character's installed cybertech exceeds their Intelligence or Constitution score (whichever is lower). On a failure, the character must roll on Table: Stage One Cyber Sickness Effects to determine what happens. On a success, nothing happens, but the character must make a new saving throw once every 30 days, with +1 added to the DC for every 30 days which pass.

Should a character be afflicted with stage one cyber sickness, they no longer must attempt additional Fortitude saves. Instead, the character must attempt a Will save once every 7 days. The DC for this Will save is equal to 20 + the number of implantation points the character's installed cybertech exceeds their Intelligence or Constitution score (whichever is lower). On a failure, the character must roll on Table: Stage Two Cyber Sickness Effects, while on a success, the Will save must be attempted once per week with an additional +1 to the DC every time the save is attempted.

Once a character has been afflicted with stage two cyber sickness, they must attempt a DC 25 Will save every week. On a success, they must attempt the save the following week with a +1 to the DC, but in a failure, the character's alignment shifts to chaotic evil and becomes an NPC under the GM's control. The affected character does not attempt to seek treatment in any form, and is willing to do anything to add more and more cybertech onto their bodies, not caring whether they harm others or even themselves in the process.

Cyber sickness can be treated in any stage by removing enough cybertech from a character's body to lower their implantation value so it is below both their Intelligence and Constitution scores. It takes 30 days for someone with severe cyber sickness to be reduced to stage two cyber sickness, 14 days for someone with stage two cyber sickness to be reduced to stage one cyber sickness, and 7 days for someone with stage one cyber sickness to be cured.

TABLE 11 STAGE ONE CYBER SICKNESS EFFECTS

Roll (1d12)	Effect
1	Your speech becomes choppy and mechanical, unnerving those around you. You take a -4 penalty to all Diplomacy checks.
2	Your brain processes light differently, making you susceptible to a minor form of seizures. Any condition which would cause you to become dazzled, causes you to become staggered instead.
3	Your mind must control your actions and regulate your cybertech, slowing your reactions and causing you to take a -4 penalty to initiative checks.
4	Your motor functions have decreased, making delicate movements difficult. You take a -2 penalty to all Craft and Disable Device checks.
5	Your appetite has changed, and you no longer eat enough to keep yourself energized. You take a -2 penalty to all Fortitude saves.
6	There is so much cybertech in your body that it causes a current to run through your heart every time you are exposed to electricity. You gain vulnerability to electrical damage.
7	Your body needs more rest than usual to completely recharge. You must take two hours every day to nap in addition to to a normal night's rest, or become fatigued.
8	It takes a bit longer for the adrenaline to leave your body after a fight. Every time combat ends, you spend one additional round attacking anyone in sight, unable to tell friend from foe.
9	Your body has become weak at fighting off the addictive properties of drugs and pharmaceuticals. Each time you make a saving throw to prevent or end an addiction, you roll twice and take the lower result.
10	The cybertech in your body has interfered with your body's ability to heal damage. Every time you would regain hit points, you gain 2 fewer points than you should.
11	Some would say that you are more like a machine than a living creature. You are treated as a construct with the robot subtype for the purposes of determining whether or not you are affected by negative effects that target a particular type of creature (such as a ranger's favored enemy, bane weapons, and EMP grenades).
12	Roll twice and take both results. Reroll any additional 12s.

Fractured psyche due to Cybersickness
Art by Futurefavorite

Medical marvels

Table 12 Stage Two Cyber Sickness Effects

Roll (1d12)	Effect
1	Due to the amount of processes your brain must control, your mind has a decreased ability to protect against charms and compulsions, giving you a -2 penalty against such effects.
2	You simply cannot bring yourself to empathize with other creatures. You take a -4 penalty to all Sense Motive checks.
3	You are convinced that your allies might be waiting for the perfect moment to stab you in the back. Since you guard against them as often you do your enemies, allies count as foes when determining whether actual enemies are flanking you in combat.
4	For some reason, you have a compulsive need to lie to others. Every time you attempt a Diplomacy check to improve someone's mood, you have a 50% chance of wildly lying to them in some fashion or another.
5	There is another voice in your head which urges you to take violent actions. You take a -4 penalty on all attempts to deal nonlethal damage.
6	You cannot stand it when others lie to you, and become dangerously enraged when you learn of deceptions against you. You have a 25% chance to attack any creature that you learn has lied to you.
7	You enter combat with reckless abandon to your own safety. You take a -1 penalty to both Reflex saves and to your AC.
8	Your cyber sickness makes it difficult for you to recall different bits of information, causing you to take a -2 penalty on all Knowledge checks.
9	You get nervous whenever there are many people around you. You take a -2 penalty on any skill checks made when there are more than 3 people within 30 feet of you.
10	You have an incessant need to be in control of every task you put your mind to. You can neither use the aid another action, nor benefit from others using the aid another action to assist you.
11	You have a fear of everyone being out to get you, and in some cases, this proves to be accurate. You take a -2 penalty on all fear effects, including demoralize attempts.
12	Roll twice and take both results. Reroll any additional 12s.

If GMs and players are using the Spirit optional rule, the above rules stay the same with the following exceptions. Instead of cyber sickness starting once a character's implantation values rises above their Intelligence or Constitution score (whichever is lower), it begins once the implantation score rises above the character's Spirit score. In order to reach stage one of cyber sickness, a character must fail a Spirit save equal to DC 10 + the number of points the character's implantation value exceeds their Spirit score (instead of a Fortitude save). In order to reach stage two of cyber sickness, the character must fail a Spirit save equal to 15 + the number of points the character's implantation value exceeds their Spirit score (instead of a Will save). In order to reach severe cyber sickness, and thus become an NPC under the GM's control, the character must fail a Spirit save with a DC of 20. All other variables, including the times it takes for each save to take place, the increasing DCs, and the methods of curing cyber sickness stay the same.

New Pharmaceuticals

Audio Log 6

The man who attacked me was a transgenic named Lgr. Ta'run. He is foul-mouthed, short-tempered, had entirely too much cybertech implanted in him, and is also addicted to a number of substances, including baseline. It's sad really. Pharmaceuticals were created specifically to help people, and yet some of them can be abused just like any drug.

Optional Rule Pharmaceutical Addiction

Although there are certainly differences, some people tend to forget that pharmaceuticals prescribed by a doctor could be just as addictive as illegal street drugs. GMs may wish to use this optional rule should they want to make relying on pharmaceuticals a liability rather than the norm.

Not all pharmaceuticals are addictive, with Table: Addictive Pharmaceuticals detailing which existing pharmaceuticals have such qualities, and new pharmaceuticals having relevant information on Table: New Pharmaceuticals. Unlike drugs, addictive pharmaceuticals do not cause ability damage upon taking them, although any creatures taking them must still attempt a Fortitude save to prevent addiction. The DC for this save increases by +2 for every dosage of the pharmaceutical the creature takes within 24 hours of the last dosage wearing off (or taking effect for those that are instantaneous). Other than this, this optional rule works like the standard addiction rules.

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Additionally, the Fortitude save DC of any addictive pharmaceutical increases by +1 for every different pharmaceutical (such as someone taking that a creature takes within a 24 hour period. If the creature takes an addictive pharmaceutical while still under the effects of a different pharmaceutical (whether it is addictive or not), the DC to the Fortitude save increases by +4 due to the pharmaceuticals interacting with one another in an unintended way.

The original addition rules can be found in *Pathfinder RPG GameMastery Guide*

Altraeg

Pre-Tech Price 750 gp; **Post-Tech Price** 550 credits; **Addiction** moderate; **Fortitude Save DC** 16; **Legality Code** MG

Altraeg was first developed as a means of raising testosterone levels in athletes, but was quickly adapted as a combat enhancer when it was discovered to cause extreme aggression and bloodlust. This pharmaceutical has an onset time of 3 rounds, and its effects last for 3 hours. The affected creature takes a +4 alchemical bonus to all melee damage rolls, but a -2 penalty on all attack rolls and AC. Additionally, whenever the creature begins combat, they must continue fighting until all their enemies have been killed. Resisting the urge to continue fighting requires the creature to attempt a DC 16 Will save as a standard action.

CONSTRUCTION

Craft DC 26; **Cost** 375 gp/275 credits

Craft Pharmaceutical, medical lab

Disinteril

Pre-Tech Price 2,000 gp; **Post-Tech Price** 1,500 credits; **Addiction** N/A; **Fortitude Save DC** N/A; **Legality Code** PN

Created with nanotechnology as a way of combatting the usage of tardinol for nefarious purposes, disinteril is used as a method of breaking down and harmlessly destroying tardinol and whatever substance it may be delaying the release of. Unfortunately, these short lived nanites must also have a means of determining what substances to target, and so in order to work disinteril must be combined with a sample of the substance that the tardinol is bonded with, allowing the nanites to learn which substance to destroy.

If the disinteril is not combined with a substance that is also combined with the tardinol within the creature's body, then the nanites pass harmlessly through the creature's system wasting their effect.

CONSTRUCTION

Craft DC 28; **Cost** 1,000 gp/750 credits

Craft Pharmaceutical, medical lab

Nosufur

Pre-Tech Price 500 gp; **Post-Tech Price** 100 credits; **Addiction** severe; **Fortitude Save DC** 20; **Legality Code** PN

This pharmaceutical is often used by those who suffer from long lasting injuries, curses, and those who must remain conscious during surgeries. This pharmaceutical has an onset time of 1 round, and its effects last for 1 hour. The user becomes immune to nonlethal damage and gains a +4 alchemical bonus on saving throws against effects that cause pain (such as *symbol of pain*).

Taking a second dosage grants DR 2/— while the two dosages' durations overlap, but the creature becomes very sluggish, causing their speed to drop by 10 ft. (minimum 5 ft.) and giving them a -4 penalty to all Reflex saves. Taking a third dosage while under the effects of the first two causes the user to fall unconscious for 1 hour. If any more dosages are taken while the user is unconscious, they must attempt a DC 20 Fortitude save

TABLE 13 ADDICTIVE PHARMACEUTICALS

	Addiction Level	Fortitude Save DC
Baseline	Moderate	14
Hype	Severe	24
Vive	Moderate	16
Zortaphen	Minor	12

TABLE 14 NEW PHARMACEUTICALS

	Pre-Tech Price	Post-Tech Price	Legality Code
Altraeg	750 gp	550 credits	MG
Disinteril	2,000 gp	1,500 credits	PN
Nosufur	500 gp	100 credits	PN
Stablent	2,500 gp	1,250 credits	PN
Tardinol (1 minute)	2 gp	1 credit	MG
Tardinol (1 hour)	100 gp	50 credits	MG
Tardinol (1 day)	2,500 gp	1,250 credits	MG
Tardinol (1 week)	15,000 gp	7,500 credits	MG
Velofleet	1,000 gp	800 credits	PN
Vivify	2,200 gp	1,500 credits	PN
Zorn	12,000 gp	7,500 credits	HR

or suffer a fatal heart attack. This Fortitude save DC increases by +2 for every additional dosage past the fourth.

CONSTRUCTION
Craft DC 22; **Cost** 250 gp/50 credits

Craft Pharmaceutical, medical lab

STABLENT
Pre-Tech Price 2,500 gp; **Post-Tech Price** 1,250 credits; **Addiction** minor; **Fortitude Save DC** 13; **Legality Code** PN

This pharmaceutical is often used by those looking to steady their hands, and as such is often used by doctors, trapsmiths, and alchemists. Once a creature takes stablent, their hands become steady for 1 hour, granting them a +2 alchemical bonus on ranged attack rolls as long as they do not

move on the turn they make the attack. In addition, the creature gains a +4 alchemical bonus on all skill checks that require careful and steady motions (such as using the Heal to perform surgery, or Disable Device to deactivate a trap).

CONSTRUCTION
Craft DC 25; **Cost** 1,250 gp/625 credits

Craft Pharmaceutical, medical lab

TARDINOL
Pre-Tech Price see text; **Post-Tech Price** see text; **Addiction** N/A; **Fortitude Save DC** N/A; **Legality Code** PN

Tardinol is a pharmaceutical made specifically to delay the effects of other substances. Though it has no effect when taken alone, when it is combined with any other drug,

pharmaceutical, poison, or potion, tardinol preserves the second substance for a set amount of time before releasing it into the creature's system. Though this can be used for various medicines, some unscrupulous criminals have found it useful to inject victims with toxins in order to coerce them into less than ideal situations. A creature given an additional dosage of tardinol causes the time in which the pharmaceutical keeps a substance trapped in their body to increase by the amount of time the dosage lasts. For example, if someone has 3 hours worth of tardinol in their system, and then takes a 1 day dosage, the tardinol would last for 1 day and 3 hours total.

TABLE 15
TARDINOL PRICES

Dosage	Pre-Tech Price	Post-Tech Price
1 minute	2 gp	1 credit
1 hour	100 gp	50 credits
1 day	2,500 gp	1,250 credits
1 week	15,000 gp	7,500 credits

CONSTRUCTION
Craft DC 30; **Cost** half the listed price

Craft Pharmaceutical, medical lab

VELOFLEET
Pre-Tech Price 1,000 gp; **Post-Tech Price** 800 credits; **Addiction** N/A; **Fortitude Save DC** N/A; **Legality Code** PN

This pharmaceutical has two separate effects: the first of which makes it appear to the user that time has slowed down, allowing them to react to events with increased efficiency. The second sends signals to the brain, removing certain bodily limitations and allowing the user to move with increased speed and agility. Upon using this pharmaceutical, the user gains a +2 alchemical bonus to initiative checks and becomes affected with an effect similar to *haste* for 10 rounds. When this effect ends, the user becomes fatigued due to the strain put on their muscles.

CONSTRUCTION
Craft DC 25; **Cost** 500 gp/400 credits

Craft Pharmaceutical, medical lab

VIVIFY
Pre-Tech Price 2,200 gp; **Post-Tech Price** 1,500 credits; **Addiction** minor; **Fortitude Save DC** 11; **Legality Code** PN

This pharmaceutical was first devised by street doctors attempting to find the exact formula for cardioamp and accidentally creating something useful. Vivify is mainly made out of adrenaline, with it being used to keep soldiers awake when they would normally fall unconscious due to injury. Once taken, the user becomes immune to sleep effects for 1 hour and does not fall unconscious upon reaching 0 hit points, instead becoming staggered. Additionally, when they reach their negative Constitution score, the creature does not immediately die and instead remains alive until the end of their next turn. Attempting to heal the creature's hit points before this happens does not work, as they are essentially dead, with the pharmaceutical barely keeping their body functioning.

CONSTRUCTION
Craft DC 22; **Cost** 1,100 gp/750 credits

Craft Pharmaceutical, medical lab

ZORN
Pre-Tech Price 12,000 gp; **Post-Tech Price** 7,500 credits; **Addiction** N/A; **Fortitude Save DC** N/A; **Legality Code** HR

This pharmaceutical was originally a derivative

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of the rabies virus, designed for the purposes of chemical warfare. When injected into a creature, it must attempt a DC 20 Fortitude save or fly into a frenzy for 1d4 minutes, attempting to kill anything they see, dealing damage to itself if it cannot harm anyone else. Once this effect ends, the creature falls unconscious and takes 2 Wisdom damage per minute for 1d4 minutes.

CONSTRUCTION

Craft DC 34; **Cost** 6,000 gp/3,750 credits

Craft Pharmaceutical, medical lab

Optional Rule
Miscibility

Most pharmaceuticals and potions were created without thought as to how they would interact with one another. Worse still, it is nearly impossible to test the effects of different substances mixed together in a scientific manner due to them effecting everyone differently; the types of substances, physiology, race, gender, blood type, magical energies, and more factor into what happens to a creature which has multiple pharmaceuticals running through their systems at the same time.

Whenever a creature takes a pharmaceutical or potion with an effect that is longer than instantaneous and then any other pharmaceutical or potion, they must roll on one of the below tables to determine what happens. Alternatively, if a creature mixes the substances before ingesting the compound, they must also roll on one of the below tables. If a pharmaceutical or potion was specifically designed to react with another (such as disinteril and tardinol), then there is no need to roll on one of the tables. These rolls should always be made by the GM in secret.

Once a creature knows how a combination of pharmaceuticals reacts in their body, the pharmaceuticals will always react in that same

way with that specific creature. On the other hand, potions that are mixed may have a new result every time due to everyone's magical energies being slightly different, and thus the process of crafting each potion being different.

Table 16 Pharmaceutical Miscibility

Roll (1d100)	Effect
1	The two pharmaceuticals react in such a way that they cause a major allergic reaction within the creature. The creature becomes paralyzed for 1 hour and takes 1d6 Constitution and Strength damage every 10 minutes throughout this hour.
2-3	The two pharmaceuticals react in such a way that they cause a moderate allergic reaction within the creature. The creature becomes nauseated for 1d6 minutes and takes 1d4 Strength damage every 10 minutes for 1 hour.
4-10	The two pharmaceuticals react in such a way that they cause a minor allergic reaction within the creature. The creature becomes sickened for 1d6 minutes and takes 1d4 Strength damage.
11-15	The two pharmaceuticals are completely incompatible within the creature's body and their effects cancel each other out.
16-20	One of the two pharmaceuticals is completely neutralized within the creature's system, while the other takes effect normally.
21-30	Both pharmaceuticals react in a way that dilutes them both, causing any effects to only work at half-strength.
31-90	Both pharmaceuticals work in both as intended.
91-95	One of the pharmaceuticals is empowered (chosen randomly) and works with 150% efficiency.
96-100	Both pharmaceuticals reacting with one another causes them both to become empowered and work at 150% efficiency.

Table 17 Potion Miscibility

Roll (1d100)	Effect
1	Two two potions react very badly, causing an explosion. If the potions are within a creature when the mix, the creature takes 10d6 of damage that cannot be reduced in any way, while all creatures within 5 feet take 1d6 points of damage. If mixed externally, all creatures within 10 feet take 6d6 damage.
2-3	The two potions mixed together cancel each other out, and the resulting byproduct is a highly poisonous gas. If the potions were mixed internally, the creature that ingested them must succeed a DC 18 Fortitude save or take 2d6 Constitution damage. If mixed externally, the gas spreads to a 10-foot radius and everyone must succeed a DC 15 Fortitude save or take 1d6 Constitution damage.
4-10	The two potions cancel each other out, but cause an explosion of magical energy with a 20 foot radius (regardless of whether the potions were mixed within a creature or externally). Everyone caught within this explosion must succeed at a DC 15 Will save or become confused (as per the confusion spell) for an amount of rounds equal to the highest caster level of the two potions.
11-15	The two potions are completely incompatible with one another and their effects cancel each other out.
16-20	One of the two potions is completely neutralized within the creature's system, while the other takes effect normally.
21-30	Both potions react in a way that dilutes them both, causing any effects to only work at half-strength.
31-90	Both potions work in both as intended.
91-95	One of the potions is empowered (chosen randomly) and works with 150% efficiency.
96-99	Both potions reacting with one another causes them both to become empowered and work at 150% efficiency.
100	Only one of the potions retains its magical capabilities, but its effects, for better or worse, become permanent. For example, if a potion of invisibilty was made permanent, the creature which drinks it will become permanently invisible, while if a potion of cure light wounds was made permanent, the creature would increase their maximum hit points by the amount the potion would have cured. This is treated as a curse.

Audio Log 7

It's a shame, really. We have come so far in the fields of medicine and cybertechnology, and yet there are so many flaws which come with these advances. Our reliance on external forces such as hype, cybernetic limbs, and implants have made us… weaker. To put it in simpler terms: a soldier or a wizard without their blaster or spellbook are at a disadvantage when compared to someone born with innate physical or magical talent. Surely, there must be a way to manipulate a person's genome, augmenting their natural abilities so that we have no need for equipment. Imagine a world without addiction. A world without cyber sickness. A world in which everyone can choose to be a better version of themself. Why take a pharmaceutical for an ailment when you can make yourself immune to disease? Why replace your eye for a cybernetic one when you can augment the one you already have? More research must be done in this field.

This is Dr. Karer, signing off.

[END LOG]

STARJAMMER: MEDICAL MARVELS

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