



# FOUR HORSEMEN PRESENT

## MIXING GENRES

The official book on technology for the Pathfinder Roleplaying Game introduces GMs and players to modern and futuristic equipment meant to open up whole new worlds and genres to play. Most of these items are meant to be difficult for PCs to gain or create (unless the GM chooses to relax these restrictions). The concept is instead that some long-lost technological people created items and artifacts that can still be used. However, despite these mysterious beings impressive engineering know-how, they appear to be largely ignorant of magic.

While the concept of hybrid items (items combining technological and magical crafting) is introduced, it is not an idea explored in detail. It stands to reason that a race of beings capable of

creating nuclear generators or traveling between stars should probably know what a *magic missile* or *animated object* is. In any fantasy setting seeking to incorporate science fiction concepts, hybrid items should play a significant role. *Technomagic: Hybrid Items* seeks to add more options for players and GMs to explore new and exciting worlds!

## ARMOR

### NEW ARMOR SPECIAL ABILITIES

**Self-Charging:** A technological armor with this magical enhancement can function over time without consuming charges. The armor functions for a time period per day as if it possessed charges equal to its enhancement bonus. After this period expires, the armor begins consuming charges as normal or deactivates. So, a +3 *self-charging gravity suit* would function for 3 hours per day without consuming any charges.

Weak evocation; CL 1<sup>st</sup>; Craft Magic Arms and Armor, *shocking grasp*; Price +1.

### SPECIFIC ARMOR

#### EMP ARMOR

Aura faint abjuration; CL 3rd

Slot body; Price 35,000 gp; Weight 35 lbs.

#### DESCRIPTION

This +1 *electricity resistance nanite ablative armor* is covered in copper circuitry that occasionally crackles with charges running to ground. When powered, the wearer deals 3d6 electricity damage per round to any creature he is touching (as a melee touch attack), grapples with, or that attacks him with a natural, unarmed, or melee attack. The armor's normal bonuses against nanites are doubled.

#### CONSTRUCTION

Craft DC 30; Cost 17,500 gp

**Requirements** Craft Magic Arms and Armor, Craft Technological Arms and Armor, military lab, *mage armor*, *resist energy*, *shocking grasp*



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## LIVING HARNESS

**Aura** faint transmutation; **CL** 3rd

**Slot** body; **Price** 15,000 gp; **Weight** 10 lbs.

### DESCRIPTION

This *+1 heavy weapon harness* is composed of dozens of long thin metallic tentacles, which continually flex and twitch when not in use. When powered and a heavy weapon is not installed, the *living harness* grants the wearer a +2 competence bonus on any Dexterity ability check or Dexterity-based skill check, and a climb speed of 10 feet. In addition to its normal function, the harness can aid in the wielding of melee weapons or dual wielding regular firearms. The wearer can wield melee weapons at no penalty as if he was one size category larger. If two regular firearms (non-heavy weapons) are used, the wearer gains the benefits of the Two-Weapon Fighting feat. If the wearer already possesses the feat, he gains no additional benefit.

### CONSTRUCTION

**Craft** DC 27; **Cost** 7,500 gp

**Requirements** Craft Magic Arms and Armor, Craft Technological Arms and Armor, military lab, *cat's grace*, *spider climb*

## MAGNETIC ARMOR

**Aura** faint abjuration; **CL** 3rd

**Slot** body; **Price** 31,000 gp; **Weight** 20 lbs.

### DESCRIPTION

The scales of this suit of *+1 smart armor* are carved with alchemical symbols for iron and lodestones. When powered, the wearer becomes incapable of wielding or grasping any metallic object. However, the armor grants a +2 deflection bonus to the wearer's touch AC against firearm attacks. This bonus increases to +5 against any metallic melee or ranged weapon that is not a firearm.

### CONSTRUCTION

**Craft** DC 33; **Cost** 15,500 gp

**Requirements** Craft Magic Arms and Armor, Craft Technological Arms and Armor, military lab, *bullet shield*, *shield*

## SUBJECTIVE GRAVITY SUIT

**Aura** strong transmutation; **CL** 13th

**Slot** body; **Price** 47,000 gp; **Weight** 5 lbs.

### DESCRIPTION

This *+1 gravity suit* incorporates archaic looking forged iron alongside delicate servos and strips of black polymer plastic. When powered, the wearer can behave as if on a plane with subjective directional gravity (see *Pathfinder Roleplaying Game: Gamemastery Guide*). He can move normally along a solid surface by choosing which direction is down, and "fly" by falling in a selected direction (150 feet in the first round and 300 feet in each succeeding round). Movement is straight-line only. It requires a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. If the wearer fails this Wisdom check in successive rounds he receives a +6 bonus on subsequent checks until he succeeds.

### CONSTRUCTION

**Craft** DC 33; **Cost** 23,500 gp

**Requirements** Craft Magic Arms and Armor, Craft Technological Arms and Armor, military lab, *reverse gravity*

## WEAPONS

### NEW WEAPON SPECIAL ABILITIES

**Self-Charging:** A technological weapon with this magical enhancement recovers a number of charges per day equal to weapon's enhancement bonus. So, a *+3 self-charging arc pistol* would recharge 3 charges per day. The item's charges cannot exceed its capacity.

Weak evocation; **CL** 1<sup>st</sup>; **Craft** Magic Arms and Armor, *shocking grasp*; **Price** +1.

### SPECIFIC WEAPONS

#### ARC LIGHTNING PISTOL

**Aura** strong evocation; **CL** 11th

**Slot** none; **Price** 51,000 gp; **Weight** 2 lbs.

### DESCRIPTION

This *+1 seeking arc pistol* is crafted of smooth seamless amber, with the complex internal workings visible through the clear stone. If the wielder takes

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a full-attack action to fire twice at two different targets with the semi-automatic feature, a bolt of lightning sparks between the opponents dealing 11d6 electricity damage to each. The targets must be within 30 feet of each other and can attempt a DC 17 Reflex save to halve the damage. If the Rapid Shot feat is used to take three attacks, the lightning only arcs between any two of the three hit opponents (whichever the wielder prefers). Using this ability expends 1 charge, in addition to the 2 charges required for each shot.

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## CONSTRUCTION

**Craft** DC 23; **Cost** 25,500 gp

**Requirements** Craft Magic Arms and Armor, Craft Technological Arms and Armor, military lab, *chain lightning*

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## BLACK BLADE

**Aura** strong evocation; **CL** 13th

**Slot** none; **Price** 56,000 gp; **Weight** 4 lbs.

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## DESCRIPTION

This +3 *ghost touch laser torch* emits a 3-foot long beam of focused black-colored light and makes a disturbing high-pitched whining sound when swung. Invisible objects and creatures can be harmed by the *black blade* (unlike an ordinary laser torch). Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the *black blade* severs one of the opponent's limbs (if it has one). Anything held in a severed hand is automatically dropped, even items held in two or more hands. A creature with a useless or severed leg moves at half speed if it still has more than half of its legs usable; otherwise, it cannot stand up and must crawl to move.

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## CONSTRUCTION

**Craft** DC 30; **Cost** 28,000 gp

**Requirements** Craft Magic Arms and Armor, Craft Technological Arms and Armor, military lab, *mage's sword*

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## CHAINSAW OF CARNAGE

**Aura** moderate evocation; **CL** 10th

**Slot** none; **Price** 20,700 gp; **Weight** 4 lbs.

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## DESCRIPTION

The buzzing teeth of this +1 *wounding chainsaw* are monstrous serrated fangs, and when activated, it

roars like a wild animal. Instead of using charges, the wielder can choose to take 1 point of Constitution damage to activate the *chainsaw of carnage* as a standard action, and take an additional 1 point of Constitution damage each hour it runs. Whenever a creature is damaged by the weapon, the wielder can attempt to demoralize (per the Intimidate skill) the opponent as an immediate action.

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## CONSTRUCTION

**Craft** DC 20; **Cost** 10,350 gp

**Requirements** Craft Magic Arms and Armor, Craft Technological Arms and Armor, military lab, *bleed, fear*

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## RETRIEVER AUTOGRAPNEL

**Aura** moderate evocation; **CL** 10th

**Slot** none; **Price** 15,000 gp; **Weight** 10 lbs.

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## DESCRIPTION

The grapnel spike at the end of this +1 *autograpnel* looks and moves across the ground like a demonic adamantine spider. The weapon's CMB for pull combat maneuvers is +23 and the grapnel automatically reattaches to the gun barrel as part of the standard action to rewind the cord. If the metal cord is broken or snapped, the spiderlike grapnel returns to the gun and repairs the metal cord on command. Also on command, the autograpnel deals an additional 1d6 points of acid, cold, or fire damage. The effect remains until another command is given to alter the damage type or end the effect.

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## CONSTRUCTION

**Craft** DC 20; **Cost** 7,500 gp

**Requirements** Craft Magic Arms and Armor, Craft Technological Arms and Armor, military lab, *acid arrow, animate rope, flame blade, lightning bolt, mending*

## OTHER ITEMS

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### EMERGENCY ROD

**Aura** strong conjuration and transmutation; **CL** 12th

**Slot** none; **Price** 20,000 gp; **Weight** 5 lbs.

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## DESCRIPTION

This black and green metal rod features several dials and warning lights. When the wielder approaches within 120 feet of radiation, alarms on the rod begin

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flashing with dials indicating the direction and severity (low, medium, or severe). Once per day, the wielder can use the rod to summon a panic suit (see The official book on technology for the Pathfinder Roleplaying Game) that envelopes him as an immediate action. The suit possesses 1 charge, and persists for 1 hour (it cannot be recharged). Once per year, the wielder can summon a spacesuit (see The official book on technology for the Pathfinder Roleplaying Game) that envelopes him as an immediate action. Unlike an ordinary spacesuit, this is a single-use item. When its charge runs out or its wearer deactivates it, it falls apart into useless fragments. The spacesuit possesses 1 charge, and persists for 1 hour (it cannot be recharged).

## CONSTRUCTION

**Requirements** Craft Technological Item, Craft Rod, *detect radiation*, *fabricate*, *secret chest*; **Cost** 10,000 gp

## IMPERVIOUS BATTERY

**Aura** faint transmutation; **CL** 3rd

**Slot** none; **Price** 5,000 gp; **Weight** 1 lb.

## DESCRIPTION

An *impervious battery* looks like a small adamantine disk, rather than the common silver. The *battery* cannot be destroyed by recharging

## CONSTRUCTION

**Requirements** Craft Technological Item, Craft Wondrous Item, *make whole*; **Cost** 2,500 gp

## MAGITECH GRENADES

**Aura** varies; **CL** varies

**Slot** none; **Price** varies; **Brown** 100 gp; **Black** 600 gp; **White** 1,500 gp; **Gray** 2,800 gp; **Green** 5,000 gp; **Red** 6,600 gp; **Blue** 9,100 gp; **Orange** 12,000 gp; **Prismatic** 15,300 gp; **Weight** 1 lb.

## DESCRIPTION

*Magitech grenades* are small cylindrical devices with a single spell inscribed upon the surface in a similar manner to a scroll. Like an ordinary grenade (see The official book on technology for the Pathfinder Roleplaying Game), it is designed to be fired from a grenade launcher or thrown as a splash weapon, and affects all targets within a 20-foot-radius spread. Any spell that affects an area (cone, cylinder, line, radius,

or sphere) can be applied to a *magitech grenade*. When the grenade detonates, the area is affected by the spell (regardless of the spell's normal range or area). If the spell allows a save, the save type is the same as the spell normally allows (DC 15). If the spell does not normally allow a save, creatures are permitted a DC 15 Reflex save to halve any damage and negate any other effect. Spells with durations other than instantaneous last for 1 round, and any spell variables are determined during item creation.

Color	Spell Level	Caster Level	Craft (varies)	Cost (varies)
Brown	0-1st	1st	DC 20	50 gp
Black	2nd	3rd	DC 21	300 gp
White	3rd	5th	DC 22	750 gp
Gray	4th	7th	DC 23	1,400 gp
Green	5th	9th	DC 24	2,250 gp
Red	6th	11th	DC 25	3,300 gp
Blue	7th	13th	DC 26	4,550 gp
Orange	8th	15th	DC 27	6,000 gp
Prismatic	9th	17th	DC 28	7,650 gp

## CONSTRUCTION

**Requirements** Craft Technological Arms and Armor, Craft Wondrous Item, creator must know spell caused by grenade

## PSEUDOINTELLIGENCE

**Aura** moderate divination; **CL** 11th

**Slot** none; **Price** varies; **Brown** 2,000 gp; **Black** 6,000 gp; **White** 12,000 gp; **Gray** 25,000 gp; **Green** 44,000 gp; **Red** 68,000 gp; **Blue** 102,000 gp; **Orange** 145,000 gp; **Prismatic** 200,000 gp; **Weight** 1 lb.

## DESCRIPTION

This small metal sphere combines a lesser magical intelligence with a hologram generator to create an instructive tool and lifelike personal assistant. The item acts as an intelligent item with a neutral alignment, 30 ft. senses, and speech (choose one language). The hologram generator displays a living creature which talks and motions on behalf of the item. The features of the projection are selected when the item is crafted. However, the *pseudointelligence* is not truly intelligent. It has no ability scores or ego score, and personality conflicts

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Color	Knowledge Types	Skill Bonus to Knowledge Checks	Craft (varies)	Cost (varies)
Brown	2	+4	DC 20	1,000 gp
Black	3	+6	DC 21	3,000 gp
White	4	+8	DC 22	6,000 gp
Gray	5	+10	DC 23	12,500 gp
Green	6	+12	DC 24	22,000 gp
Red	7	+14	DC 25	34,000 gp
Blue	8	+16	DC 26	51,000 gp
Orange	9	+18	DC 27	72,500 gp
Prismatic	10	+20	DC 28	100,000 gp

never occur. The *pseudointelligence* answers any question posed to it by a holder to the best of its ability. The *pseudointelligence* gains bonuses towards Knowledge checks, with increasing cost and price based on the item's capabilities.

A pseudointelligence might have designed personality traits, but cannot form new memories or react independently. More powerful versions with ability scores, alignments, ego, and purposes/powers are sometimes created, with the price modified as normal for an intelligent item. The most powerful pseudointelligences might even be compact repositories for an entire lost or extinct race's knowledge.

## CONSTRUCTION

**Requirements** Craft Technological Item, Craft Wondrous Item, *legend lore*, *modify memory*, creator must have ranks in each Knowledge skill the item possesses equal to the item's bonus.

## TELEPATHIC COMMSET

**Aura** moderate divination; **CL** 9th

**Slot** head; **Price** 8,000 gp; **Weight** 2 lbs.

## DESCRIPTION

This pale metal or ivory helm features a camera, speaker, and small antennae. The *telepathic commset* acts as a commset (see The official book on technology for the Pathfinder Roleplaying Game) to a range of 1 mile, except audio and visual information can be sent or received telepathically with any other creature wearing a *telepathic commset* or possessing a commset. The range of

the effect is improved using a signal booster. The price and cost listed for this item are for a single *telepathic commset*.

## CONSTRUCTION

**Requirements** Craft Technological Item, Craft Wondrous Item, *telepathic bond*; **Cost** 4,000 gp

## SELECTIVE FORCE FIELD

**Aura** strong abjuration; **CL** 15th

**Slot** wrist; **Price** varies; **Brown** 1,000 gp; **Black** 5,000 gp; **White** 10,000 gp; **Gray** 15,000 gp; **Green** 20,000 gp; **Red** 25,000 gp; **Blue** 30,000 gp; **Orange** 35,000 gp; **Prismatic** 55,000 gp; **Weight** 1 lb.

## DESCRIPTION

A *selective force field* functions as a force field of the given type by color (see The official book on technology for the Pathfinder Roleplaying Game), except it only functions against one type of damage, allowing all other damage types through unimpeded with no reduction in the force field's bonus hit points. A *selective force field* cannot be used at the same time as an ordinary force field. The allowable damage types include (but are not limited to) the following: acid, adamantite, bludgeoning, chaotic, cold, cold iron, electrical, evil, fire, good, lawful, nanite, negative, piercing, positive, silver, slashing, steel, sonic, or wood. "Magic" or non-magical weapons cannot be selected. The type of damage a *selective force field* protects against is chosen when the item is crafted, and cannot be changed thereafter. Despite dealing fire damage, laser beams still pass through a *selective force field* for fire.

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*Selective force fields* only protect against hit point damage, so a *selective force field* against radiation would be useless. A wearer with an active *selective force field* can eat and drink anything capable of passing through the field. A selective force field is always affected by disintegration effects, which reduces the field to 0 hp.

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## CONSTRUCTION

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**Requirements** Craft Technological Item, Craft Wondrous Item, *protection from energy*, *prismatic wall*; **Cost** varies; **Brown** 500 gp; **Black** 2,500 gp; **White** 5,000 gp; **Gray** 7,500 gp; **Green** 10,000 gp; **Red** 12,500 gp; **Blue** 15,000 gp; **Orange** 17,500 gp; **Prismatic** 22,500 gp

## SOULCHARGED BATTERY

**Aura** faint necromancy; **CL** 3rd

**Slot** none; **Price** 1,500 gp; **Weight** 1 lb.

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## DESCRIPTION

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The *soulcharged battery* is a small silver disk with miniscule screaming faces flowing along lines of circuitry. It acts as a battery (The official book on technology for the Pathfinder Roleplaying Game), except it can also be recharged by stolen life force. To be recharged in this way, the *soulcharged battery* must be installed into a technological weapon that requires charges. When the weapon kills a living creature, the weapon gains a number of charges equal to  $\frac{1}{2}$  the creature's Hit Dice (minimum 1). There is a 20% chance that the *battery* is destroyed each time it recharges the weapon in this manner. If the charges exceed the weapon's capacity, the *battery* is automatically destroyed. The weapon's wielder possesses no knowledge of the target creature's HD and cannot elect to have the *battery* gain less charges.

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## CONSTRUCTION

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**Requirements** Craft Technological Item, Craft Wondrous Item, *death knell*, *recharge*; **Cost** 750 gp

## SPELLCHARGED BATTERY

**Aura** faint evocation; **CL** 5th

**Slot** none; **Price** 2,100 gp; **Weight** 1 lb.

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## DESCRIPTION

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The *spellcharged battery* is a small silver disk with thousands of nearly-invisible arcane glyphs etched

into the surface around the circuitry. It acts as a battery (The official book on technology for the Pathfinder Roleplaying Game), except it can also be recharged by an arcane spellcaster expending an unused spell slot (if he's a spontaneous caster) or a prepared slot (if he prepares spells). Each spell level expended in this way grants the *spellcharged battery* 1 charge. There is a 20% chance that the item is destroyed by recharging it. If the charges exceed 10, it is automatically destroyed. A caster can choose to bestow fewer charges than the maximum allowed to reduce the risk; but must declare how many charges he is restoring before casting the spell.

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## CONSTRUCTION

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**Requirements** Craft Technological Item, Craft Wondrous Item, *recharge*; **Cost** 1,300 gp

## ANIMATED SPACESHIPS

The concept of animated vehicles was first introduced in *Monster Menagerie: Construct Companion* as an alternative to vehicle rules (*Pathfinder Roleplaying Game: Ultimate Combat*). Animated spaceships follow the same principles – animated objects capable of defending themselves and carrying passengers to the stars.

Animated objects of this type are often created by powerful spellcasters or races capable of seamlessly blending magic with technology. Note that animated object vehicles behave as creatures and do not possess propulsion, driving checks, etc. Some of the following abilities are reprinted from the *Construct Companion* for convenience. See the *Construct Companion* for more ability and flaw options when crafting animated objects.

## NEW ANIMATED OBJECT ABILITIES

The following are new abilities that can be applied to animated objects, whether created by the *animate objects* spell or with the Craft Construct feat. Adding these abilities requires the expenditure of construction points (CP), as described in the animated object's entry. Some of the following abilities might also require additional prerequisites as detailed in the ability entry.

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*Advanced Weaponry (1 CP, Ex):* The crafter must have the Craft Technological Arms and Armor feat as a prerequisite. The animated object has a single technological weapon (melee or ranged) built into its body, and treats such weapons as natural attacks and not manufactured weapon attacks. It cannot make iterative attacks with these weapons. The weapon can still be targeted by effects that target manufactured weapons (such as magic weapon spells or sunder attempts), but as a general rule cannot be harvested for use outside of the animated object's body once the construct is destroyed.

The animated object is always proficient with its installed weapons. Installed ranged weapons do not provoke an attack of opportunity when fired in melee combat and do not require charges to use (although ammunition may be necessary). A passenger may use the weapon from within or on the animated object, taking attacks on targets beyond the animated object as if wielding a manufactured weapon of its type and size.

The cost and price of the weapon to be installed are added to the animated object's cost and price. For 2 CP, a ranged weapon installed is retrofitted for greater range in space, and has triple the normal range. This ability can be taken multiple times, each

time allowing an additional weapon to be installed. This ability may not be applied to objects animated with the *animate objects* spell.

*Animator (2 CP, Su):* The object may extend some of its animating magic to smaller unattended objects that are in contact with it for at least one minute. The object may only affect other objects if they are at least 3 size categories smaller than it. If an unattended object becomes attended, this effect ceases.

*Force Field (2 CP, Ex):* The crafter must have the Craft Technological Item feat as a prerequisite. The animated object generates a force field (see The official book on technology for the Pathfinder Roleplaying Game for details). The force field grants a number of bonus hit points equal to 5 x the animated object's CR. All damage dealt to the animated object with an active force field is reduced from these hit points first. A force field has fast healing equal to the animated object's CR, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours. This ability may not be applied to objects animated with the *animate objects* spell.

*Hollow (1 CP, Ex):* The object has a hollow, airtight interior that does not compromise its structure (the means of accessing the space varies, depending on

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the object). A single creatures or object that is at least one size category smaller than the object may be comfortably contained within it. Creatures and objects so contained cannot be harmed until the animated object is destroyed. Four smaller creatures count as a single creature of one size category larger. So a Colossal object could comfortably contain a single Gargantuan creature or object, 4 Huge creatures or objects, 16 Large creatures or objects, 64 Medium creatures or objects, etc. The animated object must possess the starflight ability (see below) to indefinitely protect internal passengers from a vacuum.

**Rockets (2 CP, Ex):** The crafter must have the Craft Technological Item feat as a prerequisite and the animated object must have a fly speed. The animated object's fly speed is equal to twice its base speed (before any additional modifications). Once per hour, the animated object can fly at 10 times its normal speed for 1 round. This ability may not be applied to objects animated with the *animate objects* spell.

**Starflight (1 CP, Su):** The crafter must have the Craft Technological Item feat as a prerequisite. The animated object and any passengers are protected from the void of space by a technomagical life-support system. However, the animated object must possess a fly speed to move in space unless it is purposefully constructed to be stationary. The animated object can carry one passenger of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller.

For 2 CP, the animated object can fly at incredible speed through the void, but still must possess a fly speed to enter or exit a gravity well (such as a moon or planet). Travel times vary, but a trip within a single solar system should take 3d20 days, and a trip beyond should take at least 3d20 years. The animated object must be directed by a creature who knows the way to the destination.

For 3 CP, the travel times are decreased to 3d20 hours within a single solar system, and 3d20 days for trips beyond. This ability may not be applied to objects animated with the *animate objects* spell.

## CONSTRUCTION FLAWS

Animated objects can gain more construction points by applying flaws, which hamper the object but provide additional construction points to spend on beneficial abilities. If the construction points gained in this way are not spent on beneficial abilities, the object's CR decreases by 1 for every 2 construction points conserved.

**Complex (Ex, +2 CP):** The animated object must be piloted by a passenger in order to follow commands (typically issued by the passenger). This requires a standard action and either a Profession (pilot), Spellcraft, or Use Magic Device skill check. The DC for this check is DC 5 when outside of combat and DC 20 when in combat. On a failed check, the animated object continues following whatever its previous orders were. Multiple passengers working together to succeed on the skill check use the aid another rules. This flaw may not be applied to objects animated with the *animate objects* spell.

**Fuel Requirement (Ex, +1 CP):** The magic animating the object requires a constant source of exotic or difficult-to-come-by fuel in order to continue functioning. The object must consume at least 100 gp worth of this fuel each day, or it becomes an inanimate object. If it has been rendered inanimate due to lack of fuel, it may be animated again if it receives that fuel at any point in the future. The cost of the fuel increases to 500 gp for +2 CP and 1,000 gp for +3 CP. This flaw may not be applied to objects animated with the *animate objects* spell.

**Stupid (Ex, +1 CP):** The object is less capable of following orders than most animated objects. The master or a designated passenger must devote a move action each round to continually direct the animated object, or it does not act for that round.

**Vulnerable to Electricity (Ex, +1 CP):** The object contains complex components making it vulnerable to electrical attacks. The animated object takes 150% as much damage as normal from electricity attacks. The animated object cannot possess this flaw if it is somehow immune to electricity or magic.

## EXAMPLE ANIMATED SPACESHIPS

### SPACE STATION

*The exterior of the enormous crescent shaped space station looks almost chitinous or scaled.*

**SPACE STATION**

**CR 11**

**XP 12,800**

N Colossal construct

**Init** -2; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

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## DEFENSE

AC 20, touch 1, flat-footed 20 (–2 Dex, +20 natural, –8 size)

hp 206 (13d10+80 plus 55 hp force field)

Fort +4, Ref +2, Will –1

**Defensive Abilities** hardness 10; **Immune** construct traits

**Weaknesses** vulnerable to electricity

## OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee slam +23 (2d8+27)

Space 100 ft.; Reach 25 ft.

## STATISTICS

Str 46, Dex 6, Con —, Int —, Wis 1, Cha 1

Base Atk +13; CMB +39; CMD 47

Skills Fly –18

**SQ** construction points (6 CP): additional movement (1 CP), animator (2 CP), complex (+2 CP), force field (2 CP), hollow (1 CP), metal (2 CP), starflight (1 CP), vulnerable to electricity (+1 CP)

## ECOLOGY

**Environment** any (vacuum)

**Organization** solitary

**Treasure** none

Incapable of interstellar or interplanetary flight, great animated space stations can eternally orbit worlds or moons. Used as safe docking areas for smaller vessels and travelers, these massive technomagical marvels are usually capable of magically animating or controlling dozens of smaller internal constructs to serve guests. Most space stations possess some sort of magical generator, providing all the electricity it needs to eternally function. Many of these great animated structures can survive long past their creators, becoming abandoned treasure troves or grisly tombs.

## CONSTRUCTION

A space station is animated from a steel (or sometimes more esoteric metal) frame, with complex technological internal workings that control weapons, engines, life-support, and a myriad of other more minor functions. The frame costs 6,000 gp.

## SPACE STATION

CL 11th; Price 66,000 gp

## CONSTRUCTION

**Requirements** Craft Construct, Craft Technological Item, *animate objects*; **Skill** Craft (mechanical) DC 28; **Cost** 36,000 gp

## FLYING SAUCER

*The massive circular black saucer coasts through the air with a disturbing high-pitched humming sound.*

## FLYING SAUCER ANIMATED

CR 11

## SPACESHIP

XP 9,600

N Gargantuan construct

**Init** –2; **Senses** darkvision 60 ft., low-light vision; Perception –5

## DEFENSE

AC 19, touch 4, flat-footed 19 (–2 Dex, +15 natural, –4 size)

hp 160 (10d10+60 plus 45 hp force field)

Fort +3, Ref +1, Will –2

**Defensive Abilities** hardness 10; **Immune** construct traits

**Weaknesses** vulnerable to electricity

## OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee slam +20 (2d8+14)

**Ranged** laser rifle +4 (6d6 fire)

Space 20 ft.; Reach 15 ft.

## STATISTICS

Str 38, Dex 6, Con —, Int —, Wis 1, Cha 1

Base Atk +10; CMB +27; CMD 35

Skills Fly –14

**SQ** construction points (7 CP): additional movement (1 CP), advanced weaponry (2 CP), complex (+2 CP), fuel requirement (+1 CP), force field (2 CP), hollow (1 CP), metal (2 CP), starflight (3 CP), vulnerable to electricity (+1 CP)

## ECOLOGY

**Environment** any (vacuum)

**Organization** solitary

**Treasure** none

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The flying saucer is an interstellar spacecraft capable of comfortably transporting 16 Medium-sized passengers or even several smaller spacecraft through the merciless void. The animated vessel boasts a powerful laser cannon (450 ft. range), a strong force field, and engines capable of traversing galaxies in weeks or months, but often requires experienced pilots and exotic fuels to function. Strange travelers can sometimes become stranded when fuel stores run low, leaving these odd pseudo-living technological marvels to be buried by time or set adrift through deep space. Note the flying saucer has 2 construction points more than normal for its size, increasing the animated object's CR by 1.

## CONSTRUCTION

A flying saucer is animated from a steel (or sometimes more esoteric metal) frame, with complex technological internal workings that control weapons, engines, life-support, and a myriad of other more minor functions. The frame and laser rifle cost 23,000 gp (or 13,000 gp if the laser rifle is crafted separately).

### FLYING SAUCER

CL 11th; Price 73,000 gp

## CONSTRUCTION

**Requirements** Craft Construct, Craft Technological Arms and Armor, Craft Technological Item, *animate objects*; **Skill** Craft (mechanical) DC 27; **Cost** 38,000 gp

## VOID FIGHTER

*The flying machine appears crafted to resemble a bird of prey.*

### VOID FIGHTER ANIMATED SPACESHIP

CR 5

XP 1,600

N Large construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception -5

## DEFENSE

AC 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

hp 52 (3d10+30)

Fort +1, Ref +0, Will -4

**Defensive Abilities** hardness 10; **Immune** construct traits

**Weakness** vulnerable to electricity

## OFFENSE

**Speed** 30 ft., fly 60 ft. (clumsy)

**Melee** slam +8 (1d8+6)

**Ranged** arc pistol +1 (2d6 electricity)

**Space** 10 ft.; **Reach** 5 ft.

## STATISTICS

**Str** 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +5; **CMD** 15

**SQ** construction points (3 CP): additional movement (1 CP), advanced weaponry (1 CP), fuel requirement (+3 CP), hollow (1 CP), metal (2 CP), rockets (2 CP), starflight (1 CP), stupid (+1 CP), vulnerable to electricity (+1 CP)

## ECOLOGY

**Environment** any

**Organization** solitary, pair, or squadron (3–12)

**Treasure** none

Void fighters are a smaller faster animated vessel, often carried over interstellar space by larger ships. When threatened, a single Medium-sized pilot can fly the craft, directing actions while manning electrical weaponry specifically designed to harm enemy ships. The large rocket engines make planetary travel or covering distances in combat far easier, but require daunting amounts of exotic fuels to maintain.

## CONSTRUCTION

A void fighter is animated from a steel (or sometimes more esoteric metal) frame, with complex technological internal workings that control weapons, engines, life-support, and a myriad of other more minor functions. The frame and arc pistol cost 11,000 gp (or 6,000 gp if the arc pistol is crafted separately).

### VOID FIGHTER

CL 11th; Price 23,500 gp

## CONSTRUCTION

**Requirements** Craft Construct, Craft Technological Arms and Armor, Craft Technological Item, *animate objects*; **Skill** Craft (mechanical) DC 23; **Cost** 12,250 gp

# FOUR HORSEMEN PRESENT

## BIOTECH

By combining magic with cybertech, some technomages develop permanent physical modifications improving upon a creature's physiology. The creature's organs and limbs are replaced or supplemented with improved vat-grown clones. It can also be used to represent creatures modified prior to birth. Unlike cybertech, biotech is created for the sole use of a single individual living creature. The risks of installing biotech are higher, as the immune system can painfully attack and reject incorrectly crafted items.

### OPTIONAL TRAIT: DESIGNED

It is far easier to alter a fetus in utero, rather than modifying an adult creature. By affecting a creature when they are gestating, the dangerous and harmful aspects to implantation can be circumvented. However, many might find such actions grossly distasteful or unethical. Your character is a mad scientist's vat-grown clone, experimental super-soldier, or advanced alien's attempt to improve weak mortals. You receive an additional 1,000 gp to spend on biotech at character creation (purchased at price not cost). This biotech cannot be removed and is automatically implanted. Additional starting wealth may be spent to improve or add additional biotech.

Biotech (like cybertech), must be surgically implanted into a host body before it functions. Biotech takes up a special set of slots that correspond to a creature's body. Most biotech is designed for a creature with a humanoid shape — installing biotech in a non-humanoid-shaped body is more difficult, but possible.

Creating and implanting biotech requires the Craft Cybernetics and Craft Wondrous Item feats. Biotech implants always require the *clone* spell as a construction requirement, but access to a clonepod (see The official book on technology for the Pathfinder Roleplaying Game) removes this spell prerequisite. Despite the magic used in biotech creation, biotech implants do not detect as magical (to *detect magic* or similar effects).

Similar to cybertech, each piece of biotech has an implantation value that indicates how invasive the implant is. The total combined implantation values of all biotech and cybertech implants can't

exceed either the creature's Constitution score or Intelligence score. Implants whose implantation value would cause the total to exceed either of these two scores does not function, but still takes up a body slot and penalizes saving throws as normal.

A creature without a Constitution score cannot receive the benefits of biotech.

Installing a piece of biotech takes a number of hours equal to the biotech's implantation value if the installation is done by hand — certain technological items can speed this installation time. The target must be willing or helpless during the entire installation, at the end of which the installer attempts a Heal check against a DC of 20 + double the biotech's implantation value — this value is listed for each biotech item. On a success, the target takes Constitution damage equal to the biotech's implantation value and the biotech immediately activates. On a failed check, the target takes Constitution drain (not damage) and the installation fails; a new attempt to install the biotech can be made.

Biotech may be extracted using the same procedure as implanting it, with a failed Heal check indicating the attempt to extract the item failed. Unlike cybertech extraction, biotech extraction receives no bonus and requires the same time as implantation. Extracted biotech is not viable for any other creatures — barring exceptional circumstances such as clones, close relations, or magical intervention. However, it can be harvested for raw parts in constructing new biotech of the same type, reducing the cost of personalized biotech of its type and version by 50%. Extracted biotech is not traded in polite circles, but can be sold on any available technomagical black markets for ¼ the base price.

An NPC generally charges an amount equal to 1/10 the total price of a piece of biotech for the service of installing the item. A purchased piece of biotech must be constructed for the individual, and so there is often a delay between ordering and implantation for it to be prepared or grown.

Any cybertech may be created and implanted as biotech. Upgrading biotech to superior versions is cheaper than complete replacement. When upgrading biotech to more expensive versions of the same biotech, subtract the price or cost of the existing implanted biotech from the price or cost of the upgraded biotech to determine the final price or cost.

# TECHNOMAGIC: HYBRID MAGIC ITEMS

## AMPHIBIOUS

**Price** varies; **Mark I** 1,000 gp, **Mark II** 8,000 gp; **Slot** varies; **Mark I** head; **Mark II** hands and head; **Weight** 1 lb.; **Install** DC 24; **Implantation** 2

The creature is outfitted with gills and lungs capable of processing oxygen through air and water, and potentially fins or skin-flaps to make aquatic travel easier. The Mark I version grants the creature the ability to breathe in water, and also survive indefinitely on land. The Mark II version grants the creature a Swim speed equal to her base speed.

## CONSTRUCTION

**Craft** DC 24; **Cost** varies; **Mark I** 500 gp, **Mark II** 4,000 gp

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *clone*, *water breathing*

## EFFICIENCY

**Price** varies; **Mark I** 3,000 gp; **Mark II** 9,000 gp; **Mark III** 40,000 gp; **Slot** body; **Weight** 5 lbs.; **Install** DC 28; **Implantation** 4

The creature's body operates at peak efficiency and is able to reduce the need for air, food, water, or sleep through perfect use of resources. The Mark I version allows the creature to ignore the effects of altitude. They are protected from temperature extremes as if affected by a constant non-magical version of the *endure elements* spell. They can function normally without food, water, air, or sleep for twice as long as normal without suffering starvation, thirst, suffocation, or fatigue (respectively). The Mark II version grants the creature all of the benefits of the Mark I version, but they may go four times as long as normal without food, water, air, or sleep and are immune to disease.

The Mark III version grants the creature all of the benefits of the Mark III version, but they gain fast healing 1 and may go indefinitely without food, water, air, or sleep.

## CONSTRUCTION

**Craft** DC 28; **Cost** varies; **Mark I** 1,500 gp; **Mark II** 4,500 gp; **Mark III** 20,000 gp;

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *clone*, *create food and water*, *endure elements*

## MEMORY ENHANCER

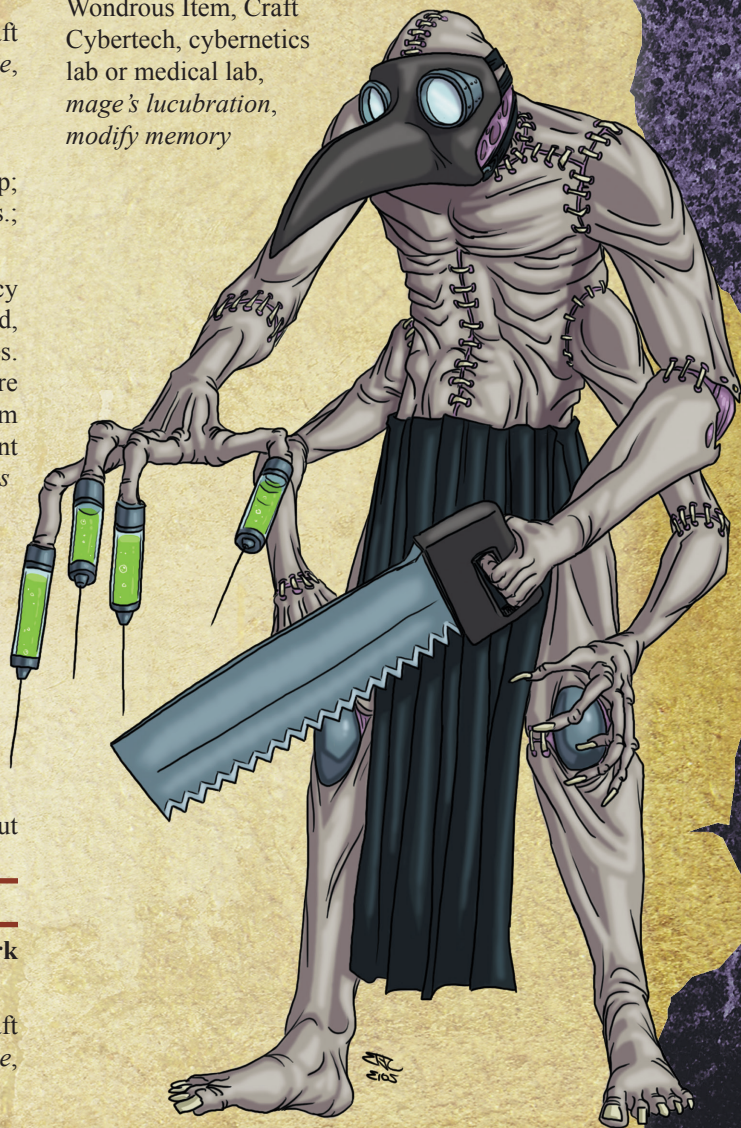
**Price** 18,000 gp; **Slot** head; **Weight** 1 lb.; **Install** DC 28; **Implantation** 4

The creature's memory is enhanced to be nearly eidetic. The creature gains a +2 competence bonus to any Intelligence-based check or skill check. A creature with the spellbook class ability no longer requires a spellbook to prepare spells, and may prepare any spell known as if she possessed the Spell Mastery feat for the spell.

## CONSTRUCTION

**Craft** DC 28; **Cost** 9,000 gp

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *mage's lubrication*, *modify memory*



# FOUR HORSEMEN PRESENT

## NATURAL ATTACK

**Price** 7,000 gp; **Slot** arm or head; **Weight** 1 lb.; **Install** DC 26; **Implantation** 2

The creature is modified to possess retractable claws, filed teeth with increased jaw strength, or even something as strange as a tentacle. The creature gains any single natural attack type with damage appropriate for a creature of its size. This in all ways operates as a normal natural attack.

## CONSTRUCTION

**Craft** DC 26; **Cost** 3,500 gp

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *beast shape I, clone*

## NEURAL IMPLANT

**Price** varies; **Brown** 180 gp; **Black** 360 gp; **White** 2,200 gp; **Gray** 5,400 gp; **Green** 10,000 gp; **Red** 16,000 gp; **Blue** 24,000 gp; **Orange** 32,000 gp; **Prismatic** 44,000 gp; **Slot** head; **Weight** —; **Install** DC 28; **Implantation** 4

Portions of the creature's brain are replaced with superior neural matter or even cloned tissue harvested from more magical beings. This grants the creature a single spell-like ability usable 1/day per the list below. Unlike with other biotech implants, a creature may have multiple *neural implants*, each granting a different spell-like ability usable 1/day or increasing the uses per day of the same color implant. However the creature cannot use any other biotech, cybertech, or magic item in the head slot. The save DC of any spell-like ability is equal to 10 + the 1/2 creature's HD + creature's Charisma modifier and has a caster level equal to the creature's Hit Dice.

Color	Spell-Like Ability	Craft (varies)	Implantation	Cost (varies)
Brown	<i>mage hand</i> or <i>daze</i>	24	2	90 gp
Black	<i>detect chaos/evil/good/law</i> (select one)	25	2	180 gp
White	<i>detect thoughts</i> or <i>levitate</i>	26	2	1,100 gp
Gray	<i>clairaudience/clairvoyance</i> or <i>suggestion</i>	27	4	2,700 gp
Green	<i>charm monster</i> or <i>locate creature</i>	28	4	5,000 gp
Red	<i>telepathic bond</i> or <i>telekinesis</i>	29	6	8,000 gp
Blue	<i>mass suggestion</i>	30	6	12,000 gp
Orange	<i>vision</i>	31	8	16,000 gp
Prismatic	<i>mind blank</i> or <i>moment of prescience</i>	32	10	22,000 gp

## CONSTRUCTION

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *clone* and spell to be implanted

## PHEROMONES

**Price** varies; **Mark I** 400 gp; **Mark II** 1,800 gp; **Mark III** 10,000 gp; **Slot** body; **Weight** 5 lbs.; **Install** varies; **Implantation** varies

The creature is able to excrete potent chemicals from its pores that can inspire emotions in specific creature types. The Mark I pheromones grant the creature a +2 competence bonus to Diplomacy, Handle Animal, and Perform checks made against one specific creature type (chosen when the pheromone is installed), such as animals or humanoids. The Mark II version grants a +6 bonus against two creature types, The Mark III version grants a +10 bonus against three creature types. The base DC to follow the fresh trail of a creature with pheromones using the scent ability is 5.

Pheromones	Implant	Install	Craft (varies)	Cost (varies)
Mark I	2	DC 24	DC 24	200 gp
Mark II	4	DC 25	DC 25	900 gp
Mark III	6	DC 26	DC 26	5,000 gp

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *charm person, clone*

## POISON SAC

**Price** 500 gp; **Slot** arm; **Weight** 2 lbs.; **Install** DC 24; **Implantation** 1

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The creature gains a poison sac and a tiny retractable needle that emerges from a hand or finger. The poison sac may be filled with any contact or injury poison as a full round action, and the needle used to expose a target to the poison as a touch attack. The creature still may risk poisoning itself if it does not possess immunity to poison or the poison use ability.

## CONSTRUCTION

**Craft** DC 24; **Cost** 250 gp

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *clone*

## REDUNDANCY

**Price** varies; **Mark I** 1,000 gp; **Mark II** 9,000 gp; **Mark III** 25,000 gp, **Mark IV** 49,000; **Slot** body, brain; **Weight** 10 lbs.; **Install** varies; **Implantation** varies

The creature possesses extra organs and a high degree of biological redundancy so that if one organ fails, another takes its place with no loss in function. When a critical hit or sneak attack is scored against the creature, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Redundancy	Chance for Normal Damage	Implant	Install	Craft (varies)	Cost (varies)
Mark I	25%	2	DC 24	DC 24	500 gp
Mark II	50%	4	DC 28	DC 28	4,500 gp
Mark III	75%	6	DC 32	DC 30	12,500 gp
Mark IV	100%	8	DC 36	DC 32	24,500 gp

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *clone*, *false life*

## VISION ENHANCEMENT

**Price** varies; **Mark I** 1,000 gp; **Mark II** 10,000 gp; **Slot** eyes; **Weight** —; **Install** DC 28; **Implantation** 1

This biotech gives the creature enhanced night vision through the addition of reflective surfaces within the cornea. The Mark I version grants the creature low-light vision and the Mark II version grants the creature both low-light vision and darkvision 60 feet (or adds 60 feet to any existing darkvision).

## CONSTRUCTION

**Craft** DC 28; **Cost** varies; **Mark I** 500 gp; **Mark II** 5,000 gp

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *clone*

## TREATMENTS

Treatments are a special classification of biotech that does not take up a slot (slotless). These are alterations to the creature's entire physical makeup. Unlike normal biotech implants, there is no resulting organ or series of organs that can be harvested. While the effects of the treatment can be removed with a Heal check for extraction, there is no resulting raw materials available.

## ETERNITY TREATMENT

**Price** varies; **Mark I** 5,000 gp; **Mark II** 25,000 gp; **Mark III** 125,000 gp; **Slot** none; **Weight** —; **Install** varies; **Implantation** varies

The creature's cellular structure is fundamentally altered to slow, halt, or reverse the aging process. True immortality is even possible, for the sufficiently wealthy. A creature with a Mark I eternity treatment no longer takes ability score penalties for aging and cannot be magically aged. Any penalties incurred, however, remain in place. Bonuses still accrue and the creature still dies of old age. The creature's visible age appears static from the moment the treatment is gained. A Mark II eternity treatment acts as a Mark I, plus any aging penalties the creature has incurred are removed. The creature's visible age appears no older than an adult of its race. A Mark III eternity treatment acts as a Mark II, plus the creature does not ever die from old age.

Treatment	Implant	Install	Craft (varies)	Cost (varies)
Mark I	4	DC 28	DC 28	2,500 gp
Mark II	6	DC 32	DC 30	12,500 gp
Mark III	8	DC 36	DC 32	62,500 gp

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *clone*, *greater age resistance*

## IMMORTALITY TREATMENT

**Price** varies **Mark I** 100,000 gp, **Mark II** 150,000 gp, **Mark III** 200,000 gp; **Slot** none; **Weight** —; **Install** varies; **Implantation** varies

The creature's cells are fundamentally altered to rapidly divide with no chance of cancer or tumors. This results in regeneration and functional

# FOUR HORSEMEN PRESENT

Immortality	Implantation	Install	Craft (varies)	Cost (varies)
Mark I	4	DC 28	DC 28	50,000 gp
Mark II	6	DC 32	DC 30	75,000 gp
Mark III	8	DC 36	DC 32	100,000 gp

immortality. The Mark I version of the treatment grants regeneration 1, and fire or acid damage causing the regeneration to cease functioning on the round following the attack. The Mark II version grants regeneration 3, with either fire or acid (select one when it is implanted) causing the regeneration to cease functioning. The Mark III version grants regeneration 5, with no damage type that causes the regeneration to cease functioning.

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *clone*, *regeneration*

## SIZE TREATMENT

**Price** varies; 2,000 gp; **Slot** none; **Weight** —; **Install** DC 28; **Implantation** 4

The creature is altered to change its size by one step (either increasing or decreasing). This acts as a non-magical permanent version of either the *enlarge person* or *reduce person* spells.

## CONSTRUCTION

**Craft** DC 28; **Cost** varies

**Requirements** Craft Wondrous Item, Craft Cybertech, cybernetics lab or medical lab, *clone*, *enlarge person* or *reduce person*

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