

Dragonstar Spellware

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Implant Spellware [item creation]

Prerequisites: Spellcaster level 5th+, Technical Proficiency

Benefit: You can create any spellware whose prerequisites you meet. Implanting a spellware enhancement in a patient takes 1 hour for each 1,000 credits in its price and costs half its price in raw materials, supplies, and equipment. The recipient of the spellware must spend 1/25 of the enhancement's price in XP.

You can also upgrade certain enhancements. Doing so costs half the XP, half the materials, and half the time it would take to implant the spellware in the first place.

Some spellware enhancements cost extra credits or XP as noted in their descriptions. These costs are in addition to those derived from the enhancement's base price. You must pay this cost to implant or upgrade the spellware.

Technical Proficiency [general]

You either hail from or have lived in a technologically advanced civilization for a significant period of time.

Benefit: You can use common high-tech weapons, computers, vehicles, and other complex or specialized equipment with the appropriate training.

Normal: Without this feat a character cannot use high-tech devices without instruction. Such characters cannot choose feats or learn skills that have Technical Proficiency as a prerequisite.

Special: This feat is typically not chosen when a character is eligible to select a new feat. Characters who hail from a high-tech civilization such as the Dragon Empire gain this feat for free when they are created. Characters from Outlands worlds may take it for free once they have spent one full level gaining experience with advanced technology. A character could meet this requirement by adventuring in the Empire, training at an imperial enclave on an Outlands world, or traveling with others who are equipped and experienced with high technology.

Spellware Enhancements

Antitoxin:

Runic surgery and arcane organ augmentation render the character immune to all natural poisons, toxins, and venoms. The spellware has no effect on magical or supernatural poisons. *Caster Level:* 7th; *Prerequisites:* Implant Spellware, *neutralize Poison*; *Market Price:* 84,000cr; *Check DC:* 18 (sophisticated).

Aquaform:

This full-body modification is popular with sailors, divers, explorers and others who routinely operate in marine environments. The procedure involves extensive runic surgery and biomodification of the character's respiratory system and body. The character's lungs are imbued with the ability to extract oxygen from water as well as air. The ability operates continuously and the character can remain submerged indefinitely without fear of drowning. The character's hands and feet are lengthened, and webbing formed from cloned tissue is implanted between the digits. The character is considered a native of marine environments and is able to swim at a speed of 30 feet. The character gains a +8 circumstance bonus on any Swim check to perform some special action or maneuver. The character can always choose to take 10 when swimming, even if rushed or threatened. The character also can use the run action while swimming as long as he swims in a straight line. For practical purposes, a character with the *aquaform* enhancement is limited to an effective depth of about 500 feet: and deeper and the absence of light and extreme cold requires further spellware enhancements, such as *darkvision* and *elemental resistance*. *Caster Level:* 5th; *Prerequisites:* Implant Spellware, *alter self*, *water breathing*; *Market Price:* 37,500cr; *Check DC:* 18 (sophisticated).

Aura Mask:

For people in covert or criminal occupations, protection from alignment-divination magic is often crucial. This enhancement operates continuously, and its effect is identical to an *undetectable alignment* spell. The downside of the *aura mask*, of course, is that a concealed alignment can often be as revealing as one that isn't. Rumors suggest that select ISPD agents are given spellware that operates as a *misdirection* spell, allowing them to redirect and deceive divination spells at will. *Caster Level:* 3rd; *Prerequisites:* Implant Spellware, *undetectable alignment*; *Market Price:* 18,000cr; *Check DC:* 18 (sophisticated).

Biosculpting:

This enhancement involves cosmetic surgery, modification, and arcane biotherapy. The procedure offers a significant improvement in the character's physical appearance and parson appeal. The character gains a +2 enhancement bonus to all Charisma checks and Charisma-based skill checks. *Caster Level:* 3rd;

Prerequisites: Implant Spellware, *change self*; *Market Price:* 3000cr; *Check DC:* 15 (average).

Boosted Reflexes:

Pilots, soldiers, operatives, criminals, and others who rely on their reflexes to survive often favor the boosted reflexes enhancement. Runic surgery and tissue modification enhance major neural pathways, allowing nerve impulses to travel faster and with greater coordination. Boosted reflexes grant the character a +2 enhancement bonus on initiative checks and increases his speed by 10 feet. *Caster Level:* 5th; *Prerequisites:* Implant Spellware, *cat's grace*, *expeditious retreat*; *Market Price:* 13,500cr; *Check DC:* 20 (complex).

Darkvision:

The character's eyes and optic nerves are modified and enchanted through runic surgery. The subject gains the ability to see 60 feet even in total darkness. *Darkvision* is black and white only but is otherwise like normal sight. This enhancement does not grant the character the ability to see in magical darkness. *Caster Level:* 3rd; *Prerequisites:* Implant Spellware, *darkvision*; *Market Price:* 18,000cr; *Check DC:* 15 (average).

Dermal Armor:

Runic surgery is used to modify and reinforce the character's skin and muscle tissues. The character gains damage reduction 10/+1. It is rumored that the empire has developed more sophisticated versions of this spellware enhancement, but they are thought to be reserved for the elite troops of the Imperial Legions. *Caster Level:* 12th; *Prerequisites:* Implant Spellware, *stoneskin*; *Market Price:* 84,000cr; *Check DC:* 18 (sophisticated).

Doppelganger:

This full-body modification requires extensive runic surgery and arcane tissue grafts. The character gains the ability to alter his appearance as if he were the target of a *change self* spell. Activating the spellware is a move-equivalent action. The magic affects not only the character's body but also his clothing, armor, weapons, and equipment. The character can alter his height by up to 1 foot, can look fatter or slimmer, and can manipulate other minor physical traits. The character cannot alter his apparent body type. The effect is an illusion (glamer) and does not alter the perceived tactile or audible properties of the character or his possessions. *Doppelganger* spellware therefore will not fool advanced security systems, such as voiceprint analyzers or thumbprint scanners. If the character uses the *doppelganger* modification in conjunction with a disguise, he gains a +10 circumstances bonus to the Disguise check. The effect lasts until the character deactivate it. The illusion can be maintained even while the character is asleep or unconscious, but it drops if the user dies.

Caster Level: 5th; Prerequisites: Implant Spellware, change self; Market Price: 15,000cr; Check DC: 18 (sophisticated).

Elemental Resistance:

This enhancement is a must-have for soldiers, adventurers, and law enforcement officers who routinely come under fire from high-tech energy weapons. Runic surgery and biomodification imbue the character's body with the ability to disperse one type of harmful elemental energy. The character can ignore up to 12 points of damage per round from this energy type. The character must select the energy type before the procedure is performed. Multiple enhancements that protect against different energy types can be implanted, but each must be purchased separately. *Caster Level: 5th; Prerequisites: Implant Spellware, resist elements; Market Price: 18,000cr; Check DC: 20 (complex).*

Enhanced Strength:

Genetically engineered tissue implants and arcane runic surgery significantly increase the character's physical strength. The character gains a +2 enhancement bonus to his Strength score. *Caster Level: 5th; Prerequisites: Implant Spellware, bull's strength; Market Price: 6,000cr; Check DC: 15 (average).*

Flight:

This full-body spellware enhancement imbues the character with the ability of flight as if her were the subject of a *fly* spell. The character can fly with a speed of 90 feet (60 feet if the character wears medium or heavy armor). The character can ascend at half speed and descend at double speed. The flying subject's maneuverability rating is good. Using the *fly* enhancement requires as much concentration as walking, so the subject can attack or cast spells normally. The flier can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The ability to *fly* is based on magic rather than aerodynamics, so it is unaffected by environmental variables such as atmospheric pressure and gravity. A character with the flight enhancement can fly in the vacuum of deep space or in the gravity well of a gas giant. *Caster Level: 5th; Prerequisites: Implant Spellware, fly; Market Price: 45,000cr; Check DC: 18 (sophisticated).*

Retractable Claws:

Those with the *retractable claws* spellware enhancement possess a set of six-to-eight inch long razor-sharp talons, usually crafted of high-tech carbon fiber or titanium, implanted into bioengineered sheaths in one of their hands and forearms. When retracted into their sheaths, self-sealing openings conceal the blades within the forearms. Retracting or extending the claws is a partial action that does not provoke attacks of opportunity. *Retractable claws* are considered light weapons. The wielder cannot hold anything in the same hand she uses

to made retractable claw attack. *Caster Level:* 3rd; *Prerequisites:* Implant Spellware, *alter self*; *Market Price:* 3,000cr; *Check DC:* 12 (simple).

Weapon: Retractable Claws

Damage: 1d6

Critical: x2

Range: -

Size: S

Weight: 3lb

Type: Slashing

Spell Resistance:

Delicate and time-consuming arcane biotherapy renders the character resistant to magic spells. The character gains SR 15. *Caster Level:* 9th; *Prerequisites:* Implant Spellware, *spell resistance*; *Market Price:* 67,000cr; *Check DC:* 20 (complex).

Translator:

This enhancement involves extensive arcane modification of the speech centers of the character's brain. The spellware functions just as if the character were the subject of a *tongues* spell. It grants the character the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The character can speak only one language at a time, although he may be able to understand several languages. The *translator* enhancement does not enable the subject to speak with creatures that don't speak. The character can make himself understood as far as his vice carries. The spell does not predispose any creature addressed toward the subject in any way. *Caster Level:* 5th; *Prerequisites:* Implant Spellware, *tongues*; *Market Price:* 45,000cr; *Check DC:* 20 (complex).

Trauma Symbiote:

A living organism implanted in the character's abdomen, the *trauma symbiote* imbues its host's body with its own life force. This magical energy protects the host's body from all forms of physical injury, providing the host with 20 extra hit points. Damage taken by the host is applied to the *symbiote* first. *If the symbiote drops below 0 hit points, it is dying. The player must roll each round to stabilize the trauma symbiote, otherwise it loses 1 hit point. If it reaches -10 hit points, it dies. The symbiote can be healed normally, including by natural and magical healing. The trauma symbiote heals 2. Hit points per day regardless of the user's level of activity. A character may never have more than one trauma symbiote at any one time. Caster Level: 12th; Prerequisites: Implant Spellware; Market Price: 9,000cr; Check DC: 10 (routine).*

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