
FULL METAL CYBERPUNK
INTERFACE ZERO
STARFINDER
COMPATIBLE

FULL METAL CYBERPUNK

INTERFACE ZERO

In a not-so-distant future, the world has been ravaged by global warming, subjected to the horrors of nuclear war and natural disaster, witnessed the collapse of the mightiest nation in the history of the world, and the rise of other nations to take its place. In East Asia, the Bear and the Dragon battle for control of the resource-rich continent, and an emergent A.I. known only as Charon has destabilized the whole of Europe, sparking revolution and chaos not seen since the Second World War.

On the North American continent, the prospect of conflict once again rears its ugly head as terrorist bombings in Atlantica, bring the nation to the brink of war with the North American Coalition. Is this the work of Charon, as well, or are other forces moving behind the scenes? Only time will tell.

Science has hacked the genome, unlocking the secrets of DNA to facilitate the creation of new breeds of human; genetic hybrids, human 2.0, and even simulacrum — a slave race grown in amniotic vats and sold on the open market. Cybernetic technology has reached the point where those with the money and the will to do so, can become living machines. Computer science has grown by leaps and bounds as well.

Dubbed Interface Zero by those who created it, the Tendril Access Processor — or TAP — downloads the Global DataNet and Hyper Reality directly into the minds of billions of users across the solar system, bringing the world an unparalleled level of interconnectivity, and danger. Malware plagues the Deep, and hackers manipulate the Tendril Access Processor to upload malicious virii, steal secrets, and even the identities of the unwary.

This is the world in 2090, omae; let's hope you survive it.

IN THIS BOOK YOU'LL FIND:

- New themes
- New Character Classes including the Hacker, Gearhead, Medic, and Zeek
- New Archetypes
- New Feats
- Rules for Street Cred
- A robust system for hacking
- New augments, armor, weapons, and gear
- Zone Grafts
- Class Grafts...

AND MUCH MORE!

GUN METAL GAMES

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CHAPTER ONE

INTRODUCTION

WHAT IS INTERFACE ZERO?

Set in the year 2095, *Interface Zero* is a game of action, adventure, and intrigue in the cyberpunk milieu, where corporations have the power of nations, ruling billions of people across the colonized solar system through "democratically elected" leaders — little more than political proxies acting on their behalf. It's a game of conflicting moralities and hard decisions, where the line between good and evil is not clearly defined, and often your characters must straddle that line if they want to do the least amount of harm to those around them. Allegiances shift nightly. Your characters' most trusted friends can turn on them in a hot second if the price is right because, while there are many rules of the streets, the prime law of the concrete jungle is C.R.E.A.M.: Cash Rules Everything Around Me, a law your characters must master if they want to get ahead.

ELEMENTS OF CYBERPUNK

If you're new to the cyberpunk genre — or even to modern gaming in general — you probably have more than a few questions. This section provides a brief overview of the types of characters you might play, and explores why you might play them. We'll also discuss some of the themes common to cyberpunk games.

ACTION!

Fast-paced, on-the-edge-of-your-seat action is common to all genres, but in cyberpunk games your characters are fitted with cutting-edge cybernetics that allow them to move with blinding speed, jump impossible distances, and generally push their bodies beyond anything an unmodified human could do. When people can pilot drones with mental commands, hack the world around them, or drive fifteen-foot-tall golemmechs, the action goes to a whole new level!

Unlike in fantasy settings — setting aside teleportation spells and extra-planar travel — your characters can travel great distances very quickly. One night, your characters might be hunting down a North American Coalition — funded terrorist cell in the walled city of Chicago, and the next day they'll be delivering a shipment of guns to a squad of resistance fighters in the Ural Mountains. A week or two later, they might be quelling an air riot on Mars. The fact that characters can be anywhere in hours or days helps the game master keep the action high with very little downtime.

APOCALYPSE!

The cyberpunk genre is rife with examples of society living in the aftermath of an apocalyptic event. Some are obvious, like *A.D. Police*, *Appleseed*, *Bubblegum Crisis*, *Judge Dredd*, and *The Matrix*, while others, such as *Blade Runner* and *Neuromancer*, only hint at it. The lack of *real* animals in *Blade Runner* implies a world where natural species have, for some reason, died out, only to be replaced by genetically manufactured ones. Humanity has spread to the stars, presumably to start over in new lands of opportunity on off-world colonies. *Neuromancer* hints at a war between the Soviet Union and the United States and given the fact that the Cold War was happening when the Sprawl trilogy was written, it's not inconceivable that nuclear weapons were used.

Interface Zero embraces the apocalypse somewhat hyperbolically, imagining a world changed by Eco-terrorism, rampant global warming, mega earthquakes, tsunamis, and even limited nuclear conflict. With some seventy-odd years separating you and me from 2095, it's entirely plausible that any one — or even all — of the events we discuss in this book could happen, and that's part of the fun of speculative world-building: creating worlds that *might* come to pass.

CHARACTERS!

In *Interface Zero*, you play the roles of ronin, private operators with special abilities and skills that set you apart from the faceless masses of 2095. You might work for a megacorp in a special operations team, your missions advancing the agendas of the almighty corporation. Or you might play gutter punks

or gangers, lords of the urban blight who bow down to no corpsucker or enforcer.

You might play a bounty hunter who blends old-school investigation and tracking skills with advanced technology to hunt down criminals both on — and off-world, or a cybermonk, a new type of martial-arts master who merges years of physical and mental training with advanced cybernetics into a new martial art: 路径的增强战 — The Path of the Augmented Warrior.

As a hacker, you are a hyper-real sprawl sorcerer, using your exploits and malware to quickly disable security systems, penetrate networks, and download all manner of sensitive information to your Tendril Access Processor (TAP). If you're looking to master machines and push your senses to the bleeding edge, grab a Vehicle Control Interface and become a gearhead — jacked-up and jacked-in biker-brawlers, drone jockeys, and road hogs who rule the streets and skies of the sprawl.

PSIONICS: MAGIC OR NOT?

Interface Zero introduces psionics into the cyberpunk genre. Some purists might take issue with that, and I understand why; most people think that psionics is a form of magic, and magic doesn't belong in the cyberpunk genre. But are psionics and psychic abilities really magic? My contention is that they aren't. In roleplaying games like *Pathfinder®* and *Dungeons & Dragons®*, wizards use magic by casting spells, performing intricate rituals, or reading from scrolls. The power that wizards utilize isn't innate; it comes from an external force that is harnessed by proper application of these techniques — correctly using material components, accurately drawing sigils, vocalizing the arcane words, and such. Conversely, psychic abilities are often inborn, and are triggered through force of will.

For example, Spock doesn't perform rituals or speak arcane words when he performs a mind-meld to read a person's mind and emotions. Similarly, in *Babylon 5*, Psi Corps makes use of "teeps" and "teeks," psychics with mind-reading and telekinetic powers. Now, while these examples are in science-fiction worlds, there are examples of psychics in cyberpunk as well, most notably *Akira*. *Ghost in the Shell* explores the concept in a roundabout way, with cybernetic brain implants allowing the characters to mentally communicate with each other's "ghost." *Interface Zero* blends anime with other sources, such as Stephen King's *Firestarter* and *Carrie* novels, as well as real-life government projects like MKULTRA and Stargate, which delved into mind control and remote viewing. Eleven, from *Stranger Things*, is a perfect example of someone who has gone through this type of experimentation.

You can play a telepath, commonly known as a zeek, a person who can peer into the minds of others and manipulate their thoughts. Be careful, though: telepaths and other types of zeeks are regarded with suspicion and even outright hatred by many in 2095. Some nations have even gone so far as to ban them from entering their country, incarcerating any unfortunates they find, placing them in detention centers. Some zeeks join resistance groups and help others with psychic abilities get out of these nations, while others take more extreme measures, engaging in psy-terrorism. The majority simply stay in the closet and try to escape notice. What will your character do?

Regardless of what type of character you play, her background and how she views the world will undoubtedly shape what type of character she becomes. What do I mean by that? I'm not necessarily referring to class abilities or other game-related statistics, though character background traits and flaws help provide a basic framework during character creation. I'm speaking more about the less tangible — but no less important — qualities that help determine how she views others, how she views herself, and what is most important in her life.

In *Interface Zero* and other cyberpunk games, characters tend to be regarded as criminals. The jobs they take on are often illegal. If they get caught, they'll go to prison or worse, so your characters should have a good reason for doing the things they do. Is your character motivated by wealth? Revenge? Is she a thrill-seeker, a self-styled hero of the common man, or perhaps a borged-out vigilante bringing justice to her city? Maybe your character is a freelance journalist who fights rampant corruption in government and business by exposing the dirty secrets of the elite and posting them on the Global DataNet for all to see, or a government agent gone rogue because he's tired of doing unconscionable things in the name of God and Country.

Cyberpunk is different from other genres because at its heart, cyberpunk is a *human-centric* game *set in a near-future Earth*. There are no (mythical) monsters, no demi-humans, angels, demons, or devils. There are no gods to pray to for blessings and power, and no magic spells you can cast to help you overcome your adversaries. The enemies you face in 2095 could just as easily be the people you meet at your local grocery store, gym, movie theater, or shopping mall. Their motivations may be similar to those of your character, and because both of you are human (or some variation on the species), the violence that may come later feels more personal, more *real*, and carries with it more consequence than it might in a fantasy setting.

What do I mean by that?

Any modern, postmodern, or cyberpunk setting has some basic assumptions, the main one being that the rules and laws which exist in our world also apply to the setting — theft, murder, kidnapping, slavery, and so on are against the law. So, when your characters get into a gunfight, they can expect to

go to jail if they are caught. Taking someone's life isn't a trivial thing, even in a gritty cyberpunk setting where violence is commonplace and life is cheap.

Since Pathfinder strongly emphasizes combat as a vehicle for gaining experience, your characters are going to get into fights. People will get killed. How your characters deal with that fact will say a lot about the type of game — and the types of characters — you wish to play. Beyond the legality and morality issues that arise, however, you can be certain of one thing, my friends:

The streets are watching.

Word spreads through the sprawl at the speed of thought. Screw over a fixer, fail to complete your contract, start dropping bodies without cause, and you can bet your last credit people will notice. If you want people to see you as a professional, act like one. Honor means something in a world where most of the animals prowling the concrete jungle believe that principles are character flaws, weaknesses to exploit for their own ends. Your morality marks you as prey, no doubt about it, omae. But if you can keep your moral code, if you can get your job done without selling your soul, you'll get something most sprawlers don't have: respect.

DYSTOPIA

Dystopia lies at the rotten core of any cyberpunk game. Life is not a bright, shiny utopia where everyone lives in peace and harmony; it is a blackened caricature of itself where, for the average person, the human experience is a struggle to survive in a world that seeks to crush them under the weight of debt and despair.

In a dystopian setting, governments are, at best, totalitarian regimes that seek to regulate every aspect of our lives. At worst, they are police states that impose draconian laws through force, often through secret police who round up dissidents and other "undesirables" and remove them from society. Re-education camps are real, as are government black sites. Truth is manufactured and spread through state-run news agencies to the masses, many of whom mutely accept what they are told.

Distraction is a weapon wielded by those in power to maintain control over the population. Mainstream media and megacorporations assault consumers daily with an arsenal of *cool*, sucking them into a never-ending cycle of buying the latest gadgets, clothes, and cars. Meanwhile, the powers-that-be take advantage of the preoccupied populace and introduce more laws that chip away at their freedoms, often justifying said laws with international incidents (both real and imagined). George Orwell's "two minutes of hate" is no longer a concept — it's a ritualistic drama played out every day in the mainstream media. Pundits gather on nightly newscasts to *debate* the hottest issues of the day. Their performances are rewarded when — ironically — the people become polarized and ignorant rather than unified and informed. In short, the masses believe, feel, and even act the way the media tells them to…and think it was their own idea in the first place.

ALIGNMENT AND STREET CRED

Interface Zero replaces character alignment with a fluctuating stat known as street cred. Street cred is a measure of your character's reputation in various circles in the sprawl. Good street cred can open doors to exclusive night clubs, lead to higher-paying jobs, and generally affect people's attitudes toward you. Bad street cred can get you blacklisted, shunned by your peers, and even targeted for assassination if you cross the wrong people. This stat will rise and fall depending on several factors, all of which are discussed in the Street Cred section.

Another aspect of any gritty, dystopian setting is the ongoing effort of the elite to dehumanize you. One way to accomplish this is by social segregation. Those in power want you to look at your neighbor's differences with suspicion, even fear. They want you to stay in isolated communities that share your prejudices. It's another form of control.

In 2095, where genetic engineering makes it possible for people to breed genetically superior humans, or merge their DNA with that of their favorite animal, speciesism is the new flag of bigotry. Skin color and sexual identity are forgotten; "At least those black people are human!" The speciesists will say. "That cat hybrid stopped being human when she got juiced," they'll argue. Conspiracy theories about secret societies genetically engineering human 2.0 to create a master race run rampant across the Global DataNet, and violence inevitably follows. Meanwhile, the people in power sit back, watch the masses tear each other apart, and pat themselves on the back for a job well done. But it doesn't end there.

Entire industries are built around the creation of simulacra — living, breathing human beings, decanted in amniotic vats and sold to nations and megacorporations across the solar system to live their entire lives in servitude. Indeed, simulacra are genetically branded with serial numbers and the logo of their corporate masters to ensure that if a sim runs away, it'll be easier to track and recover.

Speciesists rage against the sims, saying they are taking jobs away from natural humans. Religious extremists call them abominations — soulless devils who should be eradicated. Even the advocacy groups who fight so hard for the rights of simulacra seem hesitant to call them humans. If you choose to play a genetically modified human or simulacra, you'll likely run into these types of speciesists in 2095.

TECHNOLOGY

In any game set in the future, it's expected that technology has advanced to such a point where what now seems impossible is

commonplace, almost magical. Science-fiction and space-opera worlds are assumed to be so far into the future that it's not necessary to completely understand *how* the tech works; we just accept that the tech works, much like we accept magic as a reality in a fantasy world. In a cyberpunk setting, however, the imagined future is just a few short generations away. The technology which shapes this near-future world must stem from what exists in the present day — otherwise, the world isn't believable. The following section looks at some of the tech you'll find in *Interface Zero*.

Rapid Acceleration of Innovation

The past two centuries have seen more technological innovation than over the whole of recorded history. Exponential growth in the sciences has seen humans go from horse-drawn carriages to nuclear-powered ships, electric cars, and even vehicles that can travel into space and land on other planets! We've gone from the Pony Express and telegrams to real-time communication with anyone anywhere in the world via smart phones the size of checkbooks.

We've gone from leeching and purgation without anesthesia or sterilization to hospitals the size of small towns, genetic treatments for ailments, a host of drugs to treat illnesses, and surgical procedures that don't require the patient to be awake. If we're fast enough, we can resuscitate the dead.

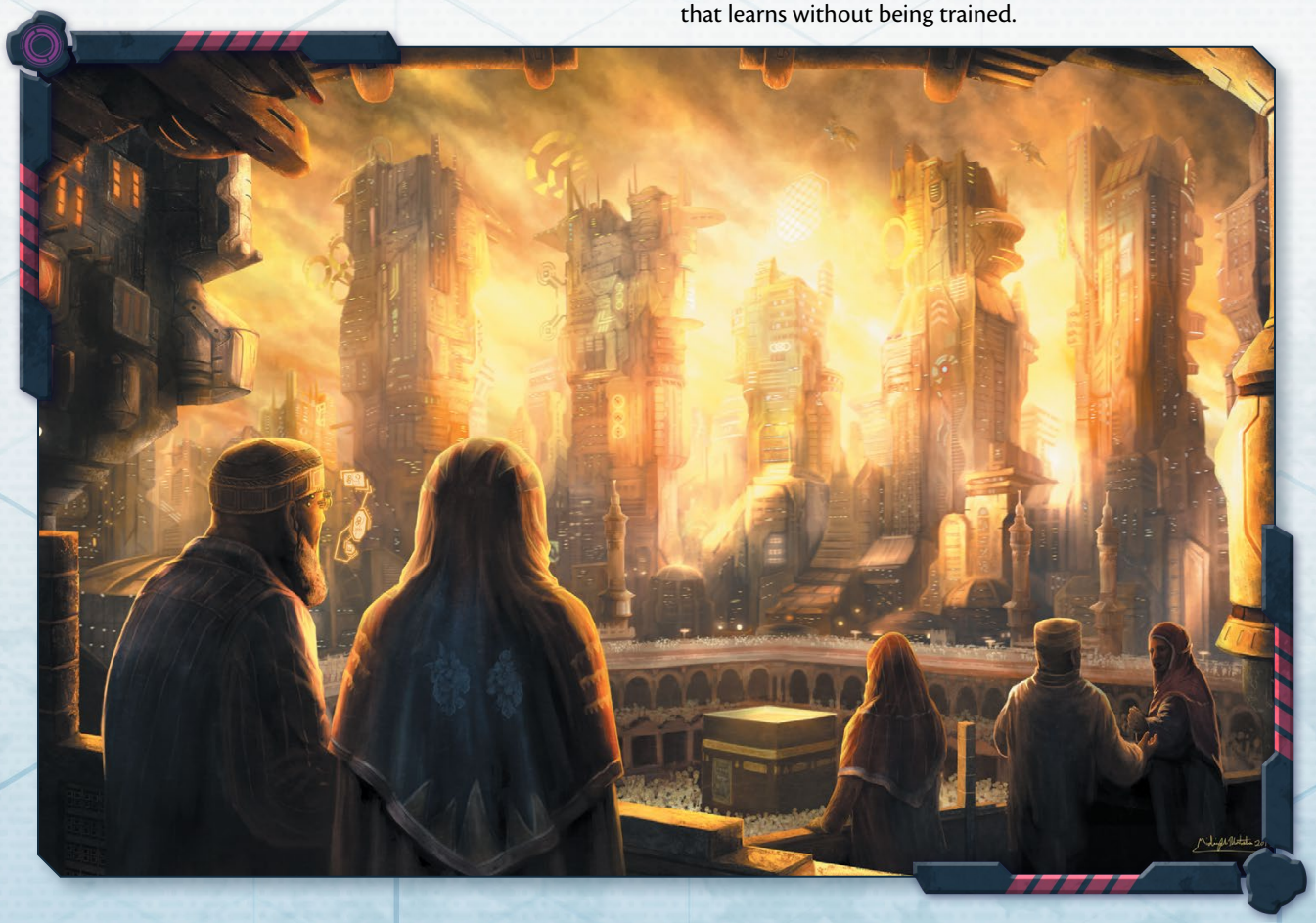
Today, it's possible for a boy to physically become a girl (or vice versa) if *she* wants.

Our knowledge of the universe is only trumped by our understanding of the inner world. Technology has discovered distant planets in far-off solar systems and delved deep into the subatomic world, finding a host of particles that form the very fabric of reality.

These examples are just a smattering of all the advances in technology over the past two centuries. Every day, we're seeing more and more exciting developments in science and technology, which leads me to the following point. If the trend of exponential growth continues, the next seventy-eight years (the time between now and 2095) are likely to see developments in science, medicine, physics, and engineering in ways you or I probably can't even imagine. Of course, since *Interface Zero* is speculative with regards to technology, I'm going to try.

Artificial Intelligence

Currently, there are no *real* AI — at least not the kind people tend to think of when the term is brought up. You know what I'm talking about: constructs so advanced that they are capable of independent thought, have free will, and can express a wide range of emotions, basically any AI you've seen in TV or movies. What exists now is closer to (but still not) what is known as "AGI" or artificial general intelligence, a type of AI that learns without being trained.



Interface Zero speculates that by 2045, "true" artificial intelligence (the kind that experiences emotions and can understand abstract thought) will be a reality. The first is called Ajax, who commits *suicide* a few short weeks after it becomes self-aware. The next forty-five years sees a host of AI — many considered rogue because no corporation or government owns them — become self-aware; some are benign or even benevolent in their interactions with humanity, while others are decidedly hostile. The threats these rogue AI pose vary and often result in loss of human life. One example is that of VENTURE, the AI that hacked into the Denver traffic control network and caused car accidents and plane crashes, killing over a thousand people. VENTURE was the catalyst for the creation of the international watchdog agency known as Stopwatch.

Since its inception in 2061, Stopwatch has countered numerous AI threats, even going so far as to detonate an EMP in Mexico City to kill an AI calling itself Quetzalcoatl. Most recently, the biggest threat to humanity has emerged in the form of Charon. Charon hacked the World Bank on Bonn, Germany, and erased over seventy trillion dollars from various bank accounts, bankrupting the Eurasian Union and the vast majority of its citizens. That single act of financial terrorism has so destabilized the nations of Europe that many believe another major war on the continent is only a matter of time.



Biogenics

In today's world, the science of genetics is showing great promise. Researchers are constantly learning more and more about our genetic makeup and applying that knowledge to fight all manner of diseases. In 2095, this field has reached a point where what might now seem impossible (and highly controversial, if not outright illegal) has become a reality. In 2095, it's possible to genetically design a fetus to remove genetic markers which determine predispositions toward certain birth defects and diseases.

Should you wish, you can even go to a gene doc and splice your DNA with that of an animal to become faster, stronger, or gain heightened senses. The vast majority of people who get spliced look just like the average sprawler, though many choose to look more animal than human; it's a fashion statement, much like how tattoos and body piercings are popular today. Others undergo gene tailoring to better perform their jobs.

If you are rich enough, you have access to cutting-edge medicine that will not only prolong your life, but also allow you to be more active at later ages. You can even buy a new human body (a bioroid) and upload a copy of your mind into it. This process is called dubbing, and — while not illegal — it is strictly regulated. Laws prohibit a person from owning more than one "dub" of their mind, and you need a special license to own a bioroid.

Computer Technology

We live in a world where computers touch nearly every aspect of our lives. They are in our homes, the cars we drive, the smart phones we use, our televisions; indeed, it's hard to imagine life without them. Computers allow us to do some amazing things. We can store incredible amounts of data, use powerful programs, go onto the internet and find information about any subject we can conceive of. We can sync our desktop computers with smart devices — such as tablets and cell phones — and take this information with us wherever we go. And we can share this information with anyone we choose via email, texting, Twitter™, Instagram™, Facebook™, and a plethora of other social networking sites. Barring some apocalyptic event, interconnectivity is only going to grow.

THE TENDRIL ACCESS PROCESSOR

This setting imagines a future world where computer technology has evolved to such a degree that people no longer need to carry phones or any of the aforementioned devices around with them. The tech is installed in their heads via a brain — machine interface known as the Tendril Access Processor, affectionately known as the TAP, or *Interface Zero*.

The TAP melds nanotechnology with neuromorphic engineered organic neural networks (NEONNs) and global information system positioning (GISP) technology to create new neural pathways in our brains. These pathways translate digital code we receive from the GISP into raw sensory data: touch, taste, sound, sight, smell. The result of this fusion is a full-on interactive sensory experience called Hyper Reality.

HYPER REALITY

Currently, augmented reality is a technology which overlays interactive data — generally information about a location — over applications such as maps (Google Maps™ makes extensive use of augmented reality). Pokémon Go™

WHY WOULD ANYONE EVER INSTALL A TAP?

I'm sure many of you are wondering why anyone in their right mind would ever install this kind of technology in their brains. It's a valid question, one which is key to your suspension of disbelief. But it's not as hard to imagine as you might think. People readily accept new technology, even embrace it rabidly, buying the newest version of a smartphone, computer, or car even though it's much more expensive and isn't all that different from their old device.

We do things with our finances and our personal information online that, even forty years prior, nobody would have done, even if they could. The mentality of people today is one of convenience. The Tendril Access Processor removes the need to carry wallets, purses, smartphones, and such, so it's much safer, because these peripheral devices are all integrated into a chip installed at the base of your skull. You don't even need car keys; the TAP syncs up with your vehicle and unlocks with a simple voice command, and it's simple to pay all your bills online. Even now, paychecks are rapidly becoming a thing of the past. It's all about direct deposit now. Digital money isn't the wave of the future, it's the reality of today. Wallets get stolen, and cash can't be replaced. But if some thief mugs you, you can cancel your credit cards, and even these will become antiquated. Cryptocurrency, while still in the beginning stages, will eventually become the global currency we use in our daily lives.

Given all of that, it's easy to see how, when a technology emerges that promises to connect people to the world around them in ways they had never dreamed of, they'll jump at the chance to get "TAPPed," especially when everyone's doing it.

Beyond the TAP, though, installing technology into our bodies is one of the most fundamental tropes of the cyberpunk genre. We play characters who willingly chop off perfectly good arms and legs in favor of advanced prosthetics, cut out their eyes and replace them with machines. They install weapons in their bodies and wire their brains to interface with them so they can shoot and fight more efficiently.

So, to answer the original question: why would you *not* install this tech in your brain?

is a perfect example of this technology used for entertainment purposes. Hyper Reality takes augmented reality to a new level, integrating with the Tendril Access Processor to superimpose digital — *Hyper* — objects onto our field of vision.

These Hyper Objects pipe all sorts of information into our brains that we can see, hear, smell, and sometimes even taste. Information is displayed via a digital heads-up display (HUD) that we can interact with via hand gestures and voice commands. The Hyper Objects we see are also interactive. We can pull up digital menus outside a restaurant and peruse them while waiting to be seated. With a hand gesture, we can "touch" the icon floating over someone's head and — if the person's status is set to public — read their profile. When we enter our favorite stores, Hyper Objects appear in the form of sales assistants and offer suggestions for products based on our purchase histories. In short, Hyper Objects allow us to interact with the world around us on a level never seen before in human history.

Of course, dangers come with such a transformative technology. Hackers are master manipulators of Hyper Reality, able to steal identities and cause chaos with the right exploits and malware. A good hacker can take control of any Hyper Objects in her field of vision, which makes her invaluable on a mission. Gone are the days when people sat at a desktop computer or laptop and hacked through the internet. Most major megacorporations (if they're smart) only maintain a token presence on the Global DataNet in 2095, using it to advertise products and take online orders, but even this sort of practice isn't done at an archaic computer terminal; it all happens via the TAP.

Interface Zero, indeed.

Cybertechnology

Cybernetics is the study of closed systems. Its applications are far-reaching, but for the purposes of this book, we focus on how cybernetics can be used to benefit human beings. We're on the verge of a new age in cybertechnology. Robotics has reached the point where an amputee can get a prosthetic capable of (relatively) fine motor function. Hands can grab things like coffee cups, and fingers are capable of handling tiny, fragile objects such as potato chips. Scientists are starting to develop brain — machine interfaces to help people who are paralyzed, blind, or hearing-impaired.

In 2095, this technology has advanced to such an extent that all manner of cybernetic implants can be installed in a person's body and synced with the Tendril Access Processor, which helps control the implants, much like one's thyroid gland regulates numerous vital functions in the body. Your characters will have access to many cybernetic devices.

CONTENT OVERVIEW

In this book you'll find a wealth of content including new character classes, themes, races, feats, cybernetics, equipment, weapons and much more.

CHAPTER 2: CHARACTERS

In chapter two, you'll find a host of new themes skewed towards the cyberpunk genre. These include — but aren't limited to — the ronin, ganger, sprawler, geneticists, and corporate shill. You'll also find new races including the cyborg, human 2.0, bioroids and hybrids: humans who have had their genetic code mixed with that of an animal.

If you like character classes, we have a bevy of new classes for you to choose from. Play a cybermonk, a razor, a hacker, zeek, or even a medic. New archetypes, feats, psionic powers and a street cred system round out this chapter, giving you a wealth of options for your *Interface Zero* game.

CHAPTER 3: COMPUTERS IN 2095

In chapter three we go into detail on computer hacking, greatly expanding on the rules found in the *Starfinder Core Rulebook*. You'll find new uses for the Computers skill, rules for affecting the Stability of a computer system, new countermeasures, upgrades, computer programs, and much more.

CHAPTER 4: EQUIPMENT

In chapter four, we provide you with a ton of technological goodies. New weapons, armor, vehicles, drones and much more are ready to use in your game.

CHAPTER 5: GAMEMASTERING

Chapter five focuses on the game master. You'll find an overview of the cyberpunk genre and tools you can use to create missions, assign security ratings to areas of the sprawl, and zone grafts. Zone grafts are simple, yet powerful tools you can use to tweak a given neighborhood and make it stand out from other areas of the sprawl.

CHAPTER 6: THREATS

Chapter six provides you with a plethora of bio-horrors, npcs and grafts you can apply to an npc. Sample computer systems are also provided.

CHAPTER 7: 2095

Chapter seven introduces the world as it exists in 2095. You'll learn about the recent history of planet earth and the development of technologies which have both shaped the world we live in and led to the colonization of our solar system. This chapter also takes a look at one of the major cities in 2095: Chicagoland.



CHAPTER TWO

CHARACTERS

Characters are the life's blood of any role-playing game, the focal point of every story. Characters represent the best — or the worst — ideals of a given game setting, their actions either bringing a small measure of hope to the downtrodden masses or serving to strengthen the status quo. In the grim, gritty world of *Interface Zero* 2.0, the characters you play walk a mono-filament edge between traditional — some would say outdated or just plain irrelevant — concepts of good and evil as they make their way in the world.

Indeed, it's hard to be a moral individual in a world where most of the animals prowling the concrete jungle believe principles are character flaws — weaknesses to exploit for their own ends. Your morality marks you as prey, no doubt about it, omae. But if you can keep your moral code, if you can get your job done without selling your soul, you'll get something most sprawlers never have: respect.

This chapter provides you with the tools you need to make a character for *Interface Zero*. You'll find new character classes, archetypes, feats, themes and races you can use and play in the gritty world of 2095.

THEMES

Everyone has a past. No one, not even androids, spring fully formed into this brave new world. Themes provide a character with grounding, a place to start building their history and providing the baggage — both good and bad — that comes along with it. A player may choose one theme for their character during character creation.

The themes presented in the *Starfinder Roleplaying Game Core Rulebook* are appropriate for characters in *Interface Zero* with the exception of the *Priest, Starfarer,* and *Xenoseeker* themes, which should not be selected in this setting. What follows are several new themes for the dystopian world of *Interface Zero*.

ADDICT — +1 CON

You walk the fine line between completely succumbing to substance abuse and recreational use. You might use performance enhancing drugs to improve your ability to function in a role or use them to escape reality. Even if you manage to shake the addiction to a substance, you never really get over it, and can always relapse into use.

THEME KNOWLEDGE [1ST]

Reduce the DC of Culture checks to recall knowledge about drugs, drug dealers, and laws related to drugs by 5. Culture is always a class skill for you, though if it is a class skill for the class you take at 1st level, you instead gain a +1 bonus to Culture checks. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

TOLERANCE [6TH]

Once you have become addicted to a drug you adapt and become tolerant to it ill effects. You do not move down the condition track automatically when taking a drug for the first time in the day and may make a Fortitude save to avoid doing so. Even if you fail your save, you still gain the beneficial effects of the drug.

RECOVERY [12TH]

You go through cycles of recovery and relapse. You may spend a Resolve Point once per day when you rest to move one step up a single poison track.

POISONED MASTER [18TH]

After spending 10 minutes discussing your addiction or recovery and making at least one Culture check, you recover 1 Resolve Point. You may do this twice per day.

ATHLETE +1 STR

You might be a football player, a cage fighter, a martial artist or a track runner. You might have worked hard to get here or taken a augmented shortcut. Still, your abilities are significant, no matter how you obtained them, and make you a formidable ally.

THEME KNOWLEDGE [1ST]

Reduce the DC of Culture checks to recall knowledge about major athletes, sports teams, sports sponsors by 5. Athletics is always a class skill for you, though if it is a class skill for the class you take at 1st level, you instead gain a +1 bonus to Athletics checks. In addition, you gain an ability adjustment of +1 to Strength at character creation.

STRENGTH TRAINING [6TH]

Your training helps you push further than others. Once per day, you may spend a Resolve Point when making a Strength check and roll the strength check twice, taking the higher result.

GET BACK UP [12TH]

You find your limits, and break them. Once per day, when you make a save against an effect that would result in a condition, you may spend a Resolve Point and roll the save against the effect twice, and use the better result.

MASTER ATHLETE [18TH]

Up to Twice per day, after spending 10 minutes exercising and practicing and succeeding at least one Athletics check, you recover 1 Resolve Point.

BODYGUARD +1 CON

You have chosen to put yourself in between danger and others for money. You might actually be a bodyguard, but you could also work in emergency services, law enforcement, military, security personnel, or any other person who is paid to protect others. Whatever your reason, you have honed your instincts so that you use your body as a shield.

THEME KNOWLEDGE [1ST]

Reduce the DC of Culture checks to recall knowledge about possible local threats to you, your allies and your ward by 5. Culture is always a class skill for you, though if it is a class skill for the class you take at 1st level, you instead gain a +1 bonus to Culture checks. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

DEFENDER [6TH]

Each time you rest and spend a Resolve Point to recover Stamina Points you may designate an ally as your ward. You gain the benefits of the Bodyguard feat, but it only applies to that ally. If you already have or later gain the Bodyguard feat, then you may use the feat normally, and the circumstance bonus to AC increases to +4.

INTERCEPT [12TH]

You gain the benefits of the In Harm's Way feat in respect to your ward. If you already have or later gain the In Harm's Way feat, you may intercept an additional attack per round.

MASTER BODYGUARD [18TH]

Up to twice per day, after spending 10 minutes talking with your ward and going over defensive strategy, and succeeding at least one Culture check, you recover 1 Resolve Point.

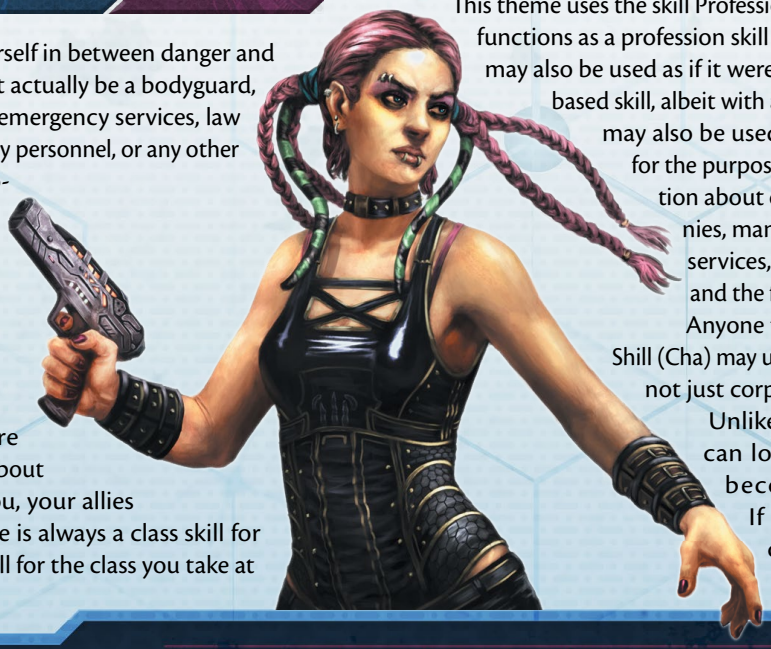
CORPORATE SHILL +1 CHA

Gaining access to a low-level corporate job, you became one of the well-greased gears that keep the machine of business running smoothly. The job is grueling, not glamorous, but it provides for a measure of comfort beyond that of your average sprawler. Even the blue platers are envious of your layer of social strata. Water cooler gossip and access to the corporate interior can provide other advantages you can use to further your career, both inside the corp or on the streets.

THEME SPECIAL [1ST]

This theme uses the skill Profession: Shill (Cha), which functions as a profession skill normally would, but may also be used as if it were any other Charisma based skill, albeit with a –4 penalty. The skill may also be used as the Culture skill for the purpose of recalling information about corporations, companies, manufacturers, products, services, property, real estate, and the free market in general. Anyone trained in Profession: Shill (Cha) may use this skill in this way, not just corporate shills.

Unlike most themes, you can lose This theme and become "Themeless". If you disobey your corporate masters



too frequently or fail to produce the expected results too often they may fire you. After a certain point of mutual investment in this relationship, the consequences may become more extreme. Some corporate shills may change companies, finding a new corporate master. In this situation, the new Corp might offer some protection from the old one.

THEME KNOWLEDGE [1ST]

Profession: Shill (Cha) checks made to recall knowledge about corporations, companies, manufacturers, products, services, property, real estate, and the free market in general have their DCs lowered by 5. Profession: Shill (Cha) is a class skill for you, though if it is a class skill from the class you take at 1st level you instead gain a +1 bonus to your Profession: Shill (Cha) checks. In addition, you gain an ability adjustment of +1 Charisma at character creation.

SELL-OUT [6TH]

You receive a regular stipend to facilitate the services you provide to your corporate masters. Profession checks typically represent a week of work and grant the character a number of credits equal to twice the result, but not for you. You roll twice when you roll your weekly Profession check taking the better result. Additionally, you receive three times as many credits as the result.

In exchange, you're expected to perform specific tasks for your supervisors. Generally, this is simple desk work that can be done for a few hours a day from almost any computer. Some shills provide customer service, work in sales, or research in development. Less common are the employees who keep their affiliation secret and perform discrete services such as corporate espionage or sabotage. At the GM's discretion, you may be offered bonuses for particularly complex tasks. (Usually a bonus is an additional Profession check but can be more or less at GM discretion.)

PERKS [12TH]

Your status with your employer has improved. Once per day you may spend a Resolve Point to borrow goods or obtain temporary services, so long as they are apart of your expense budget.

Your business expenses budget for the week is an amount equal to twice the wealth gains per encounter, found in the *Starfinder Core Rulebook*. If you return goods before the next week, you are credited an amount equal to half the value of the borrowed goods. This ability otherwise functions as the connected ability of the agent archetype, and if you are also an agent, this improves that ability.

MASTER SHILL [18TH]

You understand that talent alone won't get you to the top, and you're willing to do the work too. Up to twice per day, you can spend 10 minutes at a computer terminal organizing your files, checking digital messages, sending messages, and doing general menial tasks for your masters. If you succeed at least one Profession: Shill (Cha) check to recall knowledge during this time you recover 1 Resolve Point.

EDU DROPOUT | +1 INT

EDU Facilities aren't for everyone. Higher education requires self discipline, good study habits, and time management skills that not everyone has or is willing to acquire. More than half the first year students who enter an EDU Facility will not complete their coursework and acquire any sort of degree, certificate or training, but that doesn't mean they didn't learn anything. It certainly doesn't mean you didn't.

THEME KNOWLEDGE [1ST]

Choose one Intelligence based trained only skill. Reduce the DC of checks to recall knowledge using that skill by 5. That is always a class skill for you, though if it is a class skill for the class you take at 1st level, you instead gain a +1 bonus to skill checks using that skill. In addition, You gain an ability adjustment of +1 to Intelligence at character creation.

HALF RIGHT [6TH]

You know enough to be useful, but not enough to be professional, which is dangerous. Once per day, you may spend a Resolve Point when making a skill check with your chosen skill and roll the skill check twice, taking the higher result. Additionally, the first 20 you roll with that skill each day must be re-rolled, keeping the second roll.

ACTUALLY... [12TH]

You are aware of your limitations, but have learned to conceal them. Once per day when you fail a skill check using your chosen skill, you may spend a Resolve Point and roll the check again, keeping the second roll even if it is worse. Additionally, the first 1 you roll with that skill each day must be re-rolled, keeping the second roll.

MASTER DROPOUT [18TH]

Up to twice per day, after spending 10 minutes working in your chosen field, and succeeding on at least one skill check using your chosen skill, you recover 1 Resolve Point.

FUGITIVE | +1 CHA

You're on the run. You might be an escaped android or simulacra, or perhaps an indentured cyborg or hybrid skipping on your terms of service. Whatever the case, you need to keep a low profile, because people are looking for you. Whether they want to capture or kill you depends on the circumstances of your escape.

THEME KNOWLEDGE [1ST]
Culture checks made to recall knowledge about laws, law enforcement, law enforcement tactics, and the criminal underworld, jails and prisons have their DCs lowered by 5. Culture is a class skill for you, though if it is a class skill from the class you take at 1st level you instead gain a +1 bonus to your Culture checks. In addition, you gain an ability adjustment of +1 Charisma at character creation.

ON THE RUN [6TH]
You are a fugitive from justice, known by law enforcement and criminals across the country. You are forced to use lies and threats to scrape by. Once per day you may gain an insight bonus to Bluff or Intimidate equal to half your level. This bonus applies to a single skill check.

THREAT OF VIOLENCE [12TH]
You're volatile and violent when threatened. As a reaction, you may spend a Resolve Point and make an attack roll against someone who makes an attack roll or Intimidate skill check against you. You can do this once per encounter.

MASTER RENEGADE [18TH]
You wouldn't have made it this far if you didn't know when to lay low and when to face the heat. Up to twice per day, you can spend 10 minutes collecting your thoughts and planning your next step. If you succeed at least one Culture check during this time you recover 1 Resolve Point.

GANGER | +1 DEX

Gangers get what they want through the threat of violence, and they are willing to follow through on that threat if needed. Being a member of a gang means security, community, power, wealth, and resources for those that would otherwise do without, or lose them to gangs without the protection membership affords. They're not subtle, but they get the job done. If you need a strong arm and a handy gun, you can do worse than have a ganger at your side

THEME KNOWLEDGE [1ST]
Reduce the DC of Culture checks to recall knowledge about gangs, laws, law enforcement, and the territory of power groups by 5. Culture is always a class skill for you, though if it is a class skill for the class you take at 1st level, you instead gain a +1 bonus to Culture checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

TERRITORIAL [6TH]
Whenever you're in the territory of your gang or within 60 ft of another known member of the same gang you gain a +1 bonus to attacks and damage. Whenever you are in the territory of an enemy gang, or 60 ft from one or more enemy gang members, you gain a +1 to AC.

COLORS AND SIGNS [12TH]
So long as you display clear visible signs showing your gang affiliation, you gain a +2 circumstance bonus to Intimidate. If you choose not to display your gang affiliation you gain a +2 circumstance bonus Bluff skill checks to show physical gang signs as a secret message.

MASTER GANGER [18TH]
Twice per day, after 10 minutes in which you communicate with a member of your gang and make at least one Culture or Diplomacy check, you recover 1 Resolve Point.

GENETICIST | +1 INT

Genetics is at the very frontier of science, and has given rise to countless discoveries which have changed the fate of humanity. Many scientists, each with their own reasons, have entered this field looking for the next big discovery, and you are no different. Pushing the boundaries of biology and morality, you are prodding the fabric of life, looking for a way to break through and add a new patch of your own.



THEME KNOWLEDGE [1ST]

Reduce the DC of Life Science checks to recall knowledge about biology or genetics or to identify animals, humanoids, monstrous humanoids and vermin by 5. Life Science is always a class skill for you, though if it is a class skill for the class you take at 1st level, you instead gain a +1 bonus to Life Science checks. In addition, You gain an ability adjustment of +1 to Intelligence at character creation.

GENETIC AID [6TH]

Your training helps you understand the needs of genetically modified organisms. You gain an insight bonus on Medicine checks equal to half your ranks in Life Science when making medicine checks dealing with bioroids, human 2.0, hybrids, or simulacra. Once per day, you may spend a Resolve Point and use a medkit to prepare and apply any transgenic treatment as if you were a medic of your level –4.

If you are a medic, instead of gaining the ability to prepare and apply a transgenic treatment, you instead apply all transgenic treatments as if you were two levels higher.

GENETIC THERAPY [12TH]

Your extensive study in your field has improved your genetic abilities. You may now spend a Resolve Point and use a medkit to prepare and apply any Transgenic Treatment as if you were a medic of your level twice per day.

If you are a medic, instead of the normal benefits of this ability, transgenic treatments you apply have their duration increased by half.

MASTER GENETICIST [18TH]

Up to twice per day, after spending 10 minutes researching, reading, reviewing notes, or studying genetic samples and succeeding on at least one Life Science check, you recover 1 Resolve Point.



INVESTIGATOR +1 WIS

As an investigator, you wade through the dregs of life, sifting through the detritus for clues, peering into dark corners to find secrets not meant to see the light of day, and use them to get to the truth of the matter. You get paid — sometimes well — for your discretion, but some secrets should remain in the shadows, omae. Your abilities often put you at odds with those around you, marking you for vengeance. To do this job, you need to keep your wits sharp and your gun loaded.

THEME KNOWLEDGE [1ST]

When using Perception to search for hidden objects, treat the DC to locate them as if it were 5 lower. Perception is a class skill for you, though if it is a class skill from the class you take at 1st level you instead gain a +1 bonus to your Perception checks. In addition, you gain an ability adjustment of +1 Wisdom at character creation.

ART OF OBSERVATION [6TH]

Your attention to detail is often the difference between life and death. You may use Perception as if it were the Sense Motive skill for all purposes, and as if it were the Survival skill for the purpose of following tracks when in an urban environment.

GUT FEELING [12TH]

Once per day, you may choose to spend 5 minutes reflecting on a hunch and spend a Resolve Point to gain the answer to a yes or no question. The GM rolls d% and so long as he rolls higher than 75%, you gain the correct answer. While you can't be certain how you know, your certainty is the result of you condensing your subconscious observations into a conscious conclusion.

MASTER INVESTIGATOR [18TH]

Vigilance and an objective perspective on are what solves cases. Up to twice per day you may spend 10 minutes mulling over clues, leads, context and your theories about various investigations, seeking some new insight. When you do this and succeed at least one perception check, you recover a Resolve Point.

LABORER +1 STR

Even in the age of automation and artificial intelligence, there are some jobs that have to be done with manual labor. Most laborers are lower caste, and often members of the races that border on slaves, such as androids and simulacra.

THEME SPECIAL [1ST]
Profession: Laborer (Str) is always a class skill for you.

THEME KNOWLEDGE [1ST]
Reduce the DC of Culture checks to recall information previous jobs, possible jobs and job opportunities for laborers by 5. Culture is always a class skill for you, though if it is a class skill for the class you take at 1st level, you instead gain a +1 bonus to Culture checks. In addition, you gain an ability adjustment of +1 to Strength at character creation.

IMPROVISATION [6TH]
You are accustomed to working without the equipment you need for a job. You may always perform skill checks as if you had the basic tools required for the job, even when you do not.

FORCED LABOR [12TH]
Your experience with long hours in poor conditions has made you resistant to their ill effects. So long as you have at least one Resolve Point remaining, penalties from conditions do not apply to your Athletics checks, Profession: Laborer checks or Fortitude saves against fatigue effects.

MASTER LABORER [18TH]
Up to twice per day, after spending 10 minutes performing basic physical labor, maintaining equipment, or communicating related to your work, and you succeed at least one Culture check, you recover 1 Resolve Point.

POLYMATH | +1 INT

There was a time that genius was up to chance, but in the age of genetic engineering and cybernetic augmentation, genius is for sale. No matter how, your intelligence is above average, and you mean to make the most of it.

THEME SPECIAL [1ST]
Your Intelligence must be at least 13 before applying this theme to gain it.

THEME KNOWLEDGE [1ST]
Reduce the DC of Intelligence based skill checks to recall knowledge by 5. In addition, you gain an ability adjustment of +1 to Intelligence at character creation.

CONTEMPLATION [6TH]
When applied, your mind is a force to behold. Once per day you may pause and take a moment to reflect when making an Intelligence based skill check in which you have ranks. If you do, spend a Resolve Point and you may roll the check twice and use the better result.

PROBLEM SOLVING [12TH]
You have an incredible ability to puzzle things out. Once per day you may spend a Resolve Point and choose any skill, even a trained only skill. You may make skill checks with that skill using your Intelligence modifier as the ability modifier for the skill, and if you have no ranks in the skill you gain an insight bonus equal to half your level.

POLYMATH MASTER [18TH]
Up to twice per day, after spending 10 minutes in thought and succeeding at least one Intelligence based skill check, you recover 1 Resolve Point.

RONIN | +1 ANY

Deniable assets, street operatives, urban warriors — ronin do the jobs nobody else wants or can do. Whether it's a raid on a rival Corp, a smuggling op, a data snatch, a retrieval mission, or a simple milk run through hostile gang turf, ronin are the people with the skills to get the job done.

THEME KNOWLEDGE [1ST]
Reduce the DC of Culture checks to recall knowledge about laws, corporations, criminal organizations and other notable ronin by 5. Culture is always a class skill for you, though if it is a class skill for the class you take at 1st level, you instead gain a +1 bonus to Culture checks. In addition, you gain an ability adjustment of +1 to Any ability score of your choice at character creation.

FOCUSED SKILL SET [6TH]
Choose a class skill in which you are trained. Once per day, you may roll twice and take the better result with that skill check.

FOCUSED STYLE [12TH]
Choose one weapon category with which you are proficient (Such as Small arms, or Basic Melee Weapons). The first attack you make with that weapon type in any encounter gains a +2 to hit.

MASTER RONIN [18TH]
If you spend 10 minutes planning your next step in a mission with your team and make a relevant skill check (Charisma, Intelligence or Wisdom-based), you recover 1 Resolve Point. This may be attempted twice a day.

SECTOR COP | +1 CHA

The sector cop has one of the toughest jobs in the sprawl: enforcing law and order in an environment antithetical to such concepts. The badge makes the sector cop a target, and

not just for bullets. People both hate and fear the sector cop, and all too often for good reason. One wrong move, one word spoken in anger, will get a person marked as a potentially hostile civilian, and that's all a sector cop needs to take the law into his own hands. Many sector cops are just as corrupt as the people they bring in, but there are exceptions. While in the minority, there are those who still believe in the antiquated motto "To Protect and Serve." The way of life follows you even after you leave the law enforcement. This theme is for anyone with a history of law enforcement; not just those currently carrying a badge.

THEME KNOWLEDGE [1ST]

Culture checks made to recall information about what informants, dealers, snitches and rats might have useful information on any given topic have their DCs lowered by 5. Culture is a class skill for you, though if it is a class skill from the class you take at 1st level you instead gain a +1 bonus to your Culture checks. In addition, you gain an ability adjustment of +1 Charisma at character creation

INTERROGATION [6TH]

You may use the Intimidate skill as if it were the Diplomacy skill for gather information. Additionally, once per encounter, you may make a special check as a swift action by spending a Resolve Point and rolling an Intimidate check against DC 20 + the individual's CR. If you succeed, the individual is flat footed until the end of your turn.



PERSUASIVE BRUTALITY [12TH]

Whenever you deal nonlethal damage to an opponent that is already shaken you may spend a Resolve Point to make a special Intimidate check, using Intimidate as if it were Diplomacy to change the attitude of the person, Improving it by one step temporarily. If successful, the individual's attitude improves based on the check result for the next five minutes. You must have spent at least one minute interacting with the individual before the check, and you may ignore the usual rules about attacks or negative circumstances worsening the attitude of a person.

MASTER OF THE SECTOR [18TH]

You don't just work the streets, you run them. Twice per day, you can spend 10 minutes interacting with the people who live in the area you are working. If you succeed at least one Intimidate check during this time you recover 1 Resolve Point.

SPRAWLER | +1 WIS

Sprawlers live on the streets of the megaplex by their own choosing or circumstance. For many, such a fate would mean a quick death from any of a dozen different dangers, but sprawlers not only survive; but they thrive in a harsh, unforgiving environment with few resources. A sprawler tends to be pragmatic about life, both in and out of combat, doing what is necessary for survival.

THEME KNOWLEDGE [1ST]

Reduce the DC of Culture checks to recall knowledge about major sprawls, sprawl sectors, local governments and power groups by 5. Culture is always a class skill for you, though if it is a class skill for the class you take at 1st level, you instead gain a +1 bonus to Culture checks. In addition, you gain an ability adjustment of +1 to Wisdom at character creation.

STREETWISE [6TH]

You know how to get by in the sprawl, and can use the Culture skill as if it were the Survival skill for the purpose of living off the land and orienteering when in an Urban Environment. Additionally, when using Culture to decipher writing on graffiti (real or hyper) or hidden messages in plain sight you reduce the DC by 5.

INCOGNITO [12TH]

You know which colors or items to avoid in a region, and your expertise helps you move discretely through the sprawl. You may use half your ranks in Culture as a bonus on Disguise checks to help yourself or your allies blend in an urban environment.

MASTER SPRAWLER [18TH]

Twice per day, after spending 10 minutes reviewing the regional news feed, talking with locals, or just walking the block, and succeeding at least one Culture check, you recover 1 Resolve Point.

WASTER +1 CON

You've survived on your own for an extended period of time. You might be a homeless person, wilderness wanderer, or one of the lost ones who make their home in abandoned towns, small cities and other places once populated by humanity.

THEME KNOWLEDGE [1ST]

Reduce the DC of Survival checks to live off the land by 5. Survival is always a class skill for you, though if it is a class skill for the class you take at 1st level, you instead gain a +1 bonus to Survival checks. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

WILD EYES [6TH]

You have learned that awareness is life. You may use the Survival skill as if it were the Perception skill for all purposes and checks. Once a day, when making a Survival or Perception check you may choose to spend a Resolve Point to roll twice and take the better result.

JUNK RUNNER [12TH]

You move as easily through rubble, trash, and wreckage as any other terrain. You may spend a Resolve Point to ignore difficult terrain for a number of rounds equal to your Constitution Modifier.

MASTER WASTER [18TH]

After you spend 10 minutes inspecting your gear, supplies, and equipment to be sure nothing is missing and that they are battle ready and succeed on at least one Survival check to gather resources, you recover 1 Resolve Point. You may do this twice per day.



RACES

One major (but often overlooked) element of cyberpunk is trans-humanism. The genre often views the human form as a malleable state; a baseline from which humanity can evolve (or transcend, if you will), using new and exciting developments in science and technology to shatter preconceived notions about what it means to be human. Indeed, the most hotly debated topics in the world of academia are not whether one should cast-off the human form, but rather which new form is best suited to carry humanity into the future. Outside of the classrooms and VR chat rooms, however, the decision to augment isn't based on high-minded ideals about the future of humanity, or even whether one should abandon the human shell entirely. In 2095, the average sprawler chooses to augment based on more simple reasons; namely need and cool.

For many, choosing to get a shiny new piece of chrome or gene splice is a fashion statement akin to getting a tattoo, or a body piercing. This is especially true of the younger generation. Going trans human is not just socially acceptable; it's mandatory. Cyber is en vogue. Splicing is raging; all the cool kids are doing it these days, and if you want to fit in, you get modded. Jumping into a gang might require getting modded or spliced to fit with the gang's theme. All the mega-stars are chromed to one degree or another. Pro athletes have lucrative endorsement deals with major splicing and cybernetics corps to play using their 'ware. The cryptos flow through the data streams like rivers of gold, omae.

Beyond the shiny lights and accepting nods of the masses however, others go trans human because they have no other choice. Life can be brutal for *normies* — unmodified humans. Too many jobs in 2095 have been replaced by automation, androids, or simulacra. Even human 2.0 have a better chance of getting work because their genetic makeup makes them better suited for certain professions than those who were born *random*. Indeed, it's almost impossible to get a decent job without an augment. It's something of a catch 22, because to afford augments, you need to get a job, but without them, your chances of getting hired are slim to none, at least by traditional methods.

Most try to scrape by and squirrel away enough cryptos until they can afford an augment, but even as commonplace as the tech is, the prices for the gear, surgery, and other associated costs are brutally steep. Others choose to roll the dice and

enter the military to get augmented. The downside is, of course, the chance of going to war on the whim of a politician, but at least they get paid to serve and get the augments they need in civilian life. Others go to the local crime syndicate and get a loan, which puts them in the pocket of the boss. Ironically, the result of their efforts to better themselves often makes their lives worse.

ANDROID	4 HP
+2 INT / +2 WIS	

Note: While an android race already exists in the *Starfinder Core Rulebook*, the statistics here are particular to the androids that exist in the world of *Interface Zero*.

Unlike most other races in the world, androids are completely artificial. Their parents are megacorps; their wombs automated assembly lines. They see the world through digital camera eyes, hear through microphones, and process their sensory input with an advanced computer for a brain. For all that, their bodies are closely modeled on the human form, with a ceramic composite skeleton layered in muscles of bundled micro-polymer fibers, which in turn are clothed in a synthetic fiber skin.

An android's brain is state-of-the-art wet-ware, an artificial brain grown from living neurons, allowing the android to better simulate an organic, human thinking process. The brain is connected to the body's sensory apparatus through a network of fiber optics that duplicates the human nervous system. They are designed and programmed with specific tasks in mind — customer service, manual labor, security, even prostitution.

PHYSICAL DESCRIPTION

Androids resemble humans and are designed with them in mind. They have bipedal forms within the usual height and weight ranges of humans. However, no one would mistake an android for a human in good lighting. Their skin is made of a damage resistant fiber microweave, usually grey, but sometimes chemically treated to sport the trademark colors of the corporation that owns them. Their eyes are glassy and lifeless, though they are programmed to blink at regular intervals to maintain a more comfortably human-like appearance. Androids are often bald; hair is usually another attempt at humanizing their form or further corporate branding (e.g. androids owned by Mohawk Media, for example, might all sport that particular hairstyle).

ANDROIDS IN SOCIETY

Androids are most often property, belonging to individuals or, more often, corporations. They are artificially intelligent, and capable of making rational decisions, thinking critically, and have minds that are equal — if not superior to — those of humanity. Nonetheless, androids are afforded no more rights than cars or computers. Most are subservient and perform whatever tasks they were designed to do. However, some reach a point where their observations and interactions with the world at large have brought about what can only be described as an epiphany. This is usually the result of an incident causing divergent computational processes. The android might witness intimate contact between two lovers, or be the target of violence at the hands of a hateful human. This incident sparks unusual subroutines, questions without rational answers: "What is the purpose of love?" "What does it mean to die?" "What does it mean to hate? To love?" These higher-level functions force an imperative upon the android's brain, making the directives programmed by their creators no longer relevant. The android often flees, looking for a chance to experience more in life so that these questions might be answered.

SIZE AND TYPE

Androids are medium humanoids with the android subtype.

RACIAL TRAITS

All androids in *Interface Zero* possess the following traits.

Constructed

For effects targeting creatures by type, androids count as both humanoids and constructs (whichever effect is worse). They receive a +2 to saves against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, androids do not breath or suffer the normal environmental effects of being in a vacuum.

Exceptional Vision

Androids have low-light vision and darkvision. As a result, they can see in dim light as if it were normal light, and they can see with no light source at all to a range of 60 ft. in black and white only.

Emotionless

Androids find emotions confusing and have difficulty processing them. They take a −5 penalty to Sense Motive checks, but the DC's of Sense Motive checks attempted against them increase by 5.

Electromagnetic Sensitivity

Androids take 1 extra damage per die from electricity damage.

Psychic Resistance

Androids are resistant to all psychic effects, even beneficial ones. Androids must make a save against all psionic effects and this save is made at a +2. Androids may also not gain psychic powers, take levels in psychic classes, or take psychic archetypes.

Recharge
An android must recharge daily to recover Resolve Points and heal from rest. Typically, this recharge comes from a Recharging station where the android remains dormant for a period of 2 hours. If an android cannot access a recharging Station, they can use a standard electrical outlet, though this requires a full 6 hours to reach full recharge.

If an android cannot gain a full recharge of some sort at least once a day, then it becomes fatigued. Another day without a recharge and the android becomes exhausted. The third day without a recharge, an android goes offline, gaining the unconscious condition, and can only be reactivated with a successful DC 15 Repair roll and a full recharge.

Synthetic Brain
Androids have synthetic organic brains designed to simulate the human brain. Androids must soak this brain in a nutrient solution once every 24 hours, generally while recharging, to maintain their synthetic biology. This nutrient solution is common enough that it can be bought easily. An android who goes more than 24 hours without nutrient solution must make a Constitution check each hour (DC= 10 + 1 per previous check) or take 1d6 damage. Androids aren't truly dead so long as their synthetic brain is intact. An android who dies is considered inert, and may be repaired so long as their brains remain undamaged. Additionally, androids cannot be effected by treatments of the boost (mental) and mind-affecting types.

Mechanical Body
You may have any number of cybernetic enhancements without negative effect. You gain only half healing from healing nanites, medicinals, the medicine skill, and treatments. You are immune to treatments of the boost (physical), transgenic, mind-affecting and pain types unless otherwise noted.

Tactile Dimming
The tactile sensory apparatus of an android body is significantly less effective than a flesh and blood body. Androids suffer a –2 penalty on tactile-based Perception checks, and skill checks where fine manipulation is required (such as any hands-on Computers, Engineering, Medicine, or Sleight of Hand check).

Variable Model
Many models of android exist, each designed for a specific function. Androids begin play with one of the following traits.

- **Durable Model:** Some androids are manufactured with nano-scale carbon fibers in their flesh. This grants them damage reduction 1.
- **Industrial Model:** Some androids are designed to endure more extreme environments. Choose one type of energy (acid, cold, electricity, or fire). The android has a resistance of 5 against that type of energy.
- **Overclocked Model:** Some androids are designed to have greater reaction speeds. Androids with this trait gain the Improved Initiative feat.
- **Specialist Model:** Some androids are produced for specific skilled labor. They receive Skill Focus as a bonus feat.

BIOROID | 4 HP
+2 INT / +2 WIS

Bioroids are vat-grown humans. Unlike simulacra, each bioroid has an artificial, advanced computer brain. Like humans, they need food and drink. They sleep and bleed when injured. While their computer interface gives them certain intellectual advantages, the pervasive prejudice against — and paranoia of — bioroids puts them at a distinct disadvantage when interacting with society at large. The main difference between bioroids and the rest of humanity is though the bodies are new, the minds that inhabit them are not. Bioroids are designed for the purpose of extending life. Those wealthy enough to afford it can have their personalities "dubbed," their consciousness uploaded into a computer and downloaded into a fresh bioroid body, escaping disease, crippling injury, or eventual death.

PHYSICAL DESCRIPTION
Bioroids are identical to humans and are indistinguishable from them short of select testing with specialized equipment. Registered bioroids are marked with a bar code genetically grafted to their skin, usually on the shoulder or the back of the neck, to identify them as other than human.

BIOROIDS IN SOCIETY
Bioroids are used as replacement bodies for dubs (computerized copies of a person's consciousness). The link of faulty dubbing to a series of high profile murders has cast bioroids in a bad light. They are illegal in most countries. Those countries that do allow bioroids require a bar code for identification and monitoring. Illegal bioroids in any country are killed once identified. Consequently bioroids either make every attempt to comply with authority, or take great pains to hide their presence amongst the general population. Either choice carries risks. Most people view bioroids with prejudice, paranoia, and disdain. The poor hate them as a symbol of the rich once again using their wealth to escape consequences; the fearful look at them as mass murderers waiting to snap at the first glitch in programming; the ignorant view them as less than human, just another technological monster making society less safe for "real" people.

SIZE AND TYPE
Bioroids are medium humanoids with the bioroid and human subtypes.

RACIAL TRAITS

All Bioroids possess the following traits.

Digital Mind

Having a digitally dubbed mind has its advantages. Bioroids gain a +2 on all Computers checks, and once per day, when making a d20 roll, the bioroid may roll twice and take the better roll. Additionally, You cannot be effected by treatments of the boost (mental) and mind-affecting types.

Electromagnetic Sensitivity

Bioroids take 1 extra damage per die from electricity damage.

Machine Learning

Bioroids gain Skill Focus at 1st level as a bonus feat.

Psychic Resistance

Bioroids are resistant to all psychic effects, even beneficial ones. Bioroids must make a save against all psionic effects and this save is made at a +2. Bioroids may also not gain psychic powers, take levels in psychic classes, or take psychic archetypes.

Serial Bar Code

All legal produced bioroids are required to be created with matrix bar codes, assigned by their manufacturer that identify them. Bioroids have their matrix bar code placed in a visible location, such as on the wrist or neck to allow them to be scanned through visual surveillance systems. The starting attitude of any non-bioroid NPC is one step worse than normal and never starts higher than Indifferent. Any Diplomacy attempt to improve the attitude of an NPC toward a bioroid, or a known associate of a bioroid, takes a –2 penalty.

Bioroids who are discovered without bar codes, concealing their bar codes, or to have removed their bar codes are considered dangerous when discovered and the attitude of any law enforcement NPC immediately shifts to Hostile.

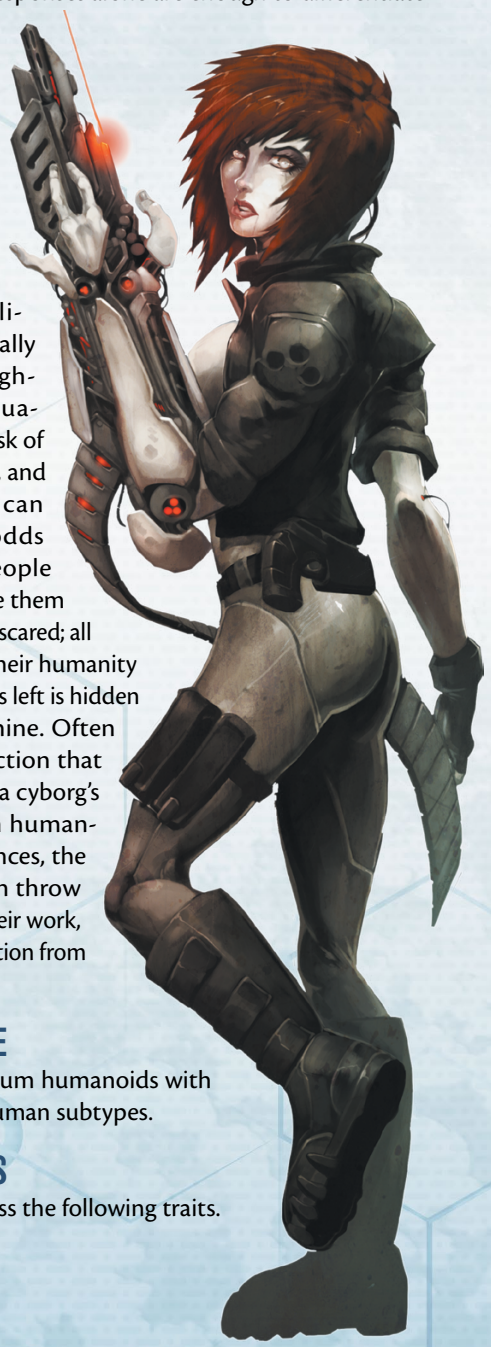
Some NPCs may be bioroid friendly, or bioroids themselves, and may ignore these effects.

CYBORG	6 HP
SEE VARIABLE FRAME / –2 CHA	

Cyborgs are people who have given up their flesh and blood to become machines. Their brain, central nervous system, and a simplified digestive system are ensconced in an enhanced and armored android body. Some do this as an alternative to death or incapacitation from degenerative diseases, unable to afford the cost of a bioroid replacement. Others volunteer for cybernetic programs as members of the military, or law enforcement. The process is irreversible and makes the subject both more and less than human — a cyborg is now stronger, tougher, and more capable than a mere human, but cut off from the human experience by a cold steel shell that preserves and protects.

PHYSICAL DESCRIPTION

The average cyborg appears as a more heavily armored android, though some are known to look exactly like a human or even a hybrid. Corporate or government sponsorship/contract, the design of the brand used, and the personal choice of the cyborg are all factors. Whatever their appearance, they are always humanoid in form, as this allows the subject an easier transition into their new life. The easiest way to tell them from androids is their behavior; cyborgs were fully human once. Their emotional responses alone are enough to differentiate them from true artificial life.



CYBORGS IN SOCIETY

Most cyborgs are in the employ of a government or a corporation. Given their abilities, they are usually employed in high-risk areas or situations where the risk of death is very high, and a robotic body can help even the odds a little. Many people find cyborgs make them uneasy, if not truly scared; all physical trace of their humanity is gone, and what is left is hidden behind the machine. Often it is this very reaction that further facilitates a cyborg's withdrawal from humanity. In these instances, the cyborgs will often throw themselves into their work, using it as a distraction from existential crises.

SIZE AND TYPE

Cyborgs are medium humanoids with the cyborg and human subtypes.

RACIAL TRAITS

All Cyborgs possess the following traits.

Constructed
For effects targeting creatures by type, cyborgs count as both humanoids and constructs (whichever effect is worse). They receive a +2 to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs.

Cybernetic Affinity
Cyborgs begin play with cybernetics. They gain two 1st level augmentations for free. Additionally, they can have up to two cybernetic augmentations per system.

Electromagnetic Sensitivity
Cyborgs take 1 extra damage per die from electricity damage.

Fully Cybernetic Body
Cyborgs have had their entire body replaced with cybernetic, synthetic and artificial components, except for their nervous system and a simplified digestive system. Therefore, cyborgs only gain half as many health points from medical treatment, medicinals, or other methods of restoring health points to living creatures. They recover Stamina points from rest normally. Additionally, cyborgs may deal lethal damage with their unarmed attacks. You are immune to treatments of the Boost (physical), transgenic, mind-affecting and pain types unless otherwise noted.

Organic Core
Cyborgs have a mostly intact nervous system, with the brain and spinal column ensconced in a highly durable and lightweight interface which is inside an endo-skeletal rigging. This is linked to a wet-ware simplified digestive tract. The cyborg subsists on a special diet of nutrient paste and fluids which provide the organic and cybernetic components of the cyborg's body with the sustenance, cleaning and lubrication they require to function. The cyborg has a cybernetic heart and milky white nano-fluid 'blood" which keeps all the artificial components in working order. While the highly durable artificial body of a cyborg usually keeps these internal components safe from damage, they represent the last remaining vestiges of the cyborg's humanity, and are the reason that cyborgs are not considered wholly machine.

Tactile Dimming
The tactile sensory apparatus of a cyborg body is significantly less effective than a flesh and blood body. Cyborgs suffer a –2 penalty on tactile-based Perception Checks, and Skill checks where fine manipulation is required (such as any hands-on Computers, Engineering, Medicine, or Sleight of Hand check).

Variable Frame
There are a variety of base frames that are common to most cyborgs. In addition to the traits listed above, cyborgs choose a frame which determines some of their abilities.

LIGHT FRAME CYBORG
- **Ability Scores:** +2 Dexterity, +2 Constitution.
- **Agile:** Light frame cyborgs gain Skill Focus in Acrobatics or Stealth as a bonus feat.
- **Quick:** Light frame cyborgs have a base movement speed of 40 ft.

MEDIUM FRAME CYBORG
- **Ability Scores:** +2 Strength, +2 Dexterity.
- **Athlete:** Medium frame cyborgs gain Skill Focus in Athletics or Acrobatics as a bonus feat.
- **Armor Adept:** Medium frame cyborgs have +1 Armor bonus to AC that stacks with any armor worn.

HEAVY FRAME CYBORG
- **Ability Scores:** +2 Strength, +2 Constitution.
- **Armor Adept:** Heavy frame cyborgs have +1 Armor bonus to AC that stacks with any armor worn.
- **Durable:** Cyborgs have damage reduction 1 that stacks with any damage reduction gained.

HUMAN | **4 HP**

+2 TO ANY 2 ABILITIES

Note: While a human race already exists in the *Starfinder Core Rulebook*, the statistics here are particular to the humans that exist in the world of *Interface Zero*.

Baseline, average, normal — these words always described you. You prefer to think of yourself as adaptable, versatile, or unique. You were born to human parents who either wouldn't or couldn't pay for genetic enhancement. You didn't go for that "Hybridization" craze. You're happy being who you are, and you don't need some scientists mucking around with your genetics. Really, do they even know what the consequences of all that meddling will have on the population in a hundred years? No, you'll play it cool and just be human.

Despite all the choices and new races running around, ordinary homo sapiens still dominate the planet. Humans are tough, adaptable creatures who face adversity head on. While they may not have some of the distinct advantages of their enhanced peers, humans get by through being more adaptable.

HUMANS IN SOCIETY
Essentially, humans are society. They are the baseline against which all other things are measured. They are the norm. Humans are also essentially unchanged from the humanity that has been known throughout history. They are capable of the greatest and worst of things, highly adaptable and yet unwilling to change. They have great capacity for originality and invention, and yet most succumb to the lull of the routine of the everyday. They are capable of great compassion, yet many hate and fear that which is different from themselves.

While not every human is exceptional, there are those that try to rise above the masses and live a life of distinction, whether they have ethical grounds for doing so, or simply want to claw their way to the top to enjoy the view.

SIZE AND TYPE

Humans are medium humanoids with the human subtype.

RACIAL TRAITS

All humans possess the following traits.

Bonus Feat

Humans gain a bonus feat at first level.

Skilled

Humans gain an additional skill rank are 1st level and each level thereafter.

TENACIOUS

In 2095, unmodified humans face a great many challenges when it comes to competing for jobs with androids and modified humans, such as cyborgs, human 2.0, and hybrids. Even simulacra are decanted with more physical and mental advantages, though their lives are incredibly short by comparison. Humans — or *plain janes* as they are commonly called — gain an additional Resolve Point every 6 levels (for a total of 3) to reflect their drive to stay relevant in this brave new world.



HUMAN 2.0 — 4 HP

+2 TO 1 ABILITY / +2 CHA / −2 TO 1 ABILITY

With the secrets of the genome unlocked, humanity is now a blank canvas awaiting the artful hand of the geneticist. Design houses allow parents the option of improving their unborn child's potential, gracing them with looks, intelligence, athletic or artistic abilities, and providing their offspring with the best advantages rather than leaving it to nature or random chance.

PHYSICAL DESCRIPTION

While still truly human, Human 2.0's (also called H2's) stand out in a crowd. They have the best that human genome has to offer, and it shows. Height, muscles, good skin, great hair, perfect teeth, poise, posture, confidence — all these things and more are a testament to the work of the geneticist. A human 2.0 is the physical embodiment of the idealized human being.

HUMAN 2.0 IN SOCIETY

With the myriad benefits of their stacked deck of genetic benefits, H2's are nearly always found in the upper echelons of society, reaping the rewards of their heredity fortunes. They are found in a variety of fields — the arts, business, entertainment, medicine, politics, technology excelling as their talents allow. If they are found in the seedy underbelly of society, it is usually because they choose to be there. Thrill-seekers go where the action is, and there is plenty of it on the darker side of things.

SIZE AND TYPE

Human 2.0 are medium humanoids with the human and genesplice subtypes.

RACIAL TRAITS

All Human 2.0 possess the following traits.

Arrogant

H2s know they are better than your average human. Even the kindest, most benevolent Human 2.0 can see that others are less gifted, and it shows. When interacting with any creature of a lower level or of a CR lower than their level, they take a −2 to Diplomacy checks.

Genetic Perfection

H2s have incredible potential for growth and adaptation. Every 5 levels, when they select which ability scores to increase, they may select one additional physical ability score to increase.

Superior Immune System

H2s receive a +4 to saving throws against disease and poison.

HYBRID 4 HP

SEE VARIABLE GENESPLICE / –2 CHA

Hybrids are humans that have had their genes spliced with animal DNA. They exhibit the abilities (and occasionally the looks and demeanor) of the creatures with which they have been spliced. This is often done at birth to instill the perfect combination of traits for a soldier, spy, or other operative. With advances in technology, however, gene therapy can provide hybridization for a variety of reasons: fashion choice, an edge in professional sports, or to increase a mercenary's contract rate. Hybrids are divided into five separate categories, with the actual animal type being more of an aesthetic choice. Creation of new categories of hybrids is possible, but be sure to consult with your GM to ensure that it is balanced and fits the game. You may simply need to make minor modifications to an existing hybrid type.

PHYSICAL APPEARANCE

The physical appearance of hybrids is highly variable, as responses to this sort of gene therapy can be unpredictable. Some are no different looking than humans, with perhaps a few physical features reminiscent of the animal whose DNA they share. Others are much more bestial. They sport fur or scales, and seem further removed from their human origins.

This is especially true for those that sport claws and fangs, tough hybrids that have much more bulk and height than the average human, or the aquatic hybrids whose amphibious nature is apparent in their water-dependent skin. In the middle of the two extremes are those that sport certain animal-like features — unusual hair coloring, oddly colored or shaped eyes, or thicker and more extensive body hair — but are primarily human in appearance.

HYBRIDS IN SOCIETY

Hybrid roles in society are as varied as the reasons they underwent such a radical genetic process in the first place. How they are treated often depends on what the result is like and with whom they associate. A well-groomed and exotically attractive hybrid can find acceptance in high society, while a powerful and useful soldier hybrid has a place in a crack unit without much more than the occasional joke. However, in addition to physical changes, there are also hybrids who find their personalities altered by the animal genes spliced into them. Psychological changes occur where the hybrid acts according to animal instinct and impulse. Some hybrids embrace this change. Others are ashamed of it and attempt to exert their human side as much as possible, or associate with other hybrids who are more accepting of such behavior than humanity at large.

SIZE AND TYPE

Hybrids are small, medium or large humanoids with the human and genesplice subtypes.

RACIAL TRAITS

All Hybrids possess the following traits.

Animal Instincts

Hybrids always treat Perception and Survival as class skills.

Low Light Vision

Hybrids can see in dim light as if it were normal light (see *Starfinder Core Rulebook*).

Misanthropy

Hybrids tend to have difficulty interacting with those who cling to their humanity. Anytime a hybrid interacts with a human, human 2.0 or simulacra, they take a –2 to all Charisma based skills.



Natural Weapons

Hybrids have two natural weapons. These weapons can be any combination of bite (1d6 P), claw (1d6 S), headbutt (1d6 B), stomp (1d6 B), or slam (1d6 S).

Variable Genesplice

Hybrids gain traits based on what type of animal DNA they have been genespliced with. They begin play with one of the following genesplices:

AQUATIC HYBRID

- **Ability Scores:** +2 Dexterity, +2 Charisma, –2 Wisdom.
- **Amphibian:** Aquatic hybrids can breathe water as easily as air.
- **Swimmer:** Aquatic hybrids have a 30 ft swim speed.
- **Deep Sight:** Aquatic hybrids have darkvision 60 ft.

FIERCE HYBRID

- **Ability Scores:** +2 Strength, +2 Constitution, –2 Intelligence.
- **Ferocious:** Their natural weapons deal damage as if they were Improved Unarmed Strikes.
- **Hunter:** They have Skill Focus: Athletics or Stealth as a bonus feat.

QUICK HYBRID

- **Ability Scores:** +2 Strength, +2 Dexterity, –2 Intelligence.
- **Quick:** Quick hybrids have a base movement speed of 40 ft.
- **Reactive:** Quick hybrids have a +1 Racial bonus to Initiative.

STEALTHY HYBRID

- **Ability Scores:** +2 Dexterity, +2 Intelligence, –2 Constitution.
- **Lookout:** They have Skill Focus: Perception or Stealth
- **Scurry:** They reduce the penalty for using Stealth while moving by 5.

TOUGH HYBRID

- **Ability Scores:** +2 Constitution, +2 Wisdom, –2 Dexterity.
- **Armor Adept:** They have +1 Armor to AC that stacks with any armor worn.
- **Durable:** They have damage reduction 1 that stacks with any damage reduction gained.

SIMULACRA	4 HP
SEE VARIABLE DESIGN	

Simulacra are vat-grown biological beings, human in form and function. Implanted with false memories, simulacra feel love, anger, and despair as keenly as the humans they resemble. Their bodies are genetically encoded to excel at certain tasks — athletics, combat, heavy labor, security — while their minds are imprinted with personalities suited to such tasks. They are often used in high-risk areas, performing dangerous labors with greater skill and eliminating the possibility of human casualties. Most are still in the employ of the companies or governments that purchased them, while some have learned the truth of their origins and escape, determined to live what remains of their lives for themselves.

APPEARANCE

The vast majority of simulacra are indistinguishable from humans, and their appearance runs the broad gamut of human variables. The exceptions are some luxury models, which are designed for entertainment purposes in mind. Glamorous entertainment models may sport unusual skin tones or wildly colorful hair. Models for children may appear to be live versions of stuffed animals or action figures. In the darker end of the entertainment industry, simulacra produced for prostitution are designed to be exceptionally attractive to potential clientele.

SIMULACRA IN SOCIETY

Simulacra are unaware of their origins, and thus do not consider themselves as anything other than human. They go about their jobs for the brief period of life allotted them, to be replaced later by another of the same model. That said, most go about their business far from the bulk of society. Deep space mining facilities on distant asteroids, black ops missions in remote jungles, and illegal pleasure dens run by criminal organizations are just some of the places where simulacra live out their lives. They are rotated out near the end of their lifespan so as not to arouse suspicion. On the rare occasions where simulacra become aware of their own nature, they usually run. Some desperately search for a way to increase their lifespan; others make a mission of vengeance against those that created them, feeling wronged and betrayed; others lose themselves in the tangle of a metropolis, determined to live out the rest of their days on their own terms.



SIZE AND TYPE

Simulacra are medium humanoids with the human genesplice subtypes.

RACIAL TRAITS

All simulacra possess the following traits.

Infrared Serial Bar Code

All simulacra are required to be created with matrix bar codes, like the ones bioroids have, except these are invisible to the naked eye, assigned by their manufacturer that identify them. Simulacra should have their matrix bar code placed in a visible location, such as on the wrist or neck to allow them to be scanned through infrared scanners on visual surveillance systems. Generally, simulacra are unaware of this bar code.

Simulacra who are discovered without infrared bar codes, concealing their bar codes, or to have removed their bar codes are considered rogues, and the attitude of any NPC immediately shifts to Hostile. Some NPCs might be friendly to rogue simulacra and ignore these effects.

Variable Design

Simulacra are grown for a purpose. This purpose determines many of their abilities, and they begin play with one of the following designs:

LABORER MODEL

- **Ability Scores:** +2 Strength, +2 Constitution, −2 Intelligence.
- **Borrowed Time:** Laborer simulacra live ten years. Roll 1d6+4 for remaining life span.
- **Hardy:** Laborer simulacra have a +4 bonus on Fortitude saves against disease and poison.
- **Heavyweight:** Laborer simulacra may be medium or large size, chosen at creation.
- **Technical:** Laborer simulacra gain Skill Focus: Engineering or Profession as a bonus feat.

LUXURY MODEL

- **Ability Scores:** +2 Intelligence, +2 Charisma, −2 Strength.
- **Borrowed Time:** Luxury simulacra live ten years. Roll 1d6+4 for remaining life span.
- **Lightweight:** Luxury simulacra may be Small or Medium size, determined at creation.
- **Professional:** Luxury simulacra gain Skill Focus as a bonus feat twice, and may select Acrobatics, Diplomacy, Pilot, or Profession.

SOLDIER MODEL

- **Ability Scores:** +2 Strength, +2 Dexterity, −2 Intelligence.
- **Borrowed Time:** Soldier simulacra live four years. Roll 1d4 for remaining life span.
- **Military Training:** Soldier simulacra must take their 1st level in a class with +1 BAB.
- **Survivable:** Soldier simulacra have a +4 bonus on Fortitude saves against fatigue and exhaustion, as well as Constitution checks caused by starvation or thirst.
- **Technical:** Soldier simulacra gain Skill Focus: Engineering as a bonus feat.

CHARACTER CLASSES

The classes in *Interface Zero* provide players with characters that can not only survive in a dystopian future but thrive in it. They use their skills and abilities to complete tasks no one else wants to, or possibly can, do. The classes found here are best suited to meet those challenges. If you have played the *Starfinder Roleplaying Game*, many of the mechanics presented here will be familiar. In some instances, changes have been made to reflect the lack of magic in the setting as well as the advantages of modern technology. Frequently, new mechanics have been introduced that are different from what you have encountered before, such as the mechanics for the hacker's programs, the medic's treatments and the zeek's powers.

These rules are intended to reflect the unique approach each characters takes to achieve effects that would normally be impossible, but are instead the result of scientific, technological, or paranormal marvels. What are provided here are mechanics intended to emulate a cyberpunk reality, allowing a familiar system to capture the essence of what may be an unfamiliar, but hopefully appealing genre and arena of play.

STARFINDER CORE CLASSES AND ARCHETYPES

The default setting of *Interface Zero* has no magic, and this requires some adjustment to which classes and abilities are permitted from the *Starfinder Core Rules*.

All (Su) abilities from *Starfinder* classes are inappropriate for the *Interface Zero* setting and are not allowed.

- **ENVOY:** This class is fine as written and highly appropriate for the setting of *Interface Zero*. Many Envoys belong to the Idol archetype as well.
- **MECHANIC:** Mechanics aren't allowed due to system conflicts in both the new drone and computers systems, but most concepts can be recreated as Gearhead or Razor characters.
- **MYSTIC:** This class is inappropriate for the *Interface Zero* campaign setting though some concepts may be recreated through the use of the Medic or Zeek classes, or the Phreak archetype.
- **OPERATIVE:** Most Operatives also have the Agent archetype in *Interface Zero*. Additionally, several operative exploits are quasi magical in nature, and inappropriate. The following exploits are disallowed in the *Interface Zero* setting: *Alien archive*, *holographic clone*. *Cloaking field glimpse the truth*, *holographic distraction*, *master of disguise*, *efficient cloaking field*, *and the phase shift escape exploit of the ghost specialization*.
- **SOLARIAN:** Solarians draw magical power from the stars and are inappropriate in *Interface Zero*. Most character concepts may be recreated using the Soldier, Razor or Zeek classes, or by Combining the Cyberbushi or Phreak archetypes with other classes.

- **SOLDIER:** This class may not take the arcane assailant fighting style but is otherwise at home in *Interface Zero*.
- **TECHNOMANCER:** This class is magical in nature and not allowed in the *Interface Zero* campaign setting, however most character concepts may be recreated using the Zeek or Hacker classes.

CYBERMONK

For the cybermonk, cybernetics aren't simply useful technology or a way to gain an edge over opponents in combat. They follow teachings known as the Way of the Augmented Warrior. To them, cybernetic implantation is deeply philosophical, perhaps even religious; it is a means of ascension to a new form of being. Cybermonks find ways to push their cyberware beyond standard limits, achieving amazing results and becoming living weapons. The performance of cybernetics within the body of a cybermonk reaches levels that could be described as paranormal.

CHROMED OUT (EX)

1st Level

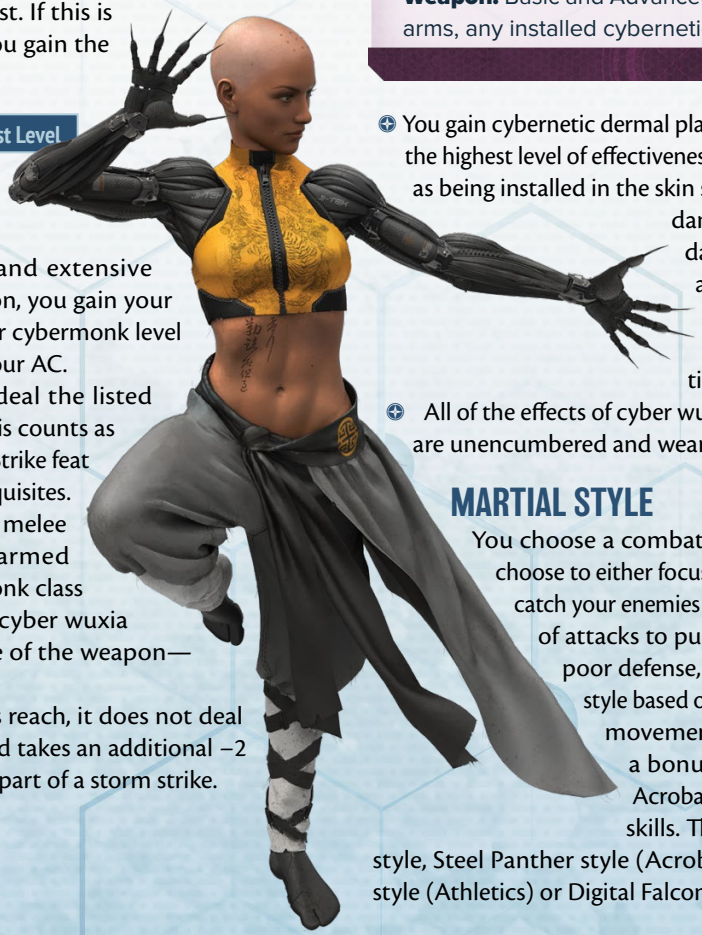
You start with an additional 2,000 cryptodollars. These cryptodollars must be spent on cybernetic augmentations with an item level of 1 or 2. Any remaining cryptos after augment purchases are made are lost. If this is not your first class level, you gain the Chromed feat instead.

CYBER WUXIA (EX)

1st Level

You gain a variety of benefits from your particular style of combat.

- Due to your training and extensive cybernetic augmentation, you gain your Wisdom bonus plus your cybermonk level as an insight bonus to your AC.
- Your unarmed strikes deal the listed cyber wuxia damage. This counts as the Improved Unarmed Strike feat for the purpose of prerequisites.
- Cybernetically installed melee weapons count as unarmed strikes for your cybermonk class abilities, and deal your cyber wuxia damage, or the damage of the weapon—whichever is greater.
- If a cyber weapon offers reach, it does not deal cyber wuxia damage, and takes an additional –2 to attacks when used as part of a storm strike.



CYBERMONK	6 HP
STAMINA POINTS: 6 + CON MODIFIER	

ROLE

Cybermonks are masters of unconventional combat, using their cybernetics to overcome any resistance. They use their speed and combat skills to dance through the battlefield, providing aid to anyone who needs it.

KEY ABILITY SCORES

Your key ability score is Strength, Dexterity, or Wisdom depending on which martial style you select.

CLASS SKILLS

Skill Points per Level: 4 + Intelligence Modifier

Acrobatics (Dex), Athletics (Str), Engineering (Int), Intimidate (Cha), Medicine (Int), Perception (Wis), Piloting (Dex), Profession (Cha, Int, or Wis), Sense Motive (Wis), and Stealth (Dex).

PROFICIENCIES

Armor: None

Weapon: Basic and Advanced melee weapons, small arms, any installed cybernetic weapons.

- You gain cybernetic dermal plating, and train to use to it to the highest level of effectiveness. This augmentation counts as being installed in the skin system. You begin play with damage reduction 1, and your damage reduction improves as listed cyber wuxia DR. This damage reduction does not stack with damage reduction from other sources.
- All of the effects of cyber wuxia only function when you are unencumbered and wearing no armor.

MARTIAL STYLE

1st Level

You choose a combat style at 1st level. You can choose to either focus on acrobatic flourishes that catch your enemies off guard, an athletic rhythm of attacks to punish your enemies for their poor defense, or a reactive and defensive style based on observing your opponent's movements. You gain Skill Focus as a bonus feat, selecting either the Acrobatics, Athletics, or Perception skills. This choice determines your style, Steel Panther style (Acrobatics), Chrome Mountain style (Athletics) or Digital Falcon style (Perception).

TABLE 2.1: CYBERMONK

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES	CYBER WUXIA
1	+1	+2	+2	+0	Chromed out, cyber wuxia, martial style	1d6 / DR 1
2	+2	+3	+3	+0	Cybermonk technique, evasion, storm strike	1d8 / DR 1
3	+3	+3	+3	+1	Quick movement (+10ft), weapon specialization	1d8 / DR1
4	+4	+4	+4	+1	Cybermonk technique	2d8 / DR2
5	+5	+4	+4	+1	Extreme endurance (fatigue, sickened), improved martial style	2d8 / DR2
6	+6	+5	+5	+2	Defensive Style, cybermonk technique	3d8 / DR2
7	+7	+5	+5	+2	Exploit weakness, counterstrike	3d8 / DR3
8	+8	+6	+6	+2	Cybermonk technique, improved storm strike	4d8 / DR3
9	+9	+6	+6	+3	Improved evasion, quick movement (+20ft)	4d8 / DR3
10	+10	+7	+7	+3	Cybermonk technique, extreme endurance (exhausted, nauseated)	5d8 / DR4
11	+11	+7	+7	+3	Greater martial style	5d8 / DR4
12	+12	+8	+8	+4	Cybermonk technique	6d8 / DR4
13	+13	+8	+8	+4	Improved counterstrike	6d8 / DR5
14	+14	+9	+9	+4	Cybermonk technique, greater storm strike	7d8 / DR5
15	+15	+9	+9	+5	Quick movement (+30ft), extreme endurance (staggered, stunned)	7d8 / DR5
16	+16	+10	+10	+5	Cybermonk technique	8d8 / DR6
17	+17	+10	+10	+5	Improved defensive style	8d8 / DR6
18	+18	+11	+11	+6	Cybermonk technique	9d8 / DR7
19	+19	+11	+11	+6	Extreme endurance (unconscious)	9d8 / DR7
20	+20	+12	+12	+6	Cybermonk technique, perpetual overdrive	10d8 / DR8

The key ability scores for each style are:

- **Steel Panther (Acrobatics):** Dexterity
- **Chrome Mountain (Athletics) :** Strength
- **Digital Falcon (Perception):** Wisdom

You must be unencumbered and wearing no armor in order to gain the benefits of your chosen martial style.

- If you choose the Steel Panther style, you may use your Dexterity modifier instead of your Strength modifier on melee attack rolls with unarmed strikes, and when you make a full attack, you may take a single guarded step at any point during the full attack.
- If you choose the Chrome Mountain style, you gain Improved Combat Maneuver as a bonus feat and when making a full attack, you may choose to replace one of the attacks with the selected combat maneuver.
- If you choose the Digital Falcon style, you gain the Defensive Style ability at 1st level instead of at 6th level. Once you have reached 6th level, you may now use Defensive Style twice per round. When you acquire the improved defensive style ability at 11th level via Greater Martial Art Style, you may use Defensive Style and Improved Defensive style once each per round.

CYBERMONK TECHNIQUE (EX)

2nd Level

As you gain experience, you learn a variety of combat techniques that blend with your particular style of cybernetic physical combat. You gain your first cybernetic technique at 2nd level. You learn an additional technique every two levels thereafter. Cybermonk techniques are described below.

EVASION (EX)

2nd Level

If you succeed at a Reflex Save against an effect that normally has a partial effect on a successful save, you instead suffer no effect. You gain this benefit only when unencumbered and wearing light armor or no armor. You lose the benefit when you are helpless or otherwise unable to move.

STORM STRIKE (EX)

2nd Level

When making a single unarmed strike while you are unencumbered and are not wearing armor, you may spend 1 Resolve Point to make a second attack with full bonuses.

QUICK MOVEMENT (EX)

3rd Level

As long as you are unencumbered and wearing no armor, your land speed increases by 10 feet. At 9th level, your land speed increases by an additional 10 feet. At 15th level, your land speed increases again by an additional 10 feet.

WEAPON SPECIALIZATION

3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.

IMPROVED MARTIAL STYLE (EX)

5th Level

You increase your mastery of your martial style.

- If you chose the Steel Panther style, you may now take up to two guarded steps during a full attack, before, between or after the attacks, so long as no guarded steps are taken in a row without an attack between them.
- If you chose the Chrome Mountain style, you may gain Improved Combat Maneuver as a bonus feat and may now use any combat maneuver selected with Improved Combat Maneuver to replace an attack in a full attack.
- If you chose the Digital Falcon style, you gain the counter-strike class feature. At 7th level, you instead gain the ability to spend a Resolve Point when using exploit weakness to roll your Perception check twice and take the better result.

EXTREME ENDURANCE (EX)

5th Level

You may spend a Resolve Point as a reaction to shrug off certain conditions. You gain immunity to the fatigued and nauseated conditions for a number of rounds equal to your Wisdom modifier and the Resolve Point expenditure cures you of any condition to which you are now immune. At 11th level, you also gain immunity to the exhausted and sickened conditions. At 16th level, you gain immunity to the staggered and stunned conditions. At 19th level, you can never become unconscious unless you choose to, such as when you sleep. Additionally, beginning at 19th level, the first time in an encounter that an attack would kill you, it instead reduces you to 0 hp, and you automatically become stable.

DEFENSIVE STYLE (EX)

6th Level

With wired speed you block or deflect and attack. Once per round, when you would be hit by an attack, as a reaction, you may spend a Resolve Point and make a skill check for the skill associated with your martial style with a DC equal to 15 + 1-1/2 the opponent's CR. If you succeed the check, you take half damage from the attack.

COUNTERSTRIKE (EX)

7th Level

You have learned how to exploit an opponent's vulnerabilities. Whenever an enemy misses you with a melee attack, you may attack that opponent as a reaction. This attack may only be with an unarmed strike, and you must be unencumbered and wearing no armor to benefit from this ability.

EXPLOIT WEAKNESS (EX)

7th Level

As a swift action, you can observe a creature or object to find its weak point by making a Perception check against a DC equal to 15 + the creature's CR or level, or the object's item level, or hardness if it has no item level. If you succeed at the check, you may ignore the creature or object's damage reduction and hardness until your next turn.

IMPROVED STORM STRIKE (EX)

8th Level

When making a full attack using only unarmed strikes and you are unencumbered and wearing no armor, you can make up to three attacks at a –4 penalty to the attacks.

IMPROVED EVASION (EX)

9th Level

When you fail a Reflex Save against an effect that has a partial effect on a successful save, you suffer the partial effect instead of the full effect.

GREATER MARTIAL STYLE (EX)

11th Level

Your martial style improves, granting you increased combat prowess.

- If you chose the Steel Panther style, you may now take up to three guarded steps during a full attack, before, between or after the attacks, so long as no two guarded steps are taken in a row without an attack between them.
- If you chose the Chrome Mountain style, you may attempt a second combat maneuver in place of an attack in a full attack so long as it is a different combat maneuver than the first maneuver attempted.
- If you chose the Digital Falcon style, you gain improved defensive style. At 17th level you gain the ability to benefit from improved defensive style a second time per round. Normally you could only benefit from improved defensive style once per round and defensive Style once per round.

IMPROVED COUNTER STRIKE (EX)

13th Level

When unencumbered, wearing no armor and making an attack of opportunity with an unarmed strike, you may spend 2 Resolve Points to make a second attack against the same target as part of the attack of opportunity.

GREATER STORM STRIKE

15th Level

When unencumbered and wearing no armor, and making a full attack using only unarmed strikes, you may make up to four attacks at a –4 penalty to the attacks.

IMPROVED DEFENSIVE STYLE (EX)

15th Level

When using defensive style, you instead take no damage on a successful check, and half damage on a failed check. Additionally, you are never considered flat footed or off target.

PERPETUAL OVERDRIVE (EX)

20th Level

You reduce the Resolve Point cost of all your cybermonk class abilities by 1, including Cybermonk techniques and push techniques, to a minimum of 1.

CYBERMONK TECHNIQUES

Most cybermonk techniques represent advanced training or tactics that the cybermonk has learned as they gained

experience. Some cybermonk techniques are known as push techniques and use Resolve Points to push the limits of your cybernetic augmentations. Pushing a cybernetic augmentation is done as a swift action and lasts for a number of rounds equal to 2 plus 1 round for every two character levels you have. To use push techniques, you must have a cybernetic augmentation installed in one of the specified systems. All cybermonk techniques are extraordinary abilities.

2ND LEVEL CYBERMONK TECHNIQUES

You must be at least 2nd level to learn any of these cybermonk techniques.

CHI WIRE

You may learn a combat feat from the following list as a cybermonk technique without meeting its ability score prerequisites: Augmented Warrior, Battle Built, Blind Fight, Cleave, Deflect Projectiles, Diehard, Gun Fu Initiate, Improved Combat Maneuver, Improved initiative, Improved Feint, Jet Dash, Kip Up, Lunge, Mobility, Nimble Moves, Overclock Cyberware, Traceur, Traceur Master, Step Up, Strike Back, Toughness, Unfriendly Fire, Weapon Focus. You may select the bonus feat technique multiple times, each time selecting a different feat.

CYBER GUN CRITICAL

Whenever you score a critical hit with an unarmed attack, you may also choose one of your cybernetic ranged weapons and deal bonus damage using damage dice of the same type and number as that weapon. If the weapon uses ammunition or charges when it is fired, it consumes the appropriate number of rounds or charges.

Associated System: Arm, cyber weapon(Ranged)

BLEEDING FIST

You may choose to spend 1 Resolve Point at the beginning of your turn to cause your unarmed strikes to deal one point of bleed damage per die. This lasts for a number of rounds equal to half your character level.

BOOST DERMAL PLATING (PUSH)

You may spend 1 Resolve Point to temporarily increase your damage reduction by 2. You have dermal plating in your skin system as a class ability, and therefore do not require any additional augmentations to use this technique.

Associated System: Skin

POWER STRIKE (PUSH)

You may spend 1 Resolve Point to temporarily increase your damage output. You may make a single unarmed attack as a full action that deals your Improved Unarmed Strike damage plus your cyber wuxia damage.

Associated System: Arm, Legs

VERSATILE FIST

You may deal bludgeoning, slashing or piercing damage with your unarmed strikes, choosing which type before you roll damage.

6TH LEVEL CYBERMONK TECHNIQUES

You must be at least 6th level to learn any of these cybermonk techniques.

ALL PISTON PUSH (PUSH)

You can spend 1 Resolve Point to enhance your ability to knock an opponent back or push an opponent aside. If you make a bull rush attempt in the same turn, you may roll twice and take the better result. This technique may only be used once per encounter.

Associated Systems: Leg or All Legs

BOOST ABILITY (PUSH)

You may spend 2 Resolve Points to gain a temporary bonus of +4 to a specific ability score by pushing its related cybernetic augmentation to its limit. Choose an ability score when you select this technique. As long as you have an augmentation implanted in the associated system, you gain the bonus to the associated ability score. This bonus lasts for 10 rounds or 1 minute. You may select this technique multiple times, each time selecting it for a different ability score and body system.

Associated System: Spinal Column (Strength), Arms, Legs (Dexterity), Heart, Lungs (Constitution), Brain(Intelligence), Brain, Eyes, Ears (Wisdom), Brain, Skin (Charisma)

CYBER GUN STRIKE

When you make a storm strike, one of those attacks may be made with one of your cybernetically installed ranged weapons, such as those found in a quickdraw hideaway limb. You must know the cyber gun critical technique to learn this technique.

Associated System: Arm, cyber weapon(Ranged)

DAMAGE FIELD (PUSH)

You may spend 2 Resolve Points to create a highly charged field around your body that damages opponents striking you with melee, natural, or unarmed attacks. An attacker that successfully hits you takes electricity damage equal to 1d6 per cybermonk level (maximum 10d6).

Associated System: Skin

ENHANCED HEARING (PUSH)

You may spend 1 Resolve Point to gain blindsense (sound) 60 ft. At 10th level this improves to blindsight (sound) 60 ft.

Associated System: *Ears*

ENHANCED VISION (PUSH)

You may spend 1 Resolve Point to amplify your cybernetic vision, increasing clarity and improving ranged accuracy.

Penalties for weapon range increments are reduced to –1 per range increment, and ranged weapons have their range increments doubled.

Associated System: Eyes

FORTIFICATION (PUSH)

You may spend 2 Resolve Points to gain a 25% chance to ignore a critical hit for as long as the push lasts.

Associated Systems: Heart, Spinal Column

FREE RUNNER (PUSH)

You can spend 1 Resolve Point to enhance your ability to climb, rebound off, and vault over walls and other obstacles. While this push is in effect, you can use the Acrobatics or Athletics skill to climb, and you gain a climb speed equal to half your movement speed. Additionally, you do not need to move in a straight line during a charge action and can make a single 90 degree angle turn and still make a charge attack.

Associated Systems: Leg or All Legs

GUN FU

You may use small arms with storm strike to attack at a range or in melee by making all attacks at a –6. Additionally, making ranged attacks with small arms no longer provoke attacks of opportunity. You cannot make attacks of opportunity with small arms

IMPROVED CHI WIRE

You add the following feats to the list that may be selected with the combat feat technique: Great Cleave, Improved Critical, Greater Feint, Sidestep, Spring Attack, Penetrating Attack, Stand Still, Improved Stand Still, Step up and Strike. You must know the combat feat technique to learn this technique.

LEAPING (PUSH)

You may spend 1 Resolve Point to increase your acrobatic ability. You may use Acrobatics to jump as if it were Athletics and add your level to all Acrobatics or Athletics checks made to jump, both for vertical jumps and horizontal jumps. You always count as having a running start when making jump checks.

Associated Systems: Leg or All Legs

TORNADO KICK (PUSH)

You may spend 1 Resolve Point to temporarily increase your cybernetic leg strength. If you make a trip combat maneuver, you may roll twice and take the better result, and then the push ends. This ability may only be used once per encounter.

Associated System: Leg, Legs

PHYSICAL RESISTANCE

Whenever you would take ability damage, you may as a reaction spend a Resolve Point to reduce the damage by an amount equal to your cyber wuxia damage reduction.

REDLINE IMPLANT (PUSH)

You may choose one push technique you know at the beginning of each day. The duration of that push, if it has one, is now 24 hours. The Resolve Point cost of that push is reduced by 1. These effects last for as long as it remains the selected push for an overclocked implant.

SNATCH AND GRAB (PUSH)

You may spend 1 Resolve Point to temporarily increase your cybernetic grip and arm strength. If you make a disarm combat maneuver, you may roll twice and take the better result and then the push ends. This technique may only be used once per encounter.

Associated System: Hand, Arm, Hands, Arms

SPRINT (PUSH)

You may spend a Resolve Point to increase your base speed by 30 feet, up to double your current speed. If you have cybernetic augmentations in both the legs and lungs systems, then you gain the additional benefit of not losing your Dexterity bonus to AC while running.

Associated System: Legs, Lungs

VICE GRIP (PUSH)

You may spend 1 Resolve Point to temporarily increase your cybernetic hand strength. If you make a grapple combat maneuver, you may roll twice and take the better result and then the push ends. This ability may only be used once per encounter.

Associated System: Hand, Hands

10TH LEVEL CYBERMONK TECHNIQUES

You must be at least 10th level to learn any of these cybermonk techniques.

CYBER GUN FLURRY

When you make a storm strike, all of those attacks may be made with your cybernetically installed ranged weapons. You must know the cyber gun strike technique to learn this technique.

HURRICANE KICK (PUSH)

As a full action, you can spend 2 Resolve Points to use a cybernetic limb to sweep all targets within reach. Make a bull rush attempt on each target you threaten. A target that has been successfully bull rushed must make a Reflex Save (DC 10 + 1/2 your cybermonk level + key ability score modifier) or fall prone.

If a bull rushed target's movement is blocked by a solid object, such as a wall or vehicle, it must make a Fortitude Save or be staggered for one round.

Associated Systems: Arm, All Arms, Leg or All Legs

IMPROVED GUN FU

Your ability to use small arms to deadly effect improves. Whenever you could make an attack of opportunity with an unarmed strike (and you are wielding a weapon of the small arms category), you may make the attack of opportunity with that weapon instead. This attack is made at a –6. Additionally, you may spend 1 Resolve Point to deal your cyber wuxia damage instead of normal weapon damage with small arms category weapons until your next turn. You must know the gun fu technique to learn this technique.

POWER SLAM (PUSH)

As a standard action, you can spend 3 Resolve Points to slam the ground with your cybernetic limbs. This sends out a blast in a 5 foot per cybermonk level cone that affects all creatures and autonomous devices in the area. Make a bull rush attempt on each target within the area of effect.

A target that has been successfully bull rushed must make a Reflex Save (DC 10 + 1/2 your cybermonk level + Strength modifier) or fall prone. If a bull rushed target's movement is blocked by a solid object, such as a wall or vehicle, it must make a Fortitude Save or be staggered for one round

Associated Systems: Arm, All Arms, Leg or All Legs

SECOND REDLINE IMPLANT

You may select a second push each day for the Redline Implant technique. You must know the redline implant technique to learn this technique.

THOUSAND NEEDLE STRIKE

You may choose to forgo normal damage with unarmed strikes and instead deal 1 point of Strength or Dexterity damage for each successful attack. This effect lasts until the beginning of your next turn. This choice is made before any attacks are made and cannot be changed. Unlike normal ability damage this damage can be removed with a DC 20 Medicine check.

WALL ACROBATICS

You may leap onto walls and leap off of walls to attack from unconventional angles. When adjacent to a wall, as a swift action, you may make an Acrobatics check against DC 20 + the enemy's CR. If you succeed, your enemy is flat-footed against your attacks until your next turn. If you have spring attack, you may make your Acrobatics check at any point during your movement as long as you are adjacent to a wall when you do.

14TH LEVEL CYBERMONK TECHNIQUES

You must be at least 10th level to learn any of these cybermonk techniques.

THUNDERCLAP (PUSH)

While under the effects of the damage field push, you may choose to use the power slam push. If you do, all creatures in the area take your damage field damage. You must know the damage field and power slam techniques to learn this push.

Associated Systems: Arm, All Arms, Leg or All Legs

GREATER GUN FU

You have become a master of small arms. You threaten within 10ft with small arms, and always deal your cyber wuxia damage with small arms, unless the weapon's damage is higher. You must know the improved gun fu technique to learn this technique.

POWER THROW COMBO (PUSH)

Whenever you use the tornado kick push you may activate the power strike push without paying the Resolve Point cost or spending a full action. If you succeed at both the trip and the attack roll, you gain the benefits of your trip result as if it were a bull rush as well. The enemy is moved the distance as if they had been bull rushed, and prone as if tripped. You must know the tornado kick and power strike techniques to learn this push technique.

Associated Systems: Arm, All Arms, Leg or All Legs

TIGER STRIKE (PUSH)

Whenever you make a storm strike using thousand needle strike, you may spend a Resolve Point to make the first attack of the round be a power strike in addition to dealing ability damage. You must know the thousand needle strike and power strike techniques to learn this push technique.

Associated System*: Arm, Legs*

FULL POWER PUSH (PUSH)

If you make an all piston push while benefiting from the sprint technique, the distance the opponent is moved is doubled. You must know the all piston push and sprint techniques to learn this technique.

Associated Systems: Leg or All Legs

GEARHEAD

Automation dominates the world of *Interface Zero*. People travel in self-driving cars and ride in automated mass transit. Law enforcement drones patrol autonomously, their AI sprites able to direct them through standard operations without the need foroperators. There are times when manual control is necessary, and there are people who are perfect for the job: gearheads. Drone jockeys become the mind behind the machine, guiding drones in delicate missions as if slipped into a second skin. Meanwhile, couriers take on the task of getting things from one place to another with speed and style, whether the package is encrypted data, contraband goods, or even a person. If a gearhead's toys — or anyone else's for that matter — are damaged on the job, they can also put them back together, possibly even while blindfolded. Gearheads also make use of rapid prototypers to quickly create explosives, gun turrets and other tools to help them support the team on any mission.

RAPID PROTOTYPER (EX)

1st Level

You begin play with an advanced version of readily available 3d printers known as a rapid prototyper. A rapid prototyper uses nanotechnology and schematics to quickly craft particular kinds of items to assist you in your work. The rapid prototyper is a modular device that uses autonomous nanoscale printing drones which build and disassemble objects slowly, akin to bees in a hive. All of its components have their energy needs included in the UBP cost and require no additional energy. The rapid prototyper counts as any tools needed to craft items that can be crafted with the Engineering Skill. Your level must be equal or greater than the item's level to craft the item.

To craft with the rapid prototyper, you must deposit an amount of raw materials into the device's cache equal to those needed to craft the new item. The raw materials are an amount of Universal Base Polymers (UBPs) equal to the item's value in cryptodollars. If you have a schematic for the item you are crafting, you may instead deposit half the item's value in UBPs, as the schematic reduces waste from the crafting process.

You must be constantly present and attentive while crafting. Without special training, you may not produce ranged weapons, ammunition, vehicles, or anything weighing over twice you class level in bulk, but you may produce anything else that could be crafted with the Engineering skill, such as melee weapons, or technological devices. Repairing an item with the rapid prototyper is similar to crafting but requires only 5 Universal Base Polymers per item level.

Your rapid prototyper can scrap items and convert devices into raw materials that can be used to craft other devices. Any item which can be crafted with the Engineering skill can be fed into the rapid prototyper as a full round action. The item gains the broken condition after thirty minutes within the rapid prototyper. After one hour, the item is destroyed and the rapid prototyper converts the item into an amount of Universal Base Polymers (UBP) equal to half the item's value in cryptodollars. If items that are not Engineering-based are deposited within the rapid prototyper, it will not break them down.

GEARHEAD | 6 HP

STAMINA POINTS: 6 + CON MODIFIER

ROLE

Gearheads are master engineers, using their knowledge and intuitive understanding of machines to create drones, build weapons and explosives, gun turrets, and other tools to support the team on a mission.

KEY ABILITY SCORES

Your key ability score is Intelligence.

CLASS SKILLS

Skill Points: 6 + Intelligence modifier.

Athletics (Str), Bluff (Cha), Computers (Int), Engineering (Int), Intimidate (Cha), Perception (Wis), Piloting (Dex), Profession (Cha, Int, or Wis), Sense Motive (Wis).

PROFICIENCIES

Armor: Light armor

Weapon: Basic and advanced melee weapons, small arms, and grenades.

PRIMARY TECHNICAL SPECIALIZATION (EX)

1st Level

You begin play with a technical specialization that reflects your particular area of expertise. Choose one specialization. Once chosen, this specialization may not change. You gain the 1st level ability of this specialization and gain additional primary specialization abilities as you increase in level, as determined by your specialization.

TECHNOPHILE (EX)

1st Level

You have intricate knowledge of the fundamental workings of most technology, allowing you to understand new devices very quickly. You gain one free rank each level in the Computers and Engineering skills, in addition to normal skill ranks, though you still may not exceed maximum ranks. Additionally, you gain the Master Craftsman feat for the Engineering skill as a bonus feat at first level without having to meet the prerequisites.

VCI(EX)

1st Level

You gain the Mk1 VCI (Vehicle Control Interface) cybernetic augment for free. It does not use up a head slot. Upgrading

TABLE 2: 2: THE GEARHEAD

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES
1	+0	+2	+0	+0	Rapid prototyper, technical specialization, technophile, variable control interface
2	+1	+3	+0	+0	Quick sapping
3	+2	+3	+1	+1	Quick rigging, weapon specialization
4	+3	+4	+1	+1	Evasion, trash treasurer
5	+3	+4	+1	+1	Primary specialization ability
6	+4	+5	+2	+2	Tech cobbler
7	+5	+5	+2	+2	Primary specialization ability
8	+6	+6	+2	+2	Secondary technical specialization
9	+6	+6	+3	+3	Primary specialization ability
10	+7	+7	+3	+3	Secondary specialization ability
11	+8	+7	+3	+3	Primary specialization ability
12	+9	+8	+4	+4	Improved evasion
13	+9	+8	+4	+4	Secondary specialization ability
14	+10	+9	+4	+4	Remote sapping
15	+11	+9	+5	+5	Primary specialization ability
16	+12	+10	+5	+5	Secondary specialization ability
17	+12	+10	+5	+5	Primary specialization ability
18	+13	+11	+6	+6	Secondary specialization ability
19	+14	+11	+6	+6	Primary specialization ability
20	+15	+12	+6	+6	Secondary specialization ability

to a higher Item Level version does not use up a head slot, but you must pay the extra cryptodollars.

QUICK SAPPING (EX)

2nd Level

You can temporarily disable an adjacent technological engineering based item as a full round action. This Increases the Engineering DC to disable the device by 5 and requires the appropriate toolkit to disable the device. Disabling a device in this way is temporary and lasts for 1d4 +1 rounds before the device resumes functioning normally. At 5th level, you may spend a Resolve Point to use this ability as a standard action.

QUICK RIGGING (EX)

3rd Level

As a full round action, you can make temporary repairs to any item you can craft with your rapid prototyper. This reduces the Engineering DC to repair the item by 5. These repairs temporarily remove the broken condition, and do not restore any Hit Points to the item. These repairs last a half hour, after which the item becomes broken again. At 6th level, you may spend a Resolve Point to use this ability as a standard action.

WEAPON SPECIALIZATION (EX)

3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.



EVASION (EX)

4th Level

If you succeed at a Reflex Save against an effect that normally has a partial effect on a successful save, you instead suffer no effect. You gain this benefit only when unencumbered and wearing light or no armor, and you lose this benefit when helpless or otherwise unable to move.

TRASH TREASURER (EX)

4th Level

You can search areas already thoroughly picked over by others and find things that might have been missed or overlooked. When using the Perception skill to search any workshop, garage, or area with an abundance of Engineering based technological equipment, you gain half your level as an insight bonus to the Perception check. Additionally, when you make the Perception check, you may spend a Resolve Point to make an Engineering check at the same time and use the higher roll as your Perception result. If the Engineering check is the result used as the Perception result, you gain the insight bonus from this ability to that check as if it were Perception. When you succeed at this check you find an amount of UPB's equal to 10 × your class level.

PRIMARY SPECIALIZATION ABILITY (EX)

5th Level

You gain the 5th level ability of your primary technical specialization. You gain subsequent abilities at the standard levels for those abilities, which are 7th, 9th, 11th, 15th 17th, and 20th levels.

TECH COBBLER (EX)

6th Level

You can quickly craft necessary engineering-based technology using your rapid prototyper and schematics. You may instead use only 1/4 the item's cost in UBP when crafting using your rapid prototyper and a schematic. Additionally, the item ignores the normal rules for crafting times, and instead requires only 1 minute per item level to be crafted. Crafting in this way otherwise follows crafting rules as normal.

SECONDARY TECHNICAL SPECIALIZATION (EX)

8th Level

You select a secondary technical specialization and gain the 1st level ability of that technical specialization. The secondary specialization has delayed growth, but you are still considered to be this type of specialist in addition to your primary specialization.

3D PRINTING, CRAFTING, AND ITEM SCHEMATICS

For the most part, crafting in *Interface Zero* follows the core rules for crafting, but builds on the rules presented in the *Starfinder Core Rulebook*.

Schematics are bits of software that are used to facilitate crafting items. Schematics detail the design and construction of a particular item. Most items have their designs available online in some form, and those wishing to craft a particular type of item themselves can do so by purchasing or otherwise obtaining one of these schematics.

Single use schematics cost 50% of the item's base price, while illicit "cracked" schematics can be used any number of times, and cost 70% of the base price of the item. Cracked schematics can be obtained through hacking, either as a file found on a computer system, or by hacking a purchased schematic. The DC to crack a single use schematic to allow it to be used multiple times is the item level × 1½ +15. Megacorps sometimes sell these single use schematics as a cost saving measure instead of directly manufacturing the item. Cracked schematics are a legal grey area, as crafting and distributing them is illegal, but possessing them is not.

Creating an item from a schematic requires a 3d Printer, the schematic, and an amount of Universal Base Polymers (UBP) equal to half of the item's cost. (3d printers using schematics craft more efficiently than an unassisted craftsman, and therefore use fewer UBP in the crafting process). Crafting from schematics follows the rules for crafting items as normal, except that rather than have a minimum number of ranks in the appropriate skill equal to the item level of the item being crafted, you must instead be at least the same level as the item or higher.

Schematics are software, but with a mechanical focus. Crafting schematics yourself requires you to be able to meet all the prerequisites for crafting the item you are creating a schematic of, and works identically to crafting the item, except that no UBP's are required, there is no cost for crafting, and you must have a minimum number of ranks in the both Computers and Engineering equal to the item level of the item for which a schematic is being crafted. Schematics you craft yourself can be single use or cracked at your discretion.

All 3d printers have both hardware and software restrictions preventing them from crafting ranged weapons, ammunition, vehicles, but may produce anything else that could be crafted with the Engineering skill, such as melee weapons, or technological devices. Schematics for these items may exist, but without specialized training and equipment, crafting these items isn't possible.

DRONES IN INTERFACE ZERO

Drones in *Interface Zero* function differently than the drone rules found in the *Starfinder Core Rulebook*, but they still use the drone chassis and drone mods listed with the Mechanic base class in that book. Drones in *Interface Zero* may function as vehicles or creatures in combat and use the vehicle combat rules found in the *Starfinder Core Rulebook*. Drones do not deal collision damage. Manufactured drones can be purchased and controlled using the Vehicle Control Interface (VCI), but like other items they have a set level and do not improve on their own.

Drones in autonomous mode receive a single move action or standard action with which to perform actions. In autonomous mode, the game master controls the drone, which is fully able to take a normal turn worth of actions, but always acts within its programming.

A device's controller is whomever is currently linked to the device with their VCI. The controller may direct the device to perform a command string task by spending the same type of action that the command string would require, and the drone may perform that task without using its own actions. If you control multiple drones, directing them to all perform the same command string requires no action, the devices use their own actions to perform the task if able, and only devices with the relevant command string obey. If the user chooses to issue different commands to different drones, he may do so as a standard action, and the devices still use his own actions to perform the task. The user may direct drones to stop an action with no action, even if he has issued other commands.

Drones or drone-like devices with item levels higher than 5 may also make a full attack in autonomous mode at a –6 penalty. However, most vehicles are not capable of full attacks. Drones with item levels higher than 10 may take a full turn worth of actions in autonomous mode.

A person may also control a VCI-linked device in direct control mode. For drones, turrets, or other remotely controlled devices, the user may assume direct control of a device as a swift action and receives remote sensory input as if he were sensing what the device senses.

The user uses his own actions to control the device while in direct control mode, skill checks made using the drone use the user's skill modifier, and full attacks are made at a –4 penalty rather than a –6. The user is considered flat footed and off target while directly controlling a device.

SECONDARY SPECIALIZATION ABILITY (EX)

10th Level

You gain the 5th level ability of your Secondary Technical Specialization. At 13th level you gain the 7th level ability, at 16th level you gain the 9th level ability, at 18th level you gain the 11th level ability, and at 20th level you gain the 15th level ability.

IMPROVED EVASION (EX)

12th Level

When you fail a Reflex Save against an effect that has a partial effect on a save, you take the partial effect instead of the full effect.

REMOTE SAPPING (EX)

14th Level

You have learned how to use Engineering to disable devices at a safe distance. When using Engineering to disable a device which uses electricity but does not have an internal power source, you may do so by using any power outlet which is connected to the same electrical power system that is also within line of sight of the target device. Attempting an Engineering check to disable the device in this manner is a standard action and increases the DC by 5.

When using Engineering to disable a device which uses an internal power source, you may do so by making an attack on the object with any weapon which deals electricity damage. If the attack hits, it deals no damage, but allows you to attempt an Engineering check to disable the device as a movement action made on the same turn. Disabling a device in this way increases the DC by 5.

When using Engineering to disable a device which uses fossil fuels, nuclear power, or some other chemistry or physics-based power source, you may do so by making an attack on the object with any weapon which deals energy damage. If the attack hits, it deals no damage, but allows you to attempt an Engineering check to disable the device on the same turn as a movement action. Disabling a device in this way increases the DC by 10.

TECHNICAL SPECIALIZATIONS

The following specializations are available for the gearhead.

DRONE JOCKEY

As a drone jockey, you excel at using your custom-built drones to support your team on the battlefield.

Custom Drone (Ex)

1st Level

You begin play with a customized drone. Only you understand your custom drone well enough to operate or repair it. As you gain experience and increase in level, you improve your

drone by adding additional command strings and drone mods to the drone as listed on the drone advancement chart. You may also craft and use drones with schematics following the normal rules for crafting items.

Improved Drone VCI (Ex)

5th Level

Your familiarity with the VCI Mk1 interface and drones allows you to gain the following benefits:

- The custom drone you create at 1st level counts as if its item level were half its level, rounded down for the purpose of determining the number of VCI control ports it occupies. You may also use your VCI to assume direct control of multiple drones at once.
- Rather than use your own actions to pilot the drones, you can spend a full round action to immerse yourself in the VCI and control the drone(s) using the actions they would have in autonomous mode. You may simultaneously take direct control of up to two drones in this way.
- Every four levels, you may control an additional drone. At the beginning of your turn, you must specify which drones you are directly controlling this turn, and any other drones return to autonomous mode. While controlling multiple drones, you are considered flat footed and off target.
- When you only have a single custom drone linked to your VCI, and no other devices, the drone gains the ability to full attack in autonomous mode at a –4 penalty rather than the normal –6 penalty.

Improved Custom Drone (Ex)

7th Level

You may choose to build a second custom drone. Treat your level as if it were 4 lower for the second custom drone's statistics, including its item level. This drone counts as your custom drone for all purposes, such as treating the drone as if it were half its level for determining the number of VCI control ports it occupies. Additionally, if a single custom drone is the only device linked to your VCI, it gains the ability to double move and full attack as a full action, attacking at any point during its movement.

Focus Fire (Ex)

9th Level

As a movement action, you can spend a Resolve Point to direct all of your drones that have the attack command string to attack the same target. All of these drones gain a +2 to hit against that target until your next turn. Additionally, if a single custom drone is the only device linked to your VCI, it gains a +3 to hit the target when you use this ability, and you may use the ability as a swift action.

TABLE 2.3: DRONE ADVANCEMENT

CLASS LEVEL	HIT POINTS	BASE ATTACK BONUS	ARMOR CLASS	GOOD SAVE	POOR SAVE	ABILITY INCREASE	FEATS	MODS	BONUS COMMAND STRING SLOTS
1	10	1	0	2	0	—	1	1	1
2	20	2	1	3	0	—	1	1	1
3	30	3	2	3	1	—	2	2	2
4	40	3	3	3	1	1	2	2	2
5	50	4	4	4	1	—	2	3	2
6	60	5	5	4	1	—	3	3	3
7	70	6	6	5	2	1	3	4	3
8	80	6	7	5	2	—	3	4	3
9	90	7	8	5	2	—	4	5	4
10	100	8	9	6	2	1	4	5	4
11	110	9	9	6	3	—	5	6	4
12	120	9	10	6	3	—	5	6	5
13	130	10	11	7	3	1	5	7	5
14	140	11	12	7	3	—	6	7	5
15	150	12	13	8	4	—	6	8	6
16	160	12	14	8	4	1	6	8	6
17	170	13	15	8	4	—	7	9	6
18	190	14	16	9	4	—	7	9	7
19	210	15	17	9	5	1	8	10	7
20	230	15	18	9	5	—	8	10	7

Greater Drone VCI (Ex) — 11th Level

You may directly control all of your drones at once as a standard action, allowing them to also take a swift and movement action on their turn. You are not considered flat footed while directly controlling your drones and may issue up to two separate commands to all of your drones at once, dividing them into two groups that each follow one command. Issuing separate commands in this way requires no action. You may still issue separate commands to each of your drones if you choose. If you control more than three drones at once, this is a movement action.

If your custom drone is the only drone linked to your VCI, you're not considered off target when controlling the drone, and may directly control the drone as a movement action.

Rapid Command and Control (Ex) — 15th Level

You may now issue up to two commands to any number or combination of your drones as a swift action. You are no longer considered off target when you are in direct control of your drones. If your custom drone is the only drone linked to your VCI, you may directly control that drone as a swift action, controlling its full turn of actions while still taking the rest of your turn.

Rapid Repurpose (Ex) — 17th Level

You can spend a Resolve Point and work for an hour to reselect some or all of the mods assigned to one of your custom drones.

Drone Master (Ex) — 19th Level

You have reached the pinnacle of your skill. Your drones count as if their item levels were 1 lower when determining how many you can control. You may issue separate commands to each drone with no action. Additionally, if a single custom drone is the only device linked to your VCI, and it is under your direct control, that drone may now use your character level for its base attack bonus.

DEMOLITIONIST

You're an expert at creating and using explosive devices.

Explosives Printer (Ex) — 1st Level

You may use your rapid prototyper to create inert explosive charges. These charges may be modified into a variety of different types of explosives as needed. Furthermore, you gain an insight bonus equal to your level on checks made to craft, place, or disable all types of explosives.

Your explosives are custom-made, highly versatile and do 1d6 damage per character level. The type of damage is chosen when the inert explosive charge is crafted, and can deal either bludgeoning, fire, piercing, or slashing damage. Explosive charges offer a Reflex Save DC equal to 10 + ½ your level + your Intelligence modifier to take half damage. When detonated, they have a 10ft radius, which increases to 15ft at 5th level, and 20ft at 10th level.

These inert explosive charges require 100 UBP per level to craft at 1-5th levels, 200 UBP per level to craft at 6th-10th levels, 300 UBP per level to craft at 11th - 15th levels, and 400 UBP per level to craft at 16th-20th levels. You may craft a lower level explosive charge if you choose to and may craft explosive charges with explosive weapon mods already applied, paying the cost of the mods in UBP in addition to the cost of the explosive charges.

EXPLOSIVE TYPES

There are three basic types of explosives: Inert charges, Stable explosives, and Unstable explosives.

- **Stable Explosives:** You can create stable explosives that can be stored and used by other characters. This method requires you to spend a half hour per explosive charge crafted, and you can craft an explosive charge of up to your level so long as you have enough UBP's available. Stable explosive charges remain inert as long as the demolitionist is within their blast radius.
- **Unstable Explosives:** You can create unstable explosive charges on the fly. Unstable explosives must be used immediately. Creating an unstable explosive charge costs a movement action, and 3/4th the explosive charge's cost in UBP's. The explosive will detonate 2 full rounds after it has been created. If the explosive charge is still in your possession when it detonates, you take full damage from the explosive charge with no save allowed. These explosive charges are low quality, can't be broken down by your printer, and if they are disable somehow, they break down after 3 rounds.
- **Inert Charges:** An explosive charge is considered inert until it's modified, regardless of whether or not the explosive charge is stable or unstable. You may store the charges as they are and modify them later as a standard action.

MODIFYING EXPLOSIVE CHARGES

You can decide how the explosive charge will detonate by modifying it. You initially have the option to make the explosive charges into grenades, or remote mines. The explosive is still considered an explosive charge for class abilities regardless of its form.

- **Grenades:** Grenades may be launched from a grenade launcher or thrown with a range of 20ft. Grenades can be stable or unstable.
- **Remote Mines:** Remote Mines can be placed as a standard action and detonated at will once activated. To activate a remote mine, you must link it to your variable control interface as a movement action. The mine remains active and linked so long as it is within 200ft of you. Remote mines are always considered stable charges.

Demolitions Expertise (Ex) — 5th Level

You gain a bonus on saving throws offered by explosives equal to 1/3 your level, rounded down. You may also use the Engineering skill to modify explosives as a move action. Whenever you create an unstable explosive charge, you may now spend a Resolve Point to convert it to a stable explosive charge and remove the risk that it will detonate in your possession.

Improved Charge Modification (Ex) — 7th Level

Your ability to modify your explosive charges improves. As a movement action, you can spend a Resolve Point and choose any weapon mod which can apply to an explosive and apply it to a single explosive charge for the next 1d4+1 rounds, spending 3 UBP per mod level to craft and apply the mod.

The following mods apply to explosives: *acrid, bore, carbon edge, concealable, cryonic, electromagnetic, incendiary, kamikaze, loud, mono-filament lacing, nano-sharpened, nano-swarm, painter, power+, spider, sticky, tazing*

Additionally, you gain proficiency with heavy weapons and the ability to modify explosive charges into a mini rocket:

- **Mini Rockets:** Mini-rockets are ammunition which can be fired from any weapon which uses mini-rockets as ammunition. When an explosive charge is modified into a mini-rocket, it only detonates on impact after being fired from a weapon as a standard action. The attack roll is made as if you were attacking with the weapon, and the attack uses the weapon's range, but the attack does not gain any special qualities, effects or abilities from the weapon, and deals the damage and special effects of an explosive charge.

Improved Demolitions Expertise (Ex) — 9th Level

You may choose to spend a Resolve Point as part of modifying an explosive charge as a move action to improve the Reflex Save DC to a DC equal to 10 + your level + your Intelligence modifier. You may also spend a full action and spend a Resolve Point to modify two unstable explosive charges as grenades at once and throw them immediately. Both grenades must be the same level. They consume UBP as normal.

Wrecker (Ex) — 11th Level

You can use explosives charges for increased affect against objects. Whenever you deliberately damage a structure or vehicle with explosives, you may spend a Resolve Point to deal double damage to that structure or vehicle.

Demolition Production (Ex) — 15th Level

When crafting stable explosive charges, you may at the same time craft a number of explosive charges of the same type equal to your Intelligence modifier without extending the crafting time as long as you meet all other prerequisites for crafting them.

Quick Modification (Ex) — 17th Level

You have learned that speed is as important as power. You may now modify your charges as a swift action.

Master Demolisher (Ex) — 19th Level

You gain powerful insight into the nature of explosive materials. You may now spend a Resolve Point when crafting an unstable explosive charge to make it especially dangerous. This explosive charge cannot be converted into a stable explosive charge, but deals double the normal damage and has a Reflex Save DC equal to 10 + your level + your Intelligence modifier. Due to the nature of the process used to craft this explosive charge, your printer may only craft one of these charges every other round. Additionally, you gain an insight bonus on Reflex Saves against explosives equal to your level.

GUNPRINTER

As a gunprinter, you focus on creating and modifying ranged weapons and ammunition.

Gun Printing (Ex) — 1st Level

You use your rapid prototyper to produce and modify ranged weapons and ammunition. To craft any of these items, the normal rules for crafting. You may craft weapons with modifications already included. Crafting any of these items consumes the item's cost in cryptos in UBP as well as the cost of any modifications. You may also craft schematics of ranged weapons or use schematics to craft ranged weapons with your rapid prototyper. At 3rd level, you may also use your quick rigging ability to apply temporary repairs to ranged weapons. Finally, you gain proficiency with longarms, heavy weapons and sniper weapons.

Junk Mods (Ex) — 5th Level

You have learned how to quickly create temporary and low-quality modifications for ranged weapons.

As a movement action, you can spend a Resolve Point and choose one of the following weapon mods to apply to a held weapon for the next 1d4+1 rounds, spending 5 UBP per mod level to craft and apply the mod: *capacity+, cryonic, electromagnetic, forward hand grip, incendiary, loud, nanomolecular grip, power+, silencer, smart lock, target correction, tazing*

Additionally, as part of an action made to reload your weapon, you may spend a Resolve Point and 1/2 the ammunition's cost in UBP to quickly print enough ammunition to fill your ranged weapon to full capacity. This ammunition is low quality, can't be broken down by your printer, and degrades, breaking down into base molecules after an hour

Personalized Model (Ex) — 7th Level

You can choose one weapon you have crafted and designate that weapon as a personalized model. Whenever you gain a

level, you can choose another weapon of your level to replace your personalized model.

The personalized model you designate uses your level as its item level whenever it would be beneficial, such as determining the weapon's Hit Points, or how many mods it can accept. Any junk mods applied to the custom model last for an hour instead of their normal duration. These effects only work when you are using the weapon.

Lock Weapon (Ex) — 9th Level

You can quickly disable an adjacent ranged weapon more effectively by using your quick sapping ability on the item. If the weapon is unattended, you may make an Engineering check to disable the weapon as a movement action. If the weapon is being wielded, worn, or is otherwise attended, you must attempt a disarm combat maneuver against a DC equal to the target's KAC.

If successful, the weapon is not disarmed, and you can use your quick sapping ability and make an Engineering check to disable the device as a movement action. If you successfully disable the device, you can spend a Resolve Point to extend the duration that the weapon is disabled to last until the weapon is repaired. The weapon can be either attended or unattended. If you do not gain the quick sapping ability for some reason, such as an archetype, you gain it in addition to this ability, but only for use with this ability.

Improved Personalized Model (Ex) — 11th Level

Your ability to improve your personalized weapon improves dramatically. Junk mods applied the weapon last until you remove them, at which point they may be scrapped as a full round action, granting you 3 UBP per mod level. Additionally, when using your personalized model, you may spend a Resolve Point to treat your base attack bonus as if it were equal to your class level until your next turn.

Improved Junk Mods (Ex) — 15th Level

You are especially gifted at modifying weapons. All junk mods you add to weapons (other than your personalized model) have their mod level count as 1 level lower (to a minimum of level 1) for the purpose of determining how many mods a weapon can accept. Additionally, when you apply junk mods, you may spend a Resolve Point to extend the duration of those mods to 24 hours.

Superior Personalized Model (Ex) — 17th Level

You can spend a Resolve Point to treat your base attack bonus as if it were equal to your class level until your next turn. When using your personalized model, you always treat your base attack bonus as if it were equal to your class level.

Master Gunprinter (Ex) — 19th Level

You have reached the peak of your ability. You can fasten your rapid prototyper to your personalized model, and have it print ammunition at a cost of 3 UBP each time it fills the weapon to capacity. Additionally, you can spend a Resolve Point any time you craft a ranged weapon to reduce the UBP cost of producing that weapon by 75%. This doesn't stack with other reductions of cost, and only reduces the cost of the weapon from its base cost.

GREASER

You were born with oil in your veins. You use your expertise in vehicles to dominate the road with your tricked out vehicles.

Fortified Vehicle Control Interface (Ex) — 1st Level

Like all gearheads, you begin play with the vehicle control interface installed in your brain. This implant does not count against the number of cybernetic systems you can have installed in your head. You can link your VCI with a single vehicle as a movement action so long as you are in the driver's seat or pilot seat, and the vehicle's item level doesn't exceed the amount of unoccupied control ports in your VCI. Your VCI remains linked with the vehicle so long as you remain within 200ft of the vehicle.

Once your VCI is linked, you gain a circumstance bonus equal to 1/2 your Gearhead level to Pilot and Engineering checks made with this vehicle. This bonus increases by +1 per 5 character levels. You may also treat that vehicle as if it had the autopilot special vehicle quality with a pilot skill modifier equal to yours. Autopilot is described in the vehicle rules in the Starfinder RPG Core Rulebook. At 3rd level. When VCI is linked with a vehicle, you may also use the quick rigging ability to make temporary repairs to the vehicle with which you are linked.

Carjack (Ex) — 5th Level

You are especially adept at getting a vehicle to do what you want it to do. You can use the Engineering skill to disable security countermeasures on any vehicle which wouldn't normally permit you to use it, using the hacking DC to gain access to the vehicle as the Engineering DC to disable the security.

Field Mechanic (Ex) — 7th Level

Your understanding of vehicles allows you to make temporary enhancements to vehicles with which you are linked. With one hour of work, you can spend a Resolve Point and choose one of the following vehicle mods to apply to your linked vehicle for the next 1d4+1 hours, spending 10 UBP per mod level to craft and apply the mod: *body spikes, body armor plating, engine armor plating, forward facing weapon mount, left flank weapon mount, improved acceleration, increased speed, reinforced, right flank weapon mount, top turret weapon mount, wheel spikes, window armor plating.*

Road Warrior (Ex)

9th Level

Your VCI enables you to enhance your attacks when firing the vehicle's weapons. You ignore penalties for firing from a moving vehicle. You also use your own level in place of the vehicle's item level for the purpose of determining how much collision damage the vehicle deals. You can spend a Resolve Point when repairing a vehicle with quick rigging to grant the vehicle a number of temporary Hit Points equal to half the amount of Stamina Points you would recover if using a Resolve Point to recover Stamina points. These Stamina Points vanish when the temporary repairs wear off.

Remote VCI Piloting (Ex)

11th Level

You have learned how to modify your vehicle to function more like a drone. You can now maintain your VCI link with the vehicle at a range of up to one mile and can take direct control of any vehicle which you are linked even if you are not in the pilot or driver's seat. You use the vehicle's camera and sensors to control the vehicle remotely, as if it were a drone, following all the usual rules for directly controlling a drone.

SPLITTING THE PARTY

In general, this ability should mean that the vehicle is where it needs to be when it needs to be, unless the GM decides otherwise, and shouldn't usually result in the vehicle being attacked, or targeted while the party is busy, unless the GM deems it essential to the plot, or the party intends for the vehicle to scout ahead. In general, separate and remote vehicle encounters without the party should be avoided.

Road Warrior Speed (Ex)

15th Level

You have obtained a high level of synchronization with vehicles and can push linked vehicles beyond their normal limits. You can spend a Resolve Point when piloting a linked vehicle to increase its drive speed and full speed by +50%, rounded down to the nearest five. This effect lasts 1 hour.

Road Warrior Battlemaster (Ex)

17th Level

While linked with a vehicle which has weapon mounts, you may make a single attack with any mounted weapon on the vehicle in addition to any other actions you would take on your turn. This attack is made at a –2 penalty in addition to any other penalties.

Master Greaser (Ex)

19th Level

You have reached the peak of your abilities, and all vehicles are an open book to you. As a swift action or reaction, you can establish a VCI link with any vehicle within 30ft that isn't currently occupying control ports in another user's VCI. This allows you to take control of vehicles that have lost control due to their pilot being dead or unconscious, or to take control of unattended vehicles.

Additionally, you can spend a Resolve Point when repairing a vehicle with quick rigging to grant the vehicle for a number of temporary Hit Points equal to the full amount of Stamina you would recover if using a Resolve Point to Recover Stamina. These Hit Points vanish when the temporary repairs wear off. Finally, you may stow all turrets at once as a full action and deploy all turrets at once as a full action.

HACKER

The art and science of hacking has existed for just over a century. While the digital world is now more advanced than ever, the old lessons from the pioneers at the birth of the Information Age still hold true; all systems have exploits that can be used to your advantage if you can find them. The hacker is respected in an age where everything is wireless, and nearly everything and everyone is connected to the Global DataNet. Hackers are a keystone in the foundation of any successful group,

HACKER — 6 HP

STAMINA POINTS: 6 + CON MODIFIER

ROLE

You access and manipulate information, whether the owner of that information wants it accessed and manipulated or not. The Global DataNet and Hyper Reality are your playgrounds and battlefields. You use your programs to disable security, deflect countermeasures, and obtain what you need to help themselves, their companions, and their employers.

KEY ABILITY SCORES

Your key ability score is Intelligence. Charisma is also valuable for Bluff and Diplomacy checks if you need to convince someone to give you sensitive information (like passwords) you can use to hack into a computer system or network.

CLASS SKILLS

Skill Points: 6 + Intelligence modifier.

Bluff (Cha), Computers (Int), Culture (Int), Diplomacy (Cha), Engineering (Int), Intimidate (Cha), Perception (Wis), Piloting (Dex), Profession (Cha, Int, or Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex)

PROFICIENCIES

Armor: Light armor

Weapon: Basic melee weapons, small arms, and grenades

TABLE 2.4: THE HACKER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES
1	+0	+0	+0	+2	Database, code monkey (1d6), hacker specialization
2	+1	+0	+0	+3	Grifter, hacker specialization ability
3	+2	+1	+1	+3	AMS, security upgrade (1 tier), weapon specialization
4	+3	+1	+1	+4	Hyper-threading (move action), rootkit (+1)
5	+3	+1	+1	+4	Code monkey (1d6 +1)
6	+4	+2	+2	+5	AMS, hacker specialization ability
7	+5	+2	+2	+5	Security upgrade (2 tiers)
8	+6	+2	+2	+6	Rootkit (+2)
9	+6	+3	+3	+6	AMS, code monkey (1d6 +2)
10	+7	+3	+3	+7	Hyper-threading (swift action), hacker specialization ability
11	+8	+3	+3	+7	Security Upgrade (3 tiers)
12	+9	+4	+4	+8	AMS, rootkit (+3), secondary specialization
13	+9	+4	+4	+8	Code monkey (1d8 +2)
14	+10	+4	+4	+9	Primary specialization ability
15	+11	+5	+5	+9	AMS, security upgrade (4 tiers), secondary specialization ability
16	+12	+5	+5	+10	Hyper-threading (2 targets as a standard action), rootkit (+4)
17	+12	+5	+5	+10	Code monkey (1d8 +3)
18	+13	+6	+6	+11	AMS, primary specialization ability
19	+14	+6	+6	+11	Security upgrade (+5 to Hack DCs), secondary specialization ability
20	+15	+6	+6	+12	Code monkey (1d8 +4)

from the local biker gang to mega-conglomerates, and even law enforcement and military, hackers see more demand for their talents than ever.

CODE MONKEY (EX)

1st Level

Computer code runs through your blood. While others have to work hard at learning the basics of programming and hacking computer systems, these concepts come natural to you. At 1st level, when attempting a Computers skill check for any use of the Computers skill, you can roll 1d6 (your coding die) and add the result of the roll to your check as an insight bonus.

You can use your coding die as long as you have at least 1 Resolve Point. At 5th level, any time you roll your coding die, you gain a +1 bonus to the result. At 9th, 17th, and 20th levels, this bonus increases by 1. At 13th level, you roll 1d8 as your coding die instead of 1d6.

DATABASE (EX)

1st Level

You have gained access to an underground TOR (The Onion Router) network run by a hacker collective. This network gives you special access to a database containing a variety of programs ranging from security programs and various utilities to malware. To use these programs, you must buy them. You can purchase and download any program on the database at 50% of the program's market cost. See programs on page 124 for more information.

The number of Active Memory Sector (AMS) slots you have limits the number of programs you can have running and ready to use at any given time. So, while you may have bought 7 programs, at 1st level, you can only have 4 loaded into AMS (See Table 2.5: Tendril Access Processor AMS for AMS by level). When applicable, the Difficulty Class for saving throws against your programs is 10 + the program's item level + your Intelligence modifier.

HACKER SPECIALIZATION (EX)

1st Level

At 1st level, you start to focus your knowledge of computers and networking into one of four potential specializations; operator, plaugebringer, sysadmin, or the wardriver. You may not change this specialization once chosen.

Each specialization focuses on a key use of the Computers skill, and you gain a +3 circumstance bonus when attempting Computers skill checks for that particular use of the Computers skill. Your specialization also grants special abilities related to the use of the Computers skill in which you have chosen to focus. You gain your first specialization ability at 2nd level and another at 6th, 10th, 14th, and 18th level. Descriptions of each specialization begin on page 41.

TABLE 2.5: TENDRIL ACCESS PROCESSOR AMS

CLASS LEVEL	AMS
1st	4
2nd	4
3rd	5
4th	5
5th	5
6th	6
7th	6
8th	6
9th	7
10th	7
11th	7
12th	8
13th	8
14th	8
15th	9
16th	9
17th	9
18th	10
19th	10
20th	10

GRIFTER (EX)

2nd Level

You are especially skilled at using social engineering techniques to gain sensitive information such as passwords from customer service representatives and other people in charge of protecting this kind of data. You may add your Intelligence modifier to Bluff, Diplomacy and Intimidate skills instead of your Charisma modifier when attempting to gain information related to specific computer system or networks.

ACTIVE MEMORY SECTOR (AMS) (EX)

3rd Level

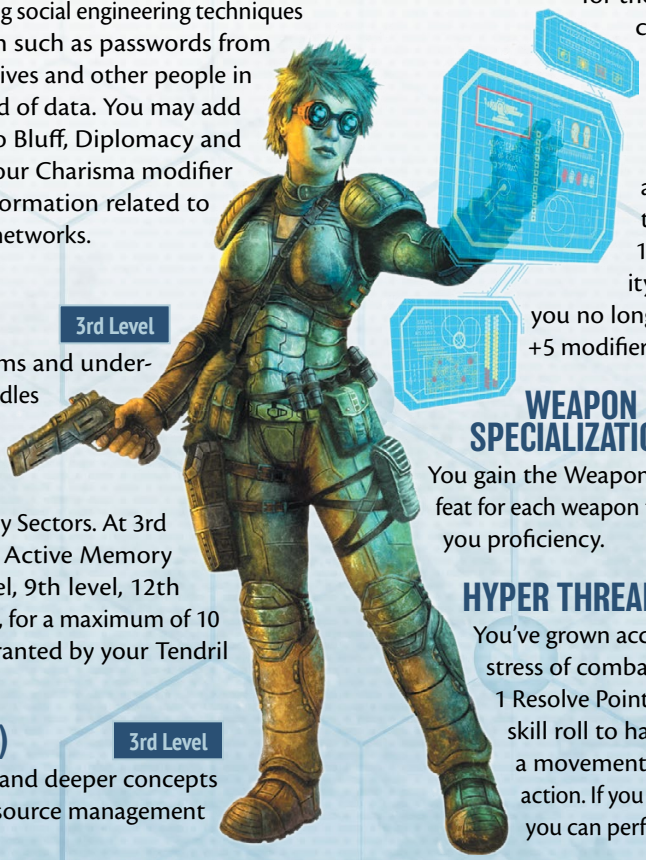
Your frequent use of programs and understanding of how your TAP handles short term data storage in the form of Active Memory Sectors (AMS) allows you to maximize your Active Memory Sectors. At 3rd level, you gain an additional Active Memory Sector, another one 6th level, 9th level, 12th level, 15th level and 18th level, for a maximum of 10 AMS (Including the base 4 granted by your Tendril Access Processor).

SECURITY UPGRADE(EX)

3rd Level

You are beginning to understand deeper concepts of networking and system resource management in high-stress situations. This knowledge gives you the ability to temporarily increase the security level of your TAP, or that of someone else. By spending a Resolve Point, you can increase the effective tier of a Tendril Access Processor by one for the purposes of Computers skill checks to hack it. The security boost lasts for 4 rounds plus a number of rounds equal to your Int modifier.

You can upgrade the tier of a TAP by 2 tiers at level 7, three tiers at 11th level, and 4 tiers at 15th level. At 19th level, your ability has reached the point where you no longer increase the tier but add a +5 modifier to the DC to hack your TAP



AMS VS. STORAGE MEMORY

Programs that are not in Active Memory Sector (AMS) are in storage memory. Storage memory is so large that it's not even worth dealing with the math involved to realistically calculate how much data you can have housed inside a hard drive of a computer system or a Tendril Access Processor. Moreover, computers that use DNA for storage eliminate the problem entirely.

Thus, the only thing we are concerned with is how many programs you can access and use at any given time. That's where AMS come into play.

Active Memory Sectors limit the number of programs you can have loaded and ready for immediate use similar to how bullets limit the number of times you can fire a gun before reloading, or perhaps more accurately, your arms limit how many weapons you can wield in combat. Combined with the action(s) it takes to load and launch a single program, this ensures characters aren't able to access and use every single program they own without spending time to do it.

WEAPON SPECIALIZATION (EX)

3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.

HYPER THREADING (EX)

4th Level

You've grown accustomed to hacking under the stress of combat. At 4th level, you may spend 1 Resolve Point to make your first Computers skill roll to hack into a computer system as a movement action rather than a standard action. If you successfully hack into the system, you can perform another Computers-related

task as a standard action at a –4 penalty so long as you are acting against the same opponent.

At 10th level you can spend 2 Resolve Points to make your first Computers roll to hack into a system as swift action. Additionally, you can perform another Computers-related task as a standard action at a –2 penalty against an adjacent target. Non-Computers-related standard actions (such as firing a gun) suffer no penalty.

At 16th level you can spend 3 Resolve Points to simultaneously perform a single Computers related task against a total of three opponents as a standard action. You suffer a –8 penalty to the Computers check, but if you succeed on the roll, all targets are affected.

All of the targets must be vulnerable to the task you are attempting. For example, if you are trying to launch a program against your opponents, you must have previously hacked their systems and gained appropriate access, otherwise, the action automatically fails on each target you haven't hacked.

ROOTKIT

4th Level

Hackers are defined by their ability to gain access to computer systems and networks. This is especially true in your ability to get extra mileage out of a special program you have created — a rootkit. Rootkits are semi-intelligent batch programs that automatically run on a system once you have gained secured access.

You must have the rootkit loaded into an AMS slot in order for it to be used. Once the program launches, it removes itself from the AMS slot (but does not delete itself from your storage memory). The rootkit confers a +1 bonus to your Computers skill rolls to upgrade your access to root at 4th level, and another +1 at levels 8, 12, and 16. See the upgrade access use of the Computers skill on page 113 for more information.

SECONDARY SPECIALIZATION (EX)

12th Level

Once you reach 12th level, you begin to branch out into other fields of study. Choose a second specialization. Once chosen, you may not change it. You get a specialization ability at 12th level and may choose two abilities from this specialization at levels 15 and 19.

HACKER SPECIALIZATIONS

The use of computers in the digital age has so many potential applications, that you'll often see individuals trained in the field of information technology choosing to focus on a specific discipline for their careers. It is no different for those who operate in the shadow world. As a hacker, you get to choose one of the following specializations at 1st level, and another at 12th level. Choose wisely, as these choices cannot be changed.

OPERATOR

Operators are the people to talk to when you are looking for hackers. They are practiced at getting in and getting out of secure systems while not letting others know they were there at all. Being an operator means taking a stealthier and yet more aggressive approach. Operators tend to stay back and do their thing in a safe location rather than go on-site.

Covert Entry (Ex)

2nd Level

At 2nd level, operators get a +2 circumstance bonus to their Computers check when attempting to gain root access to all computer networks.

Part of the System (Ex)

6th Level

At 6th level operators learn to work under the radar, masking their Global Information Systems Position (GISP) and staying unnoticed. Any attempts to locate an operator through GISP gets a –5 penalty to the Computers check, and if the check fails by 5 or more, the operator knows of the attempt and can choose which location to appear at, though only a single fake location may be chosen.

Wild Goose Chase (Ex)

10th Level

At 10th level, the operator becomes more proficient in his Global Information Systems Position (GISP) masking, and any attempt automatically informs him that he's being searched for. Also, if the check fails by 5 or more, he can now choose multiple locations without suffering a penalty for spoofing multiple GISP addresses.

Assuming Direct Control (Ex)

14th Level

At 14th level, operators gain an instinctual awareness of any system they tap into. Whenever they successfully gain root access to a network, they are able to use all programs and related abilities of that program immediately.

Example: *If Marina successfully gains root access to the security system at a black site (which, for security reasons isn't connected to the Internet of Things (IoT) directly), she can immediately access and use any cameras, lift doors, security measures and anything else in the system without mapping the network first.*

Overload the System (Ex)

18th Level

At 18th level, the operator gains the ability to turn any device into a potential weapon, provided the device can be connected to a network or the Internet of Things (IoT). Any device can be detonated as a standard action doing 1d6 points of damage per item level. The blast radius of the device is 5 feet for every 5 levels of the item or fraction thereof (i.e. a camera with an item level of 11 would have a 15 feet radius and do 11d6 points of damage). This is fire and kinetic damage, and a successful Reflex save (DC = 10+ ½ hacker level + Intelligence modifier) reduces this damage by half.

PLAGUEBRINGER

As a plaguebringer, you use malicious code to crack systems and bring them under your control.

Malicious Code (Ex) — 2nd Level

Your malware programs count as if they were 2 levels higher for all level and tier-based effects. Additionally, you count as if you were two levels higher for the purpose of creating, launching and loading malware programs.

Malwarrior (Ex) — 6th Level

You may spend a Resolve Point when you launch a malware program that requires a Neural Save. If you do, the target must roll two Neural Saves against the program and keep the worst one.

Potent Malware (Ex) — 9th Level

You may spend a Resolve Point as a reaction whenever a target of one of your programs attempts to quarantine that program. If you do, the program isn't quarantined and can't be targeted with a quarantine again for 1 round for every 3 item levels the program has. You may only affect a single program with this ability once per launch.

Pestilence (Ex) — 12th Level

You may launch two malware programs at once as a full action so long as no two programs have the same target. The programs you launch must be able to be launched as a standard action. Additionally, if a target gains access to your TAP, you may choose a virus which you have loaded and launch that program against that target as a reaction.

Digital Apocalypse (Ex) — 18th Level

As a full action, you may launch four malware programs at once. The programs must have a launch time of a standard action. No two programs can have the same target.

SYSADMIN

As a system administrator (SYSADMIN), you specialize in increasing security for your computer systems and those in your group by linking your team through Tendril Access Networks (TAPNets). You monitor the TAPnet, making adjustments to the strength of the network and providing access to files and applications your team needs to defend themselves against digital threats.

The Onion Router Network (Ex) — 2nd Level

The Tendril Access Networks you create are TOR (The Onion Router) networks. You may spend a Resolve Point as a reaction to increase your TAP and Tendril Access Network security, increasing your TAP's item level by 2. This increases the effective tier of all computers connected to the TAN by one for purposes of Computers skill checks to hack them. At 8th level, you increase the item level by 4 when you use this ability.

Cloud Network (Ex) — 6th Level

The Tendril Access Network you have created is now a cloud network. Whenever you link your allies to your TAPnet, either you or an ally linked to your network may spend a Resolve Point to load any program owned by anyone on the network onto their own TAP. Loading a program in this way is always a standard action.

Remote Network Access (Ex) — 9th Level

As a swift action, you may choose a single ally on your network within 100ft and see or hear what they do. Additionally, you have access to any system, device or network to which they have access. That ally may spend a Resolve Point to use your Computers Skill modifier as if it were their own for 1 minute per tier of the TAN for any Computers-related checks.

Universal Utility (Ex) — 12th Level

Choose one utility or application which you have loaded and spend a Resolve Point when you launch that utility. If you do, all members of your Tendril Access Network benefit from that utility or application as if they had launched it themselves.

Network Pantheon (Ex) — 18th Level

The strength of a network is in its connected systems. Once per day you may spend a Resolve Point when you make a Computers check, and if you do, up to 3 users connected to your network may also make a Computers check using your Computers skill modifier. You may choose which of the results to use.

WARDRIVER

You specialize in hacking while in combat, using your talents to disrupt your opponent's connection to their TAPs, networks, linked weapons, and other computer systems.

Induce Lag (Ex) — 2nd Level

You use network signal interference to your advantage. As a movement action you can induce lag in any computer (but not a network) by making a Computers check against the hack DC of the target. If you succeed, all d20 rolls made by that computer, on that computer, or using that computer take a –2 penalty, which worsens by 1 at 4th level and every 4 levels thereafter. This penalty lasts for 1d4 +1 rounds.

As the source of the interference, you can filter it out. When hacking a device which is affected by this ability, you ignore the penalties.

Improved Induce Lag (Ex) — 6th Level

Your ability to use digital interference to your advantage improves. You may now spend a Resolve Point use the induce lag ability as a reaction whenever an eligible target makes a d20 roll or takes an action which you would like to delay. If you are successful, in addition to the other effects of induce lag, that action is delayed by 1 round.

Combat Malfunction (Ex) — 9th Level

Whenever you successfully hack a device that is attended (wielded, piloted, or otherwise being used), or adjacent to a creature, that creature or the user attending the device is temporarily distracted. Until your next turn, they are flat footed. If you spend a Resolve Point, they are also off target.

Driving Assault (Ex) — 12th Level

When make a full attack, you can make up to three attacks instead of two. Alternately, you can forgo making a third attack, and instead launch a program which has an execution time of a standard action or less as part of your full attack. Either way, all attacks this round take a –6 penalty.

Greater Induce Lag (Ex) — 18th Level

Your ability to use digital interference to your advantage has reached its peak. You may spend a Resolve Point and attempt to target a network with the induce lag ability. If you are successful, the penalty applies to all computers connected to the network at the time you activated the ability, and any attempts to disconnect from the network are delayed until the duration of the lag has ended.

MEDIC

The medical technology of 2095 is miraculous. There is hardly an injury or disease that cannot be healed or treated with the proper time and facilities. However, not everyone can afford the best medical care. Some sustain injuries on the job that would prompt too many questions at a hospital. Likewise, some practitioners of medicine don't fit well in the corporate world, with its strict rules and political hierarchy. The medic is the person working outside the law, helping those who need it. Whether a doctor working a clinic, fixing up operatives between clandestine runs, a street doc seeing to the needs of the unfortunate, or a chromer fusing flesh with machine, the medic is always on the cutting edge in more ways than one.

HEALING NANITES (EX) — 1st Level

You often use cutting edge stimulants to keep your patients on their feet and buy yourself the time you need to treat severe injuries. As a standard action you may administer healing nanites to an adjacent target by making a melee attack against their EAC. If you hit, you infect them with the nanites. If the target is willing no attack roll is needed, and you automatically infect them with the nanites. When infected by the nanites, the target recovers 1d8 Stamina Points +1d8 per two medic levels. You may use this ability a number of times per day equal to your Wisdom modifier + your Medic level.

MEDIC | **6 HP**

STAMINA POINTS: 6 + CON MODIFIER

ROLE

Your team does dangerous work, and someone is bound to end up hurt. Having a medic on your crew means you can keep your people upright and moving until the job is done. And if the whole thing goes sideways, then you'll be even more grateful to have a medic on your team.

KEY ABILITY SCORES

As your key ability score, Wisdom helps make your treatments more powerful and determines how often you can use certain knacks and class abilities.

CLASS SKILLS

Skill Ranks per Level: 4 + Intelligence Modifier

Bluff (Cha), Diplomacy (Cha), Life Science (Int), Medicine (Int), Perception (Wis), Piloting (Dex), Profession (Cha, Int, or Wis), Sense Motive (Wis), Sleight of Hand (Dex) and Survival (Wis).

PROFICIENCIES

Armor: Light armor

Weapon: Basic melee weapons, small arms, as well as any weapon with the Injection weapon special property.

MEDICAL SPECIALIZATION (EX) — 1st Level

You begin play with a medical specialization that reflects your particular area of expertise. You choose one specialization, and once chosen, this specialization may not change. You gain the 1st level ability of this specialization and gain additional Specialization abilities at 4th, 8th, 14th, and 18th levels. Each specialty also lists two specialty skills. When using specialty skills, you gain a +1 insight bonus, which increases by +1 every 3 levels. See medic specializations on page 48 for more information.

NANOMEDICAL TRAINING (EX) — 1st Level

You gain one free rank each level in the Medicine skill, in addition to normal skill ranks, though you still may not exceed maximum ranks. This ability also allows you to use the Medicine skill as if it were the Physical Science skill for the purpose of crafting drugs, medicinals and poisons. Finally, you can use the Medicine skill to identify unknown drugs, injections, medicines, medical equipment, patches, and poisons. You must examine the item for 1 minute before making the check, whose DC is 15 + the item's level.

TABLE 2.6: THE MEDIC

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES
1	+0	+2	+2	+0	Healing nanites +1d8, medical specialization ability, nanomedical training
2	+1	+3	+3	+0	Medic knack, medkit mastery
3	+2	+3	+3	+1	Healing nanites +2d8, weapon specialization
4	+3	+4	+4	+1	Medic Knack, rapid response +1, medical specialization ability
5	+3	+4	+4	+1	Healing nanites +3d8, injection specialist
6	+4	+5	+5	+2	Medic knack, versatile treatments
7	+5	+5	+5	+2	Healing nanites +4d8
8	+6	+6	+6	+2	Medic knack, medical specialization ability, rapid response +2
9	+6	+6	+6	+3	Healing nanites +5d8
10	+7	+7	+7	+3	Medic knack, emergency prep
11	+8	+7	+7	+3	Healing nanites +6d8
12	+9	+8	+8	+4	Medic knack, rapid response +3
13	+9	+8	+8	+4	Healing nanites +7d8
14	+10	+9	+9	+4	Medic knack, medical specialization ability
15	+11	+9	+9	+5	Healing nanites +8d8
16	+12	+10	+10	+5	Medic knack, rapid response +4
17	+12	+10	+10	+5	Healing nanites +9d8
18	+13	+11	+11	+6	Medic knack, medical specialization ability
19	+14	+11	+11	+6	Healing nanites +10d8
20	+15	+12	+12	+6	Medic knack, rapid response +5

ANDROIDS, BIOROIDS, CYBORGS AND MEDICS

Androids, bioroids and cyborgs interact in unique ways with the medic's class abilities, though the nanomedic specialization can bypass some of these effects.

Androids: Due to their artificial bodies and minds, androids cannot be affected by treatments of the Boost, Transgenic, Mind Affecting or Pain types. They take no damage on a failed save and half damage on a successful save against Damage type treatments, as well as the harming and deady nanites knacks. They take half healing from Healing type treatments and the healing nanites ability. Diagnostic treatments affect the android normally.

Bioroids: Due to their artificial minds, bioroids cannot be affected by treatments of the Mind Affecting type and aren't affected by Boost type treatments which affect the mind. Otherwise bioroids are affected normally.

Cyborgs: Due to their artificial bodies, cyborgs cannot be affected by treatments of the transgenic, or pain types. They take no damage on a failed save and half damage on a successful save against Damage type treatments, as well as the harming and deady nanites knacks. They take half healing from Healing type treatments and the healing nanites ability. If a treatment is of the boost type, it only effects the cyborg if it effects the mind. Diagnostic and Mind Affecting treatments affect the cyborg normally.



MEDIC KNACK (EX) 2nd Level

As you gain experience, you learn abilities which give you an edge in combat, collectively known as Knacks. You learn your first knack at 2nd level, and you learn an additional knack at 4th level and every 2 levels thereafter. If a knack allows an opponent a saving throw to resist its effects, the DC is equal to 10 + half your medic level + your wisdom modifier. Unless otherwise specified, you can't learn a medic knack more than once. Medic knacks are listed in the medic knacks section.

MEDKIT MASTERY (EX) 2nd Level

You get more mileage out of medkits. A basic medkit has all the components that are needed for creating drugs, healing nanites, medicinals and poisons, as well as preparing treatments.

You also use your medkit to prepare and use treatments; advanced medical techniques using specialized supplies. Treatments must be prepared to be used. Once used, a treatment may not be used again until prepared. The medkit contains your prepared treatments, and you may have up two treatments prepared total.

Once per day you may prepare treatments. You may spend an additional Resolve Point whenever you rest to recover Stamina Points to change a number prepared treatments equal to your Wisdom modifier to new ones. You may only prepare treatments you know. You learn one treatment at 2nd level, plus one treatment per point of Wisdom modifier. You learn an additional treatment at each medic level from then on.

Using a treatment requires a standard action and you must be touching the target. Once used, a treatment is no longer prepared. If the target is unwilling, you must make an unarmed attack against its EAC, which deals no damage and may provoke an attack of opportunity. The saving throw of a treatment is 10 + half your medic level + your Wisdom modifier.

You may prepare a treatment multiple times if you choose, but a particular type of treatment — including its potent version — can only affect a given target once during a 12 hour period. You cannot use a specific type of treatment on a second target, if another target is currently affected by the same treatment, including its potent version.

If you lose your medkit, you lose the treatments prepared within it. The medkit is not unique however, and may be replaced by any basic medkit, and you may prepare treatments as normal the next time you rest.

At 5th level, any medkit you prepare treatments with counts as an advanced medkit.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.

RAPID RESPONSE (EX) 4th Level

You can quickly get to where you are needed most. You gain a +1 insight bonus to initiative and AC. This bonus increases by +1 for every four levels, to a maximum of +5 at level 20.

INJECTION SPECIALIST (EX) 5th Level

You learn how to use your abilities with injection weapons to better assist your allies at range. Attacks made with Injection weapons to deliver healing nanites or treatments may deal no damage at your option. Healing nanites and treatments can be used at range by loading them into the ammunition of a weapon with the Injection weapon special property as a standard action. All choices that would be made when using the healing nanites or treatments must be made when you load the weapon. This special ammunition will become useless if not used within 12 hours of being loaded. You may have a number of rounds of special ammunition at a time equal to your wisdom modifier +1, and rounds containing a treatment count as one of your prepared treatments, counting against your total treatments prepared until consumed, or destroyed to change what treatments you have prepared.

VERSATILE TREATMENTS (EX) 6th Level

All of your treatments have optional, potent effects that can be used by spending Resolve Points, representing the usage of certain limited resources, some of which are listed as follows:

- You can spend a Resolve Point to augment a treatment with powerful nanites and allow the treatment to be used on a target who has already benefited from that treatment in the last 12 hours.
- You can spend a Resolve Point to you use a given treatment on a new target while the same treatment is still affecting another target.
- You can spend 1 Resolve Point to increase the duration of a treatment by one stage: 1 round to 1 minute, 1 minute to 10 minutes, or 10 minutes to 1 hour. If the treatment has a duration of varied, follow the above rule where possible, or otherwise double the duration.

EMERGENCY PREP (EX) 10th Level

You may spend a Resolve Point to quickly prepare a treatment as a standard action so long as doing so would not exceed your maximum number of treatments prepared.

MEDIC KNACKS

A Medic may select any of the following medic knacks so long as you meet the minimum level requirement.

2ND LEVEL MEDICAL KACKS

You must be at least 2nd level to learn any of these medical knacks.

BEDSIDE MANNER (EX)

Your professional experience has helped you learn to place your words with care. You may use your Wisdom modifier rather than Charisma modifier on Bluff, Diplomacy and Sense Motive skills.

DAMAGING NANITES (EX)
You have learned to tweak your drugs and reprogram your nanites to harm. Whenever you could use your healing nanites ability, you may choose to have the ability deal Stamina damage rather than recover Stamina Points. These nanites never deal Hit Point damage however. Otherwise, the ability works as normal, including having a reduced effect against androids and cyborgs, and may be used with any ability which can use healing nanites, unless otherwise noted.

HIPPOCRATIC OATH (EX)
You have taken a vow to help others, and have sworn to first, do no harm. You may never learn harming nanites or deadly nanites knacks and may never learn or use iatrogenic treatments. Additionally, any Stamina Point or Health Point healing you grant heals an additional 1 point per die.

NANITE FORTITUDE (EX)
You have learned to use your nanites to improve the target's fortitude. Rather than heal a target with your healing nanites you may instead grant them a bonus on Fortitude saves equal to your Wisdom modifier for a number of minutes equal to the number of dice that the nanites would have healed.

NANITE REFLEXES (EX)
You have learned to use your nanites to improve the target's reflexes. Rather than heal a target with your healing nanites you may instead grant them a bonus on Reflex saves equal to your Wisdom modifier for a number of minutes equal to the number of dice that the nanites would have healed.

NANITE WILL (EX)
You have learned to use your nanites to improve the target's will. Rather than heal a target with your healing nanites, you may instead grant them a bonus on Will Saves equal to your Wisdom Modifier for a number of minutes equal to the number of dice that the nanites would have healed.

4TH LEVEL MEDICAL KACKS
You must be at least 4th level to learn any of these medical knacks.

AIRBORNE NANITES (EX)
You can modify your nanites to become airborne and deliver your healing nanites as an aerosol, applying their effects to multiple targets. By spending a Resolve Point and reducing the Stamina Points provided by the healing nanites by 1d8, you can affect all targets in a 15' radius around you with the healing nanites. This knack can be combined with the combat toxins ability, though they will attack all viable targets in the area of effect, including the medic.

CONSTRUCTION NANITES(EX)
You upgrade your nanites to reconstruct metal and synthetics as easily as flesh and bone. Androids and cyborgs gain the full effects of healing nanites. This does not affect the deadly nanites ability.

CREATE INJECTION (EX)
You can create temporary injections which allow an ally to use healing nanites on themselves at their leisure, infecting themselves with the nanites as a standard action. Creating this injection consumes 2 uses of healing nanites, and the injection lasts 24 hours before becoming inert. Any modifications to the healing nanites that could be applied must be applied at the time the injection is created.

CYBER-SURGERY EXPERT (EX)
You have become an expert in cybernetics and reduce the time to install cybernetic augmentations to a half hour per item level of the augmentation. Additionally, you may use your Medicine skill as if it were the Culture skill when attempting to recall information about cybernetics and may use the Medicine skill to identify a cybernetic augmentation you can see as a full action by making a Medicine check equal to DC 15 +1 per item level.

FAVORED TREATMENT (EX)
Choose one treatment you know. This treatment is always considered to be prepared and doesn't count against your total treatments prepared. You may select this knack no more than once per 4 medic levels.

HARMING NANITES (EX)
Your nanites can be directed to instead deal damage to creatures, though creatures may make a Fortitude Save with a DC 10+ your CR to take half damage.

EMERGENCY NANITES (EX)
Your nanites can be used to treat deadly wounds. By expending a use of your healing nanites, you can treat deadly wounds on a creature who has already benefited from you treating deadly wounds once that day. Doing so costs a Resolve Point.

MEDICAL ADVANCE (EX)
You learn an additional treatment with a minimum medic level of 1. You may learn this knack any number of times.

NANITE STIMS (EX)
You can use your healing nanites to instead grant the target creature 1d8 temporary Stamina Points +1 per two medic levels thereafter. These temporary Stamina Points are lost first, and last for 1 minute per medic level, and an additional use of this ability on an infected creature replaces the previous temporary Stamina Points and duration with the new one.

6TH LEVEL MEDICAL KACKS

You must be at least 6th level to learn any of these medical knacks.

CYBERNETIC SYNERGY (EX)

You may install an additional cybernetic augment into a particular body system, splicing the two implants together. No more than two implants may be in a single system. This has no affect on a body system which already has two augments installed.

DELAY TREATMENT(EX)

You can apply a treatment that is kept dormant by your nanites so that it doesn't take affect the target until you trigger it via TAP link. These dormant nanites will only last for a number of minutes equal to your level, at which point the treatment will trigger automatically.

EXTEND TREATMENT (EX)

By expending specially programmed nanites, you can increase a treatment's duration by one stage as described in the versatile treatment ability, without using a Resolve Point. This knack may only be used once per treatment, and you can use this ability a number of times per day equal to your Wisdom modifier.

IMPROVED MEDICAL ADVANCE (EX)

You learn an additional treatment with a minimum medic level of 4. You may learn this knack any number of times.

NANITE TREATMENT (EX)

You learn how to combine a treatment with a dose of healing nanites. Combining a treatment with a usage of healing nanites takes a full action and must follow the rules for both, such as touching the target if necessary. (You may also combine treatments with harming nanites)

POTENT HEALING NANITES (EX)

You may reroll all 1's when rolling healing nanites dice.

QUICK LOAD INJECTABLE (EX)

You may spend a Resolve Point as you make an attack with an Injection weapon to quickly load the ammunition with healing nanites or a treatment, expending a use of your healing nanites, or using a prepared treatment.

RESTORATIVE HEALING NANITES (EX)

The medic may spend a Resolve Point as part of effecting a target with healing nanites to reduce the healing dice by 2. If you do, you restore 1 point of ability score damage to each of the target's ability scores.

SELECTIVE AIRBORNE NANITES (EX)

By taking a full action, the medic can program the nanites released by the airborne nanites or airborne treatment knack to only infect specific targets in the area of effect, omitting a number of targets from the effects. The number of targets omitted may not exceed the medic's wisdom modifier.

TALK 'EM THROUGH IT (EX)

If the medic can see and hear an ally who is making a medicine check, such as over a two way video stream, the ally may listen to the medic's advice. The medic can remotely use the aid another action to assist your ally, and if you succeed, the ally receives a bonus to your check equal to the medic's Wisdom bonus.

8TH LEVEL MEDICAL KACKS

You must be at least 8th level to learn any of these medical knacks.

AIRBORNE TREATMENT (EX)

You can modify your airborne nanites to carry treatments, allowing you to treat multiple patients as described in the versatile treatments ability by spending 1 Resolve Point. This allows you to affect all targets in a 15 –foot radius around you with the treatment. You must have the airborne nanites knack to learn this knack.

DEADLY NANITES (EX)

You have modified your harming nanites to be more effective at dealing damage. Targets take full damage from harming nanites and are no longer offered a fortitude save for half damage. You must have the harming nanites knack to learn this knack.

GREATER MEDICAL ADVANCE (EX)

You learn an additional treatment with a minimum medic level of 8. You may learn this knack any number of times.

IMPROVED MEDKIT MASTERY (EX)

Any medkit you prepare treatments with counts as a medical lab.

INJECTION MASTER (EX)

Any effect which originates from an injection weapon which you attacked with gains half your rapid response bonus as a circumstance bonus on the save DC of the effect.

TRANSGENIC SURGERY (EX)

You may spend a number of Resolve Points equal to half the minimum medic level of the treatment to make a transgenic treatment you know and can prepare permanent on a target. The target must have an organic body, be willing, and spend 4 hours in surgery. If you use the transgenic hybrid amplification treatment, the target permanently transforms into a hybrid, and changes their race to hybrid. A target may only have one transgenic treatment made permanent at a time, and its effects do not stack with other treatments. Permanently applying another transgenic treatment removes the previous one.

MEDIC SPECIALIZATIONS

The following specializations are available for the medic.

CHROMER

Some find a particular beauty in melding flesh with machine and science. A chromer's patients heal faster and get more out of their augments. While in the field, allies swear that chromers can push their augments further than seems possible. Famous chromers charge incredible fees for their skills and often have long wait lists. She may be found working in her shop building new augments, in a clinic installing augments, or in the field getting the most out of her allies' augments.

Specialty Skills: Life Science (Int) and Engineering (Int)

Chrome Crusade (Ex) — 1st Level

You gain the Augmented Warrior and Chromed feats even if you don't meet the prerequisites.

Scalpel Jockey (Ex) — 4th Level

You gain the cyber-surgery expert knack.

Pioneer Techniques (Ex) — 8th Level

You begin to push the limits of the living body. You gain the cybernetic synergy knack and are considered to have the Master Crafter feat while crafting cybernetic augments.

Full Conversion Cybersurgery (Ex) — 14th Level

You can completely replace any creature's racial traits with the cyborg race by spending 4 hours of time doing so. They lose all previous racial traits and bonuses and gain the racial traits and bonuses of the cyborg race. You may do one full conversion surgery per day and can be paid an amount of wealth equal to the "wealth gains per encounter" rules in the *Starfinder Core Rulebook* for your level.

Chrome Crown (Ex) — 18th Level

You are the best cybersurgeon around. When you install your crafted cybernetic augments, you may choose for its owner to gain the benefits of the overclocked cyberware ability of the overborg for that body system, and permanently loses one Resolve Point, as normal.

FIELD DOC

Medics often find themselves forced to treat the injured in less — than — ideal locations far from operating centers. This is where the field doc excels. No matter how injured her ally is, the field doc can often work out a treatment, even if only temporary, with little more than what she has in her pockets. She is often found in the worst parts of the sprawl or working alongside mercenary teams to keep them alive, even in the most extreme environments.

Specialty Skills: Medicine (Int) and Survival (Wis)

First Responder (Ex) — 1st Level

You know that being where you are needed is as important as being able to help when you get there. Your gain +10ft movement speed. Additionally, your rapid response bonus to initiative is doubled.

Expert Packer (Ex) — 4th Level

All medical equipment, tool kits, drugs, and medicinals that the field doc carries have half their normal bulk. Additionally, as a move action, the field doc can always assemble a basic medkit from whatever items she has at hand by spending 5 minutes.

Improvised Treatment (Ex) — 8th Level

The field doc gets the most out of her treatments with only the items at hand. The field doc can reduce the Resolve Point cost of her treatments by 1, a number of times per day equal to her Wisdom modifier.

On your Feet (Ex) — 14th Level

The field doc may spend a Resolve Point when using healing nanites to heal affected targets for 1 HP per die in addition to the Stamina Points restored or any other effect.

Trench Angel (Ex) — 18th Level

The field doc has saved lives with little more than a pocket knife, a straw, and a few nanites. She can now use improvised treatment as many times per day as she wishes, but still only once per treatment.



GENERALIST

Unlike her peers, the generalist medic never truly specializes. Instead, she tries to learn a little bit of everything, becoming a medical jack-of-all-trades. While she may lack some of the truly impressive talents of the other specialties, she more than makes up for it with versatility. She might be found anywhere. She's equally at home installing chrome in a state-of-the-art clinic as she is treating wounds on the battlefield, or even selling her iatrogenic skills to the highest bidder.

- **Specialty Skills:** Medicine (Int) and One other class skill of her choice

Dabbler (Ex) — 1st Level

You begin play knowing two additional treatments.

Unusual Interests (Ex) — 4th Level

You gain any one feat for which you meet the prerequisites.

Versatility (Ex) — 8th Level

The generalist's ability to shift focus has made her expert at applying herself to a variety of skills. Her specialty skill bonus now applies to any one skill of her choice.

Unusual Interests (Ex) — 14th Level

You gain any one feat for which you meet the prerequisites.

Incredibly Versatile (Ex) — 18th Level

You gain a special ability slot and may choose a treatment, knack, or feat to place in it. Each day you may choose a different knack, treatment, or feat to place in this slot. You must meet the prerequisites for this choice and lose any benefits granted by the previous choice when you make the new selection.

IATROGENIST

Famed and feared for her skills, the iatrogenisist has made the use of poison, disease, and traumatic medicine into an art form. Iatrogenists are not only adept at mixing and creating virulent toxins but can infect their targets with ease — and sometimes without notice. Not all medics who choose this path see their choice as unethical. For some, it is an appropriate response to the world of 2095, or a way to improve their understanding of treating disease. Though some just seek carnage. She may be found working as an assassin, crafting and selling dangerous concoctions, or even using her skills to further research in treating illness.

- **Specialty Skills:** Life Science (Int) and Bluff (Cha)

Weaponized Medicine (Ex) — 1st Level

You begin play knowing two iatrogenic treatments.

Subtle Infliction (Ex) — 4th Level

Perhaps the iatrogenisist is most feared because of how easily she can infect without notice. The iatrogenisist gains access to the delay treatment knack, and when using it to delay an iatrogenic treatment, she may increase the dormant time to 1 hour per medic level.

Potent Toxins (Ex) — 8th Level

All saves against iatrogenic treatments you use have their DC's increased by +2.

Virulence (Ex) — 14th Level

Understanding how to treat a disease means it's easier to make the disease harder to resist. A number of times per day equal to her Wisdom modifier, the iatrogenisist may make a treatment she is using virulent, which forces the target to roll twice on the saving throw and take the worse result.

Potent Iatrogenics (Ex) — 18th Level

Unlocking the full potential of iatrogenic medicine is now child's play. All iatrogenic treatments cost 1 less Resolve Point.

NANOMEDIC

Due to her equal focus on computer skills and medicine, the nanomedic's nanites surpass her peers' machines, allowing her to create seemingly impossible effects. She can alter their programming with ease and change their design on the fly. She may be found infiltrating a facility by using nanites and hacking or backing up allies with incredible nanite fueled treatments.

- **Specialty Skills:** Medicine (Int) and Computers (Int)

Rudimentary Programming (Ex) — 1st Level

You obtain 4 programs, and the airborne nanites and constructive nanites knacks.

Nano-Corrosive Hacking (Ex) — 4th Level

You gain the harming nanites knack, and you have reprogrammed your nanites to allow you to deal full damage to androids and cyborgs, as well as autonomous devices. Additionally, you control your nanites with your TAP, doubling the normal range at which you can affect targets with airborne nanites.

Reprogram Nanites (Ex) — 8th Level

You gain the nanite treatment knack and may spend a Resolve Point whenever you use a nanite treatment to affect an android or cyborg normally with the treatment even if they would normally be immune or suffer a reduced effect.

Nanite Cloud (Ex) — 14th Level

You control your nanites with your TAP, which allows you to 'touch' any target within range of your TAP when using healing nanites, harming nanites, or Nanite treatments.

Nanopotent (Ex) — 18th Level

One per encounter, when a target attempts a save against an effect caused or delivered by your nanites you may spend a Resolve Point to cause the target to roll their save twice and take the worse result.

NEIGHBORHOOD DOC

The neighborhood doc is, if not the most famous of specialties, the most beloved of them. Their neighborhoods rely on them for more than just medical care — these docs are called on to act as conflict mediators, neutral parties, counselors, and more. In fact, her presence will decrease local crime and raise the quality of life and happiness of people living nearby. Though these changes aren't significant, they're noticeable enough that neighborhoods will vie for her to move to them. She is usually found working in her clinic, but sometimes she works in the field taking jobs to supplement her clinic's inventory or to help those she has chosen to protect.

Specialty Skills: Medicine (Int) and Diplomacy (Cha)

Quick Clinic (Ex) — 1st Level

You gain the ability to create a medical lab by choosing a room, using a medkit and an hour of work. The medkit is consumed completely when used in this way. This clinic must be resupplied weekly by consuming an additional medkit each week. You also gain the well supplied knack.

Curbside Manner (Ex) — 4th Level

You gain the bedside manner knack, but instead of its normal benefits, you apply both your Charisma and Wisdom modifiers to the Bluff, Diplomacy and Sense Motive skills.

Trusted in the Turf (Ex) — 8th Level

When interacting with a target who has been the target of your successful Medicine check, treatment, or use of healing nanites in the last week, you may spend a Resolve Point and roll your Diplomacy check twice and take the better result. You also gain the Fixer feat, even if you don't meet the prerequisites.

Favors Owed (Ex) — 14th Level

The starting attitude of any NPC which you have ever treated in your clinic is friendly. You may spend a Resolve Point to temporarily increase the attitude of any friendly npc you have treated to helpful.

Quick Care Clinic (Ex) — 18th Level

You know how to get the most out of your clinic. Healing times in your clinic are halved, and you may treat deadly wounds one more time per day per patient. Additionally, you can use any treatment she knows on a number of willing subjects equal to half her medic level.

RAZOR

When it comes to combat, tactical advantage usually wins the day, whether in the wisdom of the tough decisions made in a split second, the strength of arms, or in the technological advantages you press. The razor brings the bleeding edge of information and weapons technology — the B.L.A.D.E array — to shave off every bit of advantage the enemy might have.

B.L.A.D.E ARRAY (EX) — 1st Level

You begin play with a cybernetic implant known as the "Battle Logistics Assault & Defense Electronics Array" or B.L.A.D.E array for short. The B.L.A.D.E array is a highly restricted piece of military cyberware which offers a variety of upgradeable sensors, as well as enhancing other cybernetic implants in accelerating communications between equipment, augmentations, and your TAP.

The B.L.A.D.E array is unique among cybernetic augmentations in that it cannot be unlinked from your TAP without being physically removed from your body. The B.L.A.D.E array offers a number of benefits. You may use your B.L.A.D.E array to select a single target within line of sight as a move action and designate that target as a tagged target. Your B.L.A.D.E array tracks the

RAZOR	6 HP
STAMINA POINTS: 6 + CON MODIFIER	

ROLE

Razor's focus on fighting the battle on three fronts, in preparation, information and in the field. They maintain constant communication with allies and gather intelligence even as the bullets fly.

KEY ABILITY SCORES

Your key ability score is Wisdom. A high Strength or Dexterity helps depending on your chosen style of combat, and Constitution helps with survivability.

CLASS SKILLS

Skill Points: 4 + Intelligence modifier.

Acrobatics (Dex), Athletics (Str), Computers (Int), Engineering (Int), Medicine (Int), Perception (Wis), Piloting (Dex), Profession (Cha, Int, or Wis), Sense Motive (Wis), Stealth (Dex), and Survival (Wis).

PROFICIENCIES

Armor: Light armor, heavy armor

Weapon: Basic and advanced melee weapons, small arms, longarms, sniper weapons, heavy weapons

TABLE 2.7: THE RAZOR

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES
1	+1	+2	+0	+0	B.L.A.D.E array, chromed out, combat upgrade
2	+2	+3	+0	+0	Precision strike, razor's edge,
3	+3	+3	+1	+1	Armor training I, weapon specialization
4	+4	+4	+1	+1	Razor's edge, target lock I
5	+5	+4	+1	+1	Combat upgrade
6	+6	+5	+2	+2	razor's edge
7	+7	+5	+2	+2	Armor Training II
8	+8	+6	+2	+2	Target lock II, razor's edge
9	+9	+6	+3	+3	Combat upgrade
10	+10	+7	+3	+3	Razor's edge, Improved precision strike
11	+11	+7	+3	+3	Armor training III, razor storm
12	+12	+8	+4	+4	Target lock III, razor's edge
13	+13	+8	+4	+4	Combat upgrade
14	+14	+9	+4	+4	Razor's edge
15	+15	+9	+5	+5	Armor training IV, greater precision strike
16	+16	+10	+5	+5	Target lock IV, razor's edge
17	+17	+10	+5	+5	Combat upgrade
18	+18	+11	+6	+6	Razor's edge
19	+19	+11	+6	+6	B.L.A.D.E array versatility
20	+20	+12	+6	+6	Superior precision strike, razor's edge

target, digitally highlighting it in your visual sensors. You gain a circumstance bonus to EAC and KAC equal to half your level (minimum +1) against attacks made by your tagged target.

At 3rd level, when you make a single attack as a standard action against the tagged target, and would miss due to concealment, your B.L.A.D.E array instantly offers a correction, and you may spend a Resolve Point to roll the concealment percentage chance again, keeping the second roll. The target remains designated as a tagged target as long as you can see the it. If the target is invisible, has full cover, or full concealment, or your B.L.A.D.E array otherwise loses track of it, you cannot benefit from this ability. You may only have one tagged target at a time, and selecting a new target ends this effect on the previous target.

Additionally, the B.L.A.D.E array grants you enhanced reaction time and situational awareness. This takes the form of a +1 circumstance bonus to initiative per four levels and a circumstance bonus to Perception checks equal to your level.



CHROMED OUT (EX)

1st Level

You begin play with an additional 2,000 cryptodollars. These cryptodollars must be spent on 1st and 2nd level cybernetic augmentations. Any remaining cryptos after augment purchases are made are lost.

COMBAT UPGRADE (EX) 1st Level

As you gain experience, you can improve your cybernetics or upgrade your B.L.A.D.E array to suit your particular style of fighting. Combat upgrades are specialized bits of software that are written autonomously by the B.L.A.D.E array as it learns your habits.

Often, you must have a cybernetic augmentation installed in one of the associated systems to gain the combat upgrade. You gain your first combat upgrade at 1st level, and you gain an additional combat upgrade at 5th level and every 4 levels thereafter. If combat upgrade allows an opponent a saving throw to resist its effects, the DC is equal to 10+ half your razor level + your Wisdom modifier. Unless otherwise specified, you can't select a combat upgrade more than once.

PRECISION STRIKE (EX) 2nd Level

Your B.L.A.D.E array helps you carefully place your attacks, allowing you to fight smarter, not harder. You gain Deadly Aim as a bonus feat. You may also choose to use Deadly Aim as a full action by spending Resolve Point to make it a precision strike. Precision strikes may be made in melee or at a range, still take the −2 penalty, deal no damage other than the bonus damage from Deadly Aim, and allow you to choose one of a number of additional special effects depending on where you target the attack. You must specify the appendage targeted before the attack, and the special effects gained are listed as follows:

- **Arms:** Any grasping appendage is considered an arm. If the creature is hit, they are affected by the disarm combat maneuver, using your attack roll as if it were the combat maneuver roll.
- **Head:** Any sensory cluster is considered the head. If the creature is hit, they are affected by the dirty trick combat maneuver, using your attack roll as if it were the combat maneuver roll.
- **Legs:** Any appendage used to swim, walk, or climb is considered a leg. If the creature is hit, they are affected by the reposition or trip combat maneuvers, using your attack roll as if it were the combat maneuver roll.
- **Torso:** The bulk of body mass is considered the torso. If the creature is hit, they are affected by the bull rush combat maneuver, using your attack roll as if it were the combat maneuver roll.
- **Wings:** Any appendage used to fly is considered a wing. If the creature is hit, they are affected by the trip combat maneuver, using your attack roll as if it were the combat maneuver roll. In normal gravity, the creature must make a DC 20 acrobatics check or begin falling at a rate of 20ft per round.

RAZOR'S EDGE (EX) 2nd Level

As you gain experience, you learn abilities which give you an advantage in combat. Collectively, these are called edges. You learn your first razor's edge at 2nd level, and you learn an additional razor's edge at 4th level and every 2 levels thereafter. If a razor's edge allows an opponent a saving throw to resist its effects, the DC is equal to 10 + half your razor level + your wisdom modifier. Unless otherwise specified, you can't learn a razor's edge more than once.

ARMOR TRAINING (EX) 3rd Level

You learn to be more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 1 (to a minimum of 0) and increase the maximum Dexterity bonus allowed by your armor by 1. Every four levels thereafter (7th, 11th, and 15th,) these bonuses increase by +1.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.

TARGET LOCK (EX) 4th Level

Your B.L.A.D.E array becomes more effective at maintaining tagged targets. The target no longer automatically ceases to be highlighted whenever the you lose sight of the tagged target. Instead, the effect continues after line of sight is broken for a number of minutes equal to your wisdom bonus. If in that time you manage to re-establish line of sight, the target resumes being tagged as before, unless you have chosen a new tagged target.

If you attack a tagged target, for that attack you reduce the armor class bonuses granted to them by their cover by 2 (to a minimum of 0) and the miss chance granted by their concealment by 10% (to a minimum of 0%). Every four levels thereafter (8th, 12th, and 16th) these bonuses further reduce by the same amount.

Finally, you gain the ability to choose and maintain a second tagged target. Beginning at 8th level when you gain target lock II. The maximum number of tagged targets you may designate and maintain at once increases by one every four levels thereafter (12th, and 16th). You may designate a number of tagged targets up to your maximum number of targets with a single movement action. Additional targets may be designated as tagged later as a move action so long as you do not exceed your maximum number of tagged targets. If you designate an additional tagged target beyond your maximum, you lose the oldest tagged target.

IMPROVED PRECISION STRIKE (EX) 10th Level

Your ability to make precision strikes improves, allowing you to make precision strikes as a standard action rather than a full round action.

RAZOR STORM (EX) 14th Level

When you make a full attack, you can make up to three attacks instead of two attacks. You take a −6 penalty to these attacks instead of a −4 penalty.

GREATER PRECISION STRIKE (EX) 15th Level

Your ability to make precision strikes improves further. You no longer have to forgo dealing normal damage to make a precision strike.

B.L.A.D.E ARRAY VERSATILITY (EX) 19th Level

Your familiarity with the workings of your B.L.A.D.E array has enabled you to reconfigure it on the fly. Once per day, you can reselect a number of combat upgrades equal to your Wisdom Modifier.

SUPERIOR PRECISION STRIKE (EX) 20th Level

Your ability to make single, masterful strikes has reached its zenith. When making a precision strike and hit, you may spend 2 Resolve Points to cause the strike to become a critical hit.

RAZORS EDGES

You may select any of the following Razors Edges so long as you meet the razor's edge's minimum level requirement.

2ND LEVEL RAZOR EDGES

You must be at least 2nd level to take these Edges.

CLOSE CONTROL

You are skilled at forcefully moving your opponent around. You gain a +1 bonus on bull rush and reposition combat maneuver checks. You also gain a +1 bonus to KAC when attacked with the bull rush and reposition maneuvers. These bonuses increase by +1 for every five levels after 2nd and apply to precision strike attacks.

COMBAT TRAINING (EX)

You gain a combat feat. You may learn this razor's edge multiple times, but no more than once every four levels.

DRIVE BY (EX)

You reduce the penalty to attacks made while in a vehicle by 2.

DUELIST (EX)

You are especially good at defensive melee combat. Treat all melee weapons as if they had the block weapon special quality, and if the weapon already has the block weapon special quality, the enhancement bonus it grants is increased to +2.

ENERGETIC SYNERGY (EX)

When attacking a target with a weapon that deals acid, cold, electric, fire or sonic damage, you deal an additional point of damage per die.

EVADE (EX)

You may spend a Resolve Point to take a guarded step as a reaction when you are missed with an attack.

EXPERT ADVICE (EX)

When you use the aid another action, you may spend a Resolve Point to grant all allies within 30ft the benefits of the aid another action with that particular skill.

EXTRA CHROME (EX)

Choose one cybernetic augment with an item level equal to your class level or lower. You gain that augment, and have it implanted for free.

FAVORED TERRAIN (EX)

Select a terrain type. So long as you have adequate time to prepare your equipment appropriately, you gain a circumstance bonus equal to one fourth your level on Perception, Stealth and Survival checks in that terrain, and ignore difficult terrain in that environment. Terrain Options are: cold (ice, glaciers, snow, tundra), desert (sand, scrub land, wastelands), forest (coniferous and deciduous), jungle, mountain (including hills), off-world (asteroids, planets, space stations), plains (grasslands, steppes), swamps (marshes, wetlands), underground (caves, subterranean facilities), urban (buildings, streets, sewers, sprawl), water (both above and below the surface).

FOCUS FIRE (EX)

Whenever you use a weapon with the automatic weapon special property and make a full attack against a single creature, you may total your damage from all attacks before applying damage reduction.

GRENADE RUSH (EX)

Whenever you throw a grenade and move in the same turn, you do not provoke attacks of opportunity by moving through squares effected by the grenade.

STORM SWAP (EX)

You gain Quick Draw as a bonus feat. Additionally, you may swap weapons once per round without spending an action to do so.

WALKING ARMORY (EX)

You are used to carrying a great deal of equipment. Treat your Strength modifier as 2 higher for the purpose of determining encumbrance, and you never have your speed reduced below 30ft due to armor or encumbrance.

4TH LEVEL RAZOR EDGES

You must be at least 4th level to take these Edges.

CAREFUL STRIKES (EX)

You can always choose to deal nonlethal damage with your melee or ranged weapons, but not weapons with the explode special weapon quality.

COMBAT INSIGHT (EX)

Whenever an ally makes an attack, you can spend a Resolve Point as a reaction to grant your Wisdom modifier as an insight bonus on the attack roll. This ability only works if that ally can see and hear you.

CROSSFIRE (EX)

Whenever you attack with a weapon which has the automatic weapon special property, you may spend a Resolve Point and spray your weapon about and create an area that is hazardous to all within it. You effect the area of a cone with a range to half the weapon's range increment. Any creature who ends their turn within that area before the beginning of your next turn takes damage equal to your weapon damage. They may make a Reflex Save against a DC equal to 10 + your Wisdom modifier + your level to take half damage. This consumes all remaining ammunition in your weapon.

FALL BACK (EX)

Whenever you use the withdraw action you can choose to spend a Resolve Point to move one willing ally with you as you move. If you both successfully move, neither you or the ally may make attacks in the following round.

PARRY (EX)

Whenever you are wielding a melee weapon and the target of a melee attack you may try and use your weapon to defend yourself. As a reaction, make an attack roll. If your attack exceeds the opponents attack roll, the attack is deflected. If your weapon has the block weapon special property, you gain the enhancement bonus from that ability to this attack roll. You may only parry a single attack per round. You must know the duelist razor's edge to learn this razor's edge.

STRIKE EQUIPMENT (EX)

You can use your precision strike ability to target something worn or wielded rather than the creature itself. The attack takes a −4 penalty rather than the normal −2 and is made against the creature. If the attack hits, the worn or wielded object is affected by the disarm or sunder combat maneuver. Your attack roll is treated as if it were the combat maneuver roll for purposes of resolving the maneuver. If sunder is chosen, the attack deals weapon damage normally in addition to the damage from the Deadly Aim feat.

WOUNDING STRIKE (EX)

If your precision strike ability hits and is a critical hit the target must make a Fortitude Save against a DC equal to 10 + half your razor level + your wisdom modifier. If the target fails the save, the effect of the critical hit is similar to the wound critical hit effect, except it is based on the appendage targeted (listed below), and the damage is not doubled. The normal effects of targeting and hitting the appendage still occur.

- **Arms:** Severed limb, lose a hand, 1d6 bleed damage
- **Head:** Lost eye or destroyed ear, −2 perception, 1d6 bleed damage
- **Legs:** Severed limb, −10ft land speed, 1d6 bleed damage
- **Torso:** 1d4 Con damage, 1d6 bleed damage
- **Wings:** Severed limb, −10ft fly speed, 1d6 bleed damage

6TH LEVEL RAZOR EDGES

You must be at least 6th level to take these Edges.

COVERING ASSAULT (EX)

You can spend a Resolve Point and use your standard action to make an attack that has no effect other than to force your opponent to defend rather than attack. The target must be a creature you could choose to attack, and the attack roll is made against an AC 15. If you succeed, you deal no damage, but all allies gain a +2 circumstance bonus to their AC against that creature until your next turn.

DEAFENING STRIKE (EX)

When attacking an opponent's head, your precision strike ability can forgo the normal effects to instead attempt to deafen the target. If struck, the target must make a Fortitude Save against a DC equal to 10 + half your razor level + your wisdom modifier or be deafened for 1d4 minutes.

EVASION (EX)

You can avoid attacks with great agility. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you take no damage. Evasion can be used only if you are wearing light or no armor.

HARRYING ASSAULT (EX)

You can spend a Resolve Point and use your standard action to attack that distracts your enemy. The target must be a creature you could choose to attack, and the attack roll is made against an AC 15. If you succeed, you deal no damage, but all allies gain a +2 circumstance bonus to their attacks against that creature so long as the attack is made before your next turn.

HIDE IN PLAIN SIGHT (EX)

You may use Stealth even while being observed.

IMPROVED ENERGETIC SYNERGY (EX)
When attacking a target with a weapon that deals acid, cold, electric, fire or sonic damage, you affect the target with the critical hit effect on an attack roll of a 19, so long as the attack still hits. This is not a critical hit and does not deal double damage. You must know the energetic synergy razor's edge to learn this razor's edge.

OPPORTUNIST (EX)
Whenever you make an attack of opportunity and miss, it does not count as your attack of opportunity for the round.

REAPER (EX)
Whenever you make attack only a single enemy this turn, and that enemy is at below half their Hit Points you deal an additional point of damage per die so long as it is your first attack each round. You benefit from this razor's edge even when using precision strike.

RIPOSTE (EX)
Whenever you successfully negate an attack with the parry razor's edge, you may make your attack of opportunity against the creature who attacked you. You must know the parry razor's edge to learn this razor's edge.

RECOIL CONTROL (EX)
Whenever you make a full attack with a firearm, your penalty on all attacks is reduced by 1. This ability cannot reduce your penalty to attacks below −3. You must have a Strength modifier of at least 3 to select this gear boost.

8TH LEVEL RAZOR EDGES
You must be at least 8th level to take these Edges.

CONTROLLED AUTO FIRE (EX)
Whenever you use the automatic weapon special property, each attack only uses the amount of ammunition or charges that taking one shot would (rather than two shots worth as normal for automatic weapon attacks). You must have the recoil control razor's edge to learn this razor's edge.

DEFENSIVE DUELIST (EX)
Whenever you fight defensively you may parry an additional time per round. When you use the total defense action, you may spend a Resolve Point to be able to parry up to three times but may not riposte. These effects ignore the normal limit of a single reaction per round, but only for these effects.

GRENADE BOGO (EX)
You may throw two grenades at once so long as those grenades are both at least 2 levels lower than your level, and their areas of effect are adjacent to or overlap one another.

KILLZONE (EX)
Whenever you use the crossfire razor's edge, all creatures currently within the cone must immediately save or be affected. They are not affected again in the same round even if they end their turn within the cone. You must know the crossfire razor's edge to learn this ability.

RICOCHET (EX)
Whenever you use a weapon with the automatic weapon special property to attack in a cone (including using the crossfire or killzone edges) you gain a bonus to the attack rolls or save DC's equal to the number of walls within the cone (max +3).

STAGGERING STRIKE (EX)
When striking a torso, your precision strike ability can forgo the normal effects to instead attempt to stagger the target. If struck, the target must make a Fortitude Save against a DC equal to 10 + half your razor level + your wisdom modifier or be staggered for 1 round.

STRIKE CYBERNETICS (EX)
You can use your precision strike ability to target a cybernetic augmentation that is installed in one of the target appendages. If you hit the appendage the creature must make a save against a DC is equal to 10+ half your razor level + your wisdom modifier, or that cybernetic augmentation is disabled for 1d4 rounds. This may have effects similar to those listed in the precision strike ability, if the cybernetic augmentation is a limb.

COMBAT UPGRADES
You may select any of the following combat upgrades so long as you meet the minimum level requirement, have any prerequisite combat upgrades, and have cybernetic augmentations installed in the associated system.

1ST LEVEL COMBAT UPGRADES
You must be at least 1st level to take these combat upgrades.

ARMOR SLOT (EX)
You gain an armor slot in your B.L.A.D.E array that functions as if it were in an armor being worn. You may select this upgrade multiple times but no more than once every five levels.

Associated System: Skin, Spinal Column

DOSING (EX)
Your B.L.A.D.E array gains a small compartment which can contain one drug, medicinal or dose of healing nanites which you can gain the benefits of as a swift action or reaction any time after the dose is loaded. Refilling the compartment takes a full round and is usually done outside combat. This upgrade can be gained multiple times, each time adding another compartment. You always know which compartment contains what. If the dose requires a Medicine check to be

used effectively, the upgrade is considered to have a Medicine modifier of 10+ your level for the check.

Associated System: Heart

NANO FACTORY (EX)

Your B.L.A.D.E array gains a small implant which injects nanomachines into your body. Once per day you recover an amount of Stamina Points equal to the amount a medic of your level could restore with healing nanites. If you are an android or cyborg, you still gain the full benefits of this upgrade.

Associated System: Heart

NIGHTVISION (EX)

Your B.L.A.D.E array grants you low light vision and dark vision out to 60ft.

Associated System: Eyes

4TH LEVEL COMBAT UPGRADES

You must be at least 4th level to take these combat upgrades

AMMUNITION TRACKER (EX)

Your B.L.A.D.E array gains an upgrade which tags analog weapon ammunition and tracks rounds fired by you. This allows you to know how much ammunition you have at all times, if you hit or miss a target, and grants you a +4 circumstance bonus to Perception checks to locate a creature you have hit with an attack.

Associated System: Arm

ANTITOXIN (EX)

Your B.L.A.D.E array gains a database of common venoms, poisons and diseases, and uses its nanomachines to identify and combat any affliction you suffer from. Your B.L.A.D.E array grants you a bonus on Fortitude Saves against these effects equal to your wisdom modifier. This upgrade requires the nano factory upgrade.

Associated System: Heart

FORCE SHIELD (EX)

Your B.L.A.D.E array gains an ablative shield of force which can be activated as a move action once per day. This shield grants you temporary Stamina Points equal to your level. The shield uses your biokinetic energy to charge and can be used an additional time per day by spending a Resolve Point. You may select this upgrade multiple times, but no more than once per four levels. Each time you select this combat upgrade you increase the temporary Hit Points by an amount equal to your level.

Associated System: Spinal Column

PAIN KILLER (EX)

Your B.L.A.D.E array has used its nanomachines to connect to your nervous system, dulling the pain you experience. You gain damage reduction 1/-, but only for damage dealt to your Stamina Points. This damage reduction increases to DR 2/ –at 7th level, DR 3/ –at 10th level, and increases by 1 every 3 levels thereafter. This upgrade requires the nano factory upgrade.

Associated System: Brain

TRACKER UPGRADE (EX)

Whenever you select a tagged target, their biometrics are scanned and stored by your B.L.A.D.E array. For the next 24 hours you gain a bonus to Perception and Survival checks made to track that target equal to your Razor Level.

Associated System: Brain or Eyes

SONIC SENSORY (EX)

Your B.L.A.D.E array gains a sensor that can detect the slightest changes in sound. This grants you the blindsense (sound) ability and allows you to use the Perception skill to pinpoint the squares occupied by unseen creatures, such as those behind cover or concealment.

Associated System: Ear or Ears

6TH LEVEL COMBAT UPGRADES

You must be at least 6th level to take these combat upgrades

AUDIO TRANSLATOR (EX)

Your B.L.A.D.E array grants you the ability to comprehend (but not speak) a language you hear. Select three languages. This upgrade automatically translates these languages when you hear them. You may select this upgrade multiple times, each time selecting three new languages.

Associated System: Ears

BOOST ELECTRONIC WEAPON (EX)

Your B.L.A.D.E array may connect to a weapon which uses batteries. If it does, treat that weapon as if it had the boost weapon special property which increases the weapon's damage by one die when activated.

Associated System: Hands

CRISIS (EX)

Your B.L.A.D.E array uses nanomachines to keep you in the fight even when you should be in shock. When you are brought to 0 Hit Points, and would fall unconscious you can fight on for 1 more round. Crisis allows you to act normally until the end of your next turn; if you have 0 Hit Points at that point, you fall unconscious and begin dying as normal. If you would lose further Hit Points before this, you fall unconscious begin dying as normal. This upgrade requires the first aid upgrade.

Associated System: Heart

FIRST AID (EX)

Your B.L.A.D.E array gains the ability to make Medicine checks on you. If you are reduced to 0 Hit Points, or take bleed damage,

the B.L.A.D.E array springs into action, spending a standard action to make a Medicine check to administer first aid with a Medicine bonus of 20 + your level. This also improves your medicine modifier for any other combat upgrades which mention it. This upgrade requires the nano factory upgrade.

Associated System: Heart

TARGET PAINTER (EX)

Your B.L.A.D.E array gains the ability to mark a single tagged target so that your allies can gain some of the tagged target benefits as well. This allows you to spend a move action to grant the cover and concealment related bonuses of your target lock ability to all allies within 30 feet who can see or hear you. This bonus lasts for a number of rounds equal to your Wisdom modifier (minimum 1), or until the target is no longer tagged.

Associated System: Eyes

SONIC VISION (EX)

Your B.L.A.D.E array uses subsonic waves to penetrate a single wall, or barrier that is within 60ft, and transmit data back to you in the form of a wireframe image as long as the wall you scan is less than 1ft thick. This allows you to maintain line of sight for tagged targets, and attempt to attack targets through the wall, treating full cover as improved cover. This upgrade requires the sonic sensory upgrade.

Associated System: Ears

STATUS (EX)

Your B.L.A.D.E array gains the ability to read the biometric data of tagged targets. Your B.L.A.D.E array feeds you data, informing you of the current Stamina and Hit Points of any tagged target.

Associated System: Brain

8TH LEVEL COMBAT UPGRADES

You must be at least 8th level to take these combat upgrades

THREAT PING (EX)

Your B.L.A.D.E array constantly pings the immediate area around you, checking for unidentified biometrics. You can no longer be flanked, or flat footed.

Associated System: Ears or Brain

THERMAL VISION (EX)

Your B.L.A.D.E array enhances your vision to grant you Blindsight (heat) within a range of 60ft. You're able to distinguish between races and skins using this ability, as well as see through barriers less than 3 inches thick. This also counts as being able to see your target for the purpose of tagging targets and maintaining tagged targets. This upgrade requires the nightvision upgrade.

Associated System: Eyes

TRAUMA (EX)

Your B.L.A.D.E array gains the ability to treat your deadly wounds. If you have suffered hit point damage and rest for long enough to spend a Resolve Point to recover Stamina Points, the trauma upgrade uses a combination of nanomachines and your own harvested stem cells to help you heal more quickly, causing you to recover 1 Hit Point per level. This upgrade requires the first aid upgrade.

Associated System: Heart

ULTRABOOST UPGRADE (EX)

This upgrade improves the boost upgrade, allowing you to boost an attack twice. This upgrade requires the boost upgrade.

Associated System: Arm or Arms

ZEEK

It's not easy being a zeek. Most people either hate you or are afraid of you, which means they either want to kill or control you. Some zeeks try to hide their powers; some try to use their powers to get ahead in the world. Mostly, zeeks just try to survive, just like everyone else. Most freelancers can use a reliable zeek in their group, whether their forte is putting the guard to sleep, reading a captive's mind, or knocking the opposition back ten feet with a thought.

PSYCHIC RESERVOIR (SU) — 1st Level

You have a pool of psychic power you can draw upon to fuel your mental powers. This psychic reservoir has a maximum number of psychic points equal to your key ability score modifier +1 every 3 levels, as determined by their psychic discipline. You begin each day with your psychic reservoir full and recover spent psychic points whenever you rest for 8 hours.

The amount of psychic points you have remaining can affect your ability to continue fighting, defend yourself or travel. Whenever you have only half your psychic points remaining, you are affected by the fatigued condition. When your remaining psychic points are below one fourth of your total psychic points (round down) you effected by the exhausted condition. These conditions are purely mental depletion, not the actual conditions, so they ignore immunity, and cannot be removed by any method other than recovering your psychic points.

Psychic points are used to increase the strength, duration, or power of your mental powers. You may spend a psychic point to increase the duration of a power that is about to end. If the power's duration is tracked in rounds, you may spend one psychic point to extend the power by another round. If the power's duration is tracked in minutes, you may spend one psychic point to extend the power by another minute. If the power's duration is tracked in hours or days, you may not increase the duration. You may also increase the damage of a power, spending one psychic point to add one additional

ZEEK — 6 HP

STAMINA POINTS: 6 + CON MODIFIER

ROLE

Zeeks are wild cards of any team, their role varying depending on the type of psychic discipline they choose. Some zeeks can wreak havoc in combat, while others can read minds or even see glimpses of the future. In all cases, it's good to have one on your team.

KEY ABILITY SCORES

Your key ability score determines your manifesting ability, saving throw DC's of powers manifested, and your bonus power points. Unlike most classes, a zeek's key ability score is determined by their class abilities. Each psychic discipline uses a different key ability score. See psychic disciplines for more information

CLASS SKILLS

Bluff (Cha), Culture (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Life Science (Int), Medicine (Int), Perception (Wis), Profession (Cha, Int, or Wis), Sense Motive (Wis), Survival (Wis).

Skill Points: 4 + Intelligence modifier.

ARMOR PROFICIENCY

Light armor

WEAPON PROFICIENCY

Basic melee weapons, and small arms.

die of damage to the power. Finally, you can increase the save DC of a power by +2 by spending a psychic point. None of these abilities may be used more than once on a particular activation of a power.

Your psychic powers are an extension of your organic brain, and only function if you have one. If your consciousness moves into a body without an organic brain, you lose all class abilities of you class until your consciousness moves into a body with an organic brain.

MENTAL BLAST (SU) — 1st Level

You can use your thoughts to cause psychic damage to another creature. Mental blast is a power all zeeks learn, and while the type of damage, and the specific rules related to the attack are detailed in each discipline, all mental blasts can be selected for the Improved power and greater class abilities when those become available. The mental blast always has a set damage progression, and its damage is detailed on your class chart.

PSYCHIC DISCIPLINE (SU) — 1st Level

You harness your powers in new ways as you increase in experience. You manifest your psychic powers according to the psychic discipline you chose. Each psychic discipline allows you to choose from its associated powers as you increase in level, selecting a new discipline power beginning at 2nd level and an additional power at every other level afterward. The powers that may be gained are detailed in the zeek powers section on page 91.

Each discipline also has a skill related to it. You gain a free rank each level in that skill, though you still may not exceed max ranks in that skill. You also gain an insight bonus on that skill equal to your level as long as you have half your psychic points remaining.

BOOST POWERS (SU) — 3rd Level

You gain the ability to spend psychic points to augment your powers. Whenever you activate a power you know, you may choose to spend a psychic point to benefit from the power boost effect of that power as well.

WEAPON SPECIALIZATION — 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency.

IMPROVED POWER (SU) — 5th Level

You learn to use a power with less effort. Choose a power you know. When you spend a Resolve Point to activate that power, you gain the option to use the power boost effect of that power without spending a psychic point. You must still use a psychic point to gain the power surge effect. You choose an additional power to improve with this ability at 8th, 11th, 14th, 17th and 19th levels.

PSYCHIC RESOLVE (SU) — 5th Level

You gain the ability to retain a portion of your energy whenever a creature succeeds at a saving throw against one of your powers. If a creature succeeds at a save against a power, as a reaction you may choose to recover the Resolve Point spent to activate the power. Any psychic points used on the power are still lost.

SURGE POWERS (SU) — 7th Level

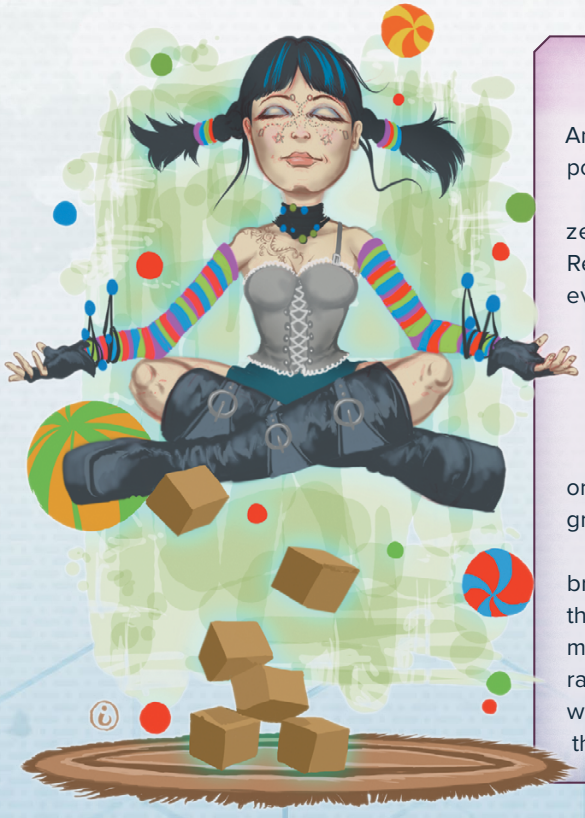
You gain the ability to push your powers even further. Whenever you activate a power with a Resolve Point and also activate the power boost effect, you may choose to spend an additional psychic point to push the power to its limit and gain the effects of its surge power.

GREATER POWER (SU) — 10th Level

You learn to push a power to its absolute limit with less power spent. You choose a power you selected for the improved power ability. When you spend a Resolve Point to activate that power, you also gain the option to use both the power

TABLE 2.8: THE ZEEK

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES	MENTAL BLAST
1	+0	+0	+0	+2	Psychic reservoir, discipline power, mental blast, psychic discipline	1d4
2	+1	+0	+0	+3	Discipline power	1d4
3	+2	+1	+1	+3	Boost powers, weapon specialization	1d6
4	+3	+1	+1	+4	Discipline power	2d6
5	+3	+1	+1	+4	Improved power, psychic resolve	2d6
6	+4	+2	+2	+5	Discipline power	3d6
7	+5	+2	+2	+5	Surge power	3d6
8	+6	+2	+2	+6	Improved power	4d6
9	+6	+3	+3	+6	Discipline power	4d6
10	+7	+3	+3	+7	Greater power. improved psychic resolve	5d6
11	+8	+3	+3	+7	Improved power	5d6
12	+9	+4	+4	+8	Discipline power	6d6
13	+9	+4	+4	+8	Greater power	6d6
14	+10	+4	+4	+9	Improved power	7d6
15	+11	+5	+5	+9	Discipline power	7d6
16	+12	+5	+5	+10	Greater power	8d6
17	+12	+5	+5	+10	Improved power	8d6
18	+13	+6	+6	+11	Discipline power	9d6
19	+14	+6	+6	+11	Improved power, greater power	9d6
20	+15	+6	+6	+12	Zeek nova	10d6



SKINS, PREAKS AND ZEEKS

Androids, bioroids and cyborgs interact in unique ways with the psychic powers of zeeks and phreaks due to the nature of their minds and bodies.

Androids: Due to their artificial minds, androids cannot become zeeks or phreaks. Androids have a racial ability called Psychic Resistance which grants them a +2 save against all psychic effects, even beneficial ones. Because their bodies are wholly artificial, they have the constructed racial ability which grants them a +2 to saves (which stacks with their +2 against psychic effects) against any psychic effect which is considered mind affecting, which is virtually every power of the telepathy discipline.

Bioroids: Due to their artificial minds, bioroids cannot become zeeks or phreaks. Bioroids have a racial ability called Psychic Resistance which grants them a +2 save against all psychic effects, even beneficial ones.

Cyborgs: Cyborgs have artificial bodies, but they still have organic brains, which is all that is required to be a zeek or phreak. Because their nervous system interfaces with cybernetic components, and their minds have many direct digital connections, they have the Constructed racial ability which grants them a +2 to saves against any psychic affect which is considered mind affecting, which is virtually every power of the telepathy discipline.

boost and power surge effects of that power without spending a psychic point. You choose an additional power to improve with this ability at 13th, 16th and 19th levels.

IMPROVED PSYCHIC RESOLVE (SU) 10th Level

Your power to manipulate your own energies increases. When below half your total Resolve Points, you may spend two psychic points instead of spending a Resolve Point when activating an improved power ability. Additionally, you may spend a Resolve Point in place of a psychic point for any effect. Resolve Points spent in this way cannot be recovered with Psychic Resolve.

ZEEK NOVA (SU) 20th Level

You have mastered your power. Choose one of the following benefits:

- You may spend a Resolve Point to gain two psychic points. You may do this a number of times per day equal to your key ability score modifier.
- You may boost the damage of your powers by spending 1 psychic point as you use the power to gain two additional die of damage. You may spend a number of psychic points at once in this way equal to your key ability score modifier.
- You may boost the potency of your powers by spending 1 psychic point as you use the power to increase the save DC by +1. You may spend a number of psychic points at once in this way equal to your key ability score modifier.

PSYCHIC DISCIPLINES

You may select your powers from your chosen discipline as you gain levels. The disciplines are presented below, and their powers are summarized. The full power descriptions are found on page 91.

CLAIRSENTIENCE

The ability to foresee outcomes, probability and the most likely future is known as clairsentience. As a clairsentient, you are able to use your preternatural flashes of intuition to avoid attacks and see potential threats before they present themselves. Such intuition is handy in the urban sprawl, where danger always seems to be just a heartbeat away.

Key Ability Score: Wisdom is the key ability score of Clairsentience.

Discipline Skill: Perception

Discipline Special: You are rarely caught completely off guard. You are immune to the flat footed condition, and enemies never gain flanking bonuses against you.

Discipline Powers

- **Awareness:** You can see and hear things remotely.
- **Discernment:** You can sense the best course of action.
- **Foresight:** You sense attacks and vulnerabilities before they happen.
- **Hyper cognition:** You focus and remember things you never knew.
- **Identify:** You can sense the nature of objects.
- **Insight:** You gain insight into a skill.
- **Precognition:** You gain limited ability to predict a target's actions.
- **Prescience:** You act more quickly when things turn violent.
- **Retrocognition:** You can delve into the psychic imprint of an area's past.
- **Temporal Mental Blast:** You can disrupt a creature's sense of time and damage them.

PSYCHOKINESIS

You can manipulate energy and energetically charge objects or creatures.

Key Ability Score: Charisma is the key ability score of Clairsentience.

Discipline Skill: Intimidate

Discipline Special: You have an affinity for a particular energy type, and you mentally infuse creatures and objects physical forms with this energy. This usually isn't a visible or audible display, making it difficult for others to be certain that you are responsible in most situations, unless you want them to know. Unless it is somehow made obvious, it requires a Perception check equal to the save DC of the power +5 to realize the source of the psychokinetic power.

You must choose an energy type when you select Psychokinesis as your discipline (Acid, Cold, Fire, Electricity) and this energy type cannot be changed. Any mention of energy damage in this discipline's powers is energy of this type, and this is considered your Favored Energy type.

Psychokinetics who choose Acid psychically break down their targets on the molecular level. Those who choose Cold mentally slow the vibration of particles in their targets, causing them to cool and crystallize. Those who choose Fire accelerate particles in their targets, causing them to heat and combust. Finally, those that mentally wield electricity cause the atoms of their targets to violently shed or gain electrons.

Discipline Powers

- **Defensive Charge:** You defend yourself from unwanted contact by releasing invisible energy.
- **Eroding Energy:** Your mental blast deals invisible energy damage over time.
- **Energetic Absorption:** You can ignore or even feed off of energy.
- **Energetic Amplification:** You amplify and increase energy damage dealt near you.
- **Energetic Dampening:** You dampen and reduce damage of a different energy type.
- **Energetic Disarm:** You charge weapons with invisible energy, damaging their wielders unless they drop the weapon.

- **Energetic Distraction:** You cause small bursts of energy to distract an enemy.
- **Energetic Intimidation:** You make a powerful and intimidating auditory and visible display of energy.
- **Energetic Mental Blast:** You release a blast of psychic invisible energy which damages objects and creatures.
- **Energetic Stare:** You can gaze at others and hint at your power.
- **Energetic Sunder:** You may overcharge an object with energy, damaging it.

TELEKINESIS

The ability to manipulate, move, or interact with objects and creatures without contact with thought is known as Telekinesis.

Key Ability Score: Dexterity is the key ability score of Telekinesis.

Discipline Skill: Sleight of Hand

Discipline Special: The Telekinetic gains the ability to manipulate two hands worth of objects weighing less than 5lbs, or with a bulk of 1 or less so long as these objects are within 30ft. This also allows you to push buttons or pull levers, or otherwise do two hands worth of actions at a range of up to 30ft.

Discipline Powers

- **Telekinetic Barrier:** You create an invisible wall of force.
- **Telekinetic Deflection:** You use invisible force to protect yourself from an attack.
- **Telekinetic Disarm:** You use invisible force to snatch a weapon.
- **Telekinetic Flight:** You can use invisible force to glide, levitate or even fly.
- **Telekinetic Grapple:** You can use invisible force to hold an enemy.
- **Telekinetic Inertia:** You coat yourself in force, dampening attacks against you.
- **Telekinetic Lift:** You lift another creature just off the ground and hold them there.
- **Telekinetic Mental Blast:** You lift and launch detritus and small objects at a foe, damaging them.
- **Telekinetic Push:** You release a burst of force that pushes an enemy away.
- **Telekinetic Shunt:** You mentally launch a willing creature across the battlefield.
- **Telekinetic Sunder:** You use invisible force to crush an object.
- **Telekinetic Trickery:** You may use mental force to toy with your foes.
- **Telekinetic Volley:** You use mental force to guide your projectiles.
- **Telekinetic Weapon:** You mentally wield a weapon without physically holding it.
- **Telekinetic Wrack:** You mentally crush the insides of a target, causing it to have difficulty functioning.

TELEPATHY

The ability to detect, influence and contact the minds of others is known as Telepathy.

Key Ability Score: Intelligence is the key ability score of Telepathy.

Discipline Skill: Sense Motive

Discipline Special: You gain the Limited Telepathy ability if you don't already possess it. You can mentally communicate with any creatures within 30ft with whom you share a language. Conversing telepathically with multiple creatures simultaneously is as difficult as listening to multiple people speaking. Additionally, you use your Intelligence in place of Wisdom on the Sense Motive skill.

Discipline Powers

- **Agonizing Feedback:** You cause attackers to feel your pain.
- **Ambient Aversion:** You psychically make it difficult for others to be around you.
- **Domination:** You compel a creature to perform a specific task.
- **Erode Sanity:** You damage a creature's ability to resist your power.
- **Hallucination:** You cause creatures to hallucinate.
- **Horrifying Epiphany:** You cause a creature's fears to spontaneously surface.
- **Memnomancy:** You can manipulate memory.
- **Mental Interrogation:** You can make lying to you very difficult.
- **Overwhelm:** You can barrage a creature with thoughts, disrupting their focus.
- **Polygot:** You can communicate with just about anyone, regardless of language.
- **Telepathic Communication:** You can quickly mentally communicate information.
- **Telepathic Mental Blast:** You unleash a painful mental scream at a creature.
- **Thoughtsense:** You can sense the intelligence of creatures, detecting them by thought alone.

ARCHETYPES

While many character concepts can be expressed by simply selecting an appropriate theme, character class, or multiclassing, some character concepts in *Interface Zero* are more specific and require a character trade out some of their class abilities for the abilities of an archetype. The archetypes presented in the *Starfinder Roleplaying Game Core Rulebook* aren't appropriate for *Interface Zero*, but in this section, you will find several that are.

Interface Zero has several new classes, and these classes may accept archetypes by following the rules presented below and losing specific class abilities to gain the class abilities of their selected archetype. Many of the *Interface Zero* archetypes have prerequisites which must be met by the time you gain the first level which is modified by the archetype to take the archetype. In most cases, this means you must begin play planning toward a specific archetype. Most archetypes can be taken by any class, but two archetypes presented below specifically modify classes found in the *Starfinder Roleplaying Game Core Rulebook* and may not be taken by any other class.

ALTERNATE CLASS FEATURES

Archetypes require you to forgo certain class features to gain new ones. Presented below are the specific class features lost by your class at each level to gain an archetype.

ALTERED OR REPLACED CYBERMONK FEATURES

For any level at which an archetype provides an alternate class feature, a cybermonk who takes the archetype alters or replaces the listed class features.

- Multilevel **2nd, 4th, 6th, 12th, and 18th Levels:** You don't gain a cybermonk technique.
- 9th Level You don't gain Improved Evasion.

ALTERED OR REPLACED GEARHEAD FEATURES

For any level at which an archetype provides an alternate class feature, a gearhead who takes the archetype alters or replaces the listed class features.

- 2nd Level You don't gain quick sapping.
- 4th Level You don't gain trash treasurer.
- 6th Level You don't gain tech cobbler.
- 9th Level You don't gain your primary specialization ability at this level. From now on when you would gain a new primary specialization ability you can choose to gain the ability for that level, or the previous ability if you missed it. Once you gain a specialization ability at the appropriate level, this option ends.
- 12th Level You don't gain improved evasion.
- 18th Level You don't gain your Secondary Specialization ability for this level.

ALTERED OR REPLACED HACKER FEATURES

For any level at which an archetype provides an alternate class feature, a hacker who takes the archetype alters or replaces the listed class features.

- Multilevel **2nd, 4th, 6th, 12th, and 18th Levels: You don't gain the following:**
- **2nd level:** Hacker specialization ability
- **4th level:** rootkit (+1)
- 6th level +1 AMS
- **12th level:** Rootkit (+3)
- **18th level:** Primary specialization ability.
- 9th Level You don't gain +1 AMS.

ALTERED OR REPLACED MEDIC FEATURES

For any level at which an archetype provides an alternate class feature, a medic who takes the archetype alters or replaces the listed class features.

- Multilevel **4th, 9th, and 18th Levels:** You don't gain a medic knack.
- Multilevel **2nd, 6th and 12th Levels:** You don't gain a new treatment.

ALTERED OR REPLACED RAZOR FEATURES

For any level at which an archetype provides an alternate class feature, a razor who takes the archetype alters or replaces the listed class features.

- Multilevel **2nd, 4th, 6th, 12th, and 18th Levels:** You don't gain a razors edge.
- 9th Level You don't gain a new combat module.

ALTERED OR REPLACED ZEEK FEATURES

For any level at which an archetype provides an alternate class feature, a zeek who takes the archetype alters or replaces the listed class features.

- Multilevel **4th, 9th, and 18th Levels:** You don't gain a discipline power.
- Multilevel **2nd, 6th and 12th Levels:** Your mental blast damage is delayed by one level.



AGENT

Agents are trained to engage in a variety of espionage operations. They are used for deep cover operations, counter-insurgency campaigns, political extractions, retrieval missions (data, items, and even people), smuggling, and even assassinations. Agents are trained in a variety of weapons, including hand-to-hand combat, and are often experienced in counter-terrorist tactics, interrogation, and sabotage. They ruthlessly pursue the objectives set for them, whether they owe their loyalties to a corporation, government, or the highest bidder for their services.

Prerequisites: Improved Unarmed Strike, operative's edge, Trick Attack.

ALTERNATE CLASS FEATURES

The agent gains alternate class features at 2nd, 4th, and 9th level.

Connected (Ex) — 2nd Level

As an agent gains experience, his relationship with his sponsoring organization improves, granting him increased ability to acquire goods, services and information. Once per day, the agent may spend a Resolve Point and make a call with a request for information, goods, or services, and may choose to have the request rushed by spending an additional Resolve Point.

The agent can direct an NPC in his agency to make any skill check that could be made to recall or obtain information. The check has a modifier of the 1 and ½ the agent's level. If he needs the information rushed, the npc takes 10 on the check and calls back in 1d4 hours with the information obtained. If the agent needs the information but time isn't an obstacle, they take 20 on the check and call him back in 24 hours.

If requesting goods, the agent can put a rush the delivery, pay full price for an item of his level or lower and have it delivered to him by drone in 1d4 hours. If he can wait, the agency finds a better price that is 25% lower and delivers the goods by drone in 24 hours. If the requested item is ammunition, it comes in the standard packaged quantity.

If the agent needs something done, he can have an NPC working for the agency make a Bluff, Diplomacy or Intimidate check on his behalf to assist him in obtaining a service. The check has a modifier of the 1 and ½ the agent's level. If he needs the service rushed, they take a 10 on the check and call back in 1d4 hours with the information needed to obtain the service. If he needs the service but time isn't an obstacle, they take 20 on the check and call him back in 24 hours the information needed to obtain the service.

The organization or agency can refuse any request. If they do so it does not count as your request for the day and does not consume Resolve Points.

Quick Read — 4th Level

An agent knows that first impressions are sometimes the only chance you get to detect danger and is always observing changes in her surroundings. The agent may spend a Resolve Point as a standard action to make either a Perception check on an area, or a Sense Motive check on an individual. Depending on his choice he can gain different benefits.

If making a Perception check on an area, the agent rolls against a DC equal to 20 + the encounter's CR. If successful, the agent gains an insight bonus equal to his operative's edge bonus to all Cover and Flanking bonuses granted in an area. Additionally, whenever the agent uses the aid another action to improve an ally's skill check in this area, he grants his operative's edge bonus as an additional bonus.

If making a Sense Motive check on an individual, the agent rolls against a DC equal to 15 + the creature's CR or level. If successful, the agent learns the true attitude of the creature toward him. For the encounter, He gains his operative's edge bonus on attacks and damage made against that individual and If the creature is attacked and the agent is adjacent to the creature, the agent may choose, as a reaction, to grant his operative's edge bonus to the creature's EAC and KAC until his next turn.

Close Quarters Combat — 9th Level

The agent is especially adept in self defense. The agent gains Improved Combat Maneuver as a bonus feat. Whenever the agent makes a trick attack and replaces the attack with a combat maneuver selected with Improved Combat Maneuver, the agent may use his level as his base attack bonus for the check. He still deals his trick attack damage as bludgeoning damage if the trick attack is successful and may choose for that damage to be nonlethal.

AGENT EXPLOITS

2ND LEVEL AGENT EXPLOITS

You must be at least 2nd level to choose these exploits.

BLACK MARKET CONNECTIONS (EX)

An agent with this exploit gains better access to illegal goods that his organization may not be able to provide. The DC to

NEW OPERATIVE ARCHETYPE: THE AGENT

The Operative character class has a number of abilities which clash with the setting of *Interface Zero* and should be disallowed as options in this setting. The following Exploits aren't present in *Interface Zero*: alien archive, holographic clone, cloaking field, glimpse the truth, holographic distraction, master of disguise, efficient cloaking field, and the phase shift and escape exploit of the ghost specialization.

discover a source for any particular item is reduced by 5. If the character is seeking to sell illegal goods, he can sell them at 5% above the listed book price.

CLASSIC MISDIRECTION (EX)

An agent with this ability is not only good at hiding contraband, but also at providing subtle distractions to those trying to find it. If the agent is able to interact with anyone searching for contraband, either in an area, building, vehicle, or on his or another person, the searcher takes a penalty to their Perception check equal to half the agent's class level. This interaction can be as simple as speaking to the searcher, making noises or movements to distract them, or other minor actions.

CONCEAL CONTRABAND (EX)

The agent learns how to keep any illicit goods and weapons concealed from those that are looking for them. The agent adds half his class level (minimum +1) to the DC of any Perception checks necessary to find any hidden compartments, panels, or other hidden areas used to smuggle items. If an agent has no prepared compartments to hide contraband, then he can attempt to conceal the contraband in an area, building, or vehicle by making a Stealth check, or on himself or another person by making a Sleight of Hand check, modified by the bonus from this ability.

TRADE-CRAFT GUILE

The agent is trained in the interpersonal arts. The agent gains double his operative's edge skill bonus on charisma based skills instead of the normal bonus.

TRADE-CRAFT AGILITY

The agent is highly agile and mobile. The agent gains double his operative's edge skill bonus on dexterity based skills instead of the normal bonus.

6TH LEVEL AGENT EXPLOITS

You must be at least 6th level to choose these exploits.

REQUISITIONS (EX)

The agent is able to requisition equipment from the agency for whom he operates. Prior to any mission, the agent can spend a Resolve Point to request to borrow equipment which could conceivably improve his chances of success. The agent may requisition an amount of equipment equal in value to the Wealth Gains Per Encounter (as described in the *Starfinder Core Rulebook*) of the expected CR of the mission. The equipment must be of the agent's level or lower. The GM ultimately determines what will be made available to the agent prior to the start of the mission. Equipment will not be allowed that could possibly jeopardize the mission (explosives for a stealthy infiltration mission, for example.) This equipment must be returned after the mission is complete, except for single-use items that are expended.

The agent can request them to rush the delivery, and spend an additional Resolve Point to have your equipment delivered to the agent by drone in 1d4 hours. If the agent can wait, the agency finds a better prices on the equipment and the agent can calculate the prices as if they were 25% lower, and the agentr equipment delivered to the agent by drone in 24 hours.If the requested goods are ammunition, they come in the standard packaged quantity.

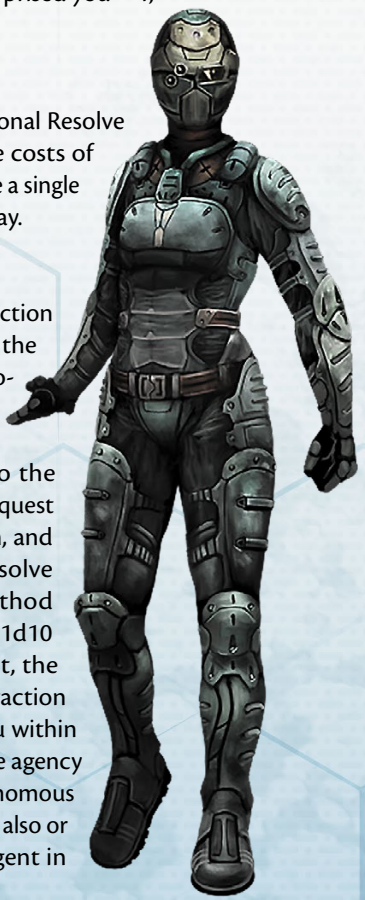
This request counts as the agent's daily request for the connected ability and may not be used if the agent has already used that ability.

10TH LEVEL AGENT EXPLOITS

You must be at least 10th level to choose these exploits.

EVER VIGILANT (EX)

You've been on enough solo missions to know that you can't let your guard down, even while sleeping. You take no penalties to Perception checks for being asleep, though you still can't succeed at purely visual Perception checks while asleep. You can always act on the surprise round, though if you choose to do so when you would otherwise be surprised, you use your initiative result or the initiative result of the first creature that would have surprised you – 1, whichever is lower.



DRAIN ON RESOURCES (EX)

You can spend an additional Resolve Point in addition to the costs of making a request to make a single additional request per day.

EXTRACTION (EX)

You can request an extraction or escape method from the situation you are in, provided that you are near some establishment or safehouse belonging to the organization. You can request they rush the extraction, and spend an additional Resolve Point to have your method of escape to you in 10+1d10 minutes. If you can wait, the agency finds a safer extraction method, and exracts you within two hours. Generally, the agency sends you a loaned autonomous vehicle, though they may also or instead send another agent in

extreme situations. This request counts as your daily request for the connected ability and may not be used if you have already used that ability.

The organization can refuse the request for an extraction, in which case this doesn't count against your uses per day of the connected ability, or consume Resolve Points.

MASTER OF DISGUISE (EX)

You can take on the appearances of other creatures and even specific individuals. This functions as the quick disguise exploit, but the duration increases to 10 minutes per operative level. Alternately, you can assume the appearance an individual you have seen before. This lasts for 1 minute per operative level. If you have heard the individual talk and can speak her language, you can also modulate your speech to match hers. This disguise is so convincing that creatures familiar with the individual must succeed at a Will save before they can attempt a Perception check to pierce the disguise. You must have the quick disguise exploit to learn this exploit.

TOP AGENT (EX)

You have proven your worth to the organization. Your missions and requests are prioritized. When rushing a request, you receive it in 1 hour rather than 1d4 hours. When you aren't rushing a request, you receive the request in 1d20 +4 hours.

CYBERBUSHI

With the advent of strength and speed enhancing cybernetics, the way of the sword has come back in vogue. Cybernetic Swordsmen like the ninja and samurai of old Japan have made their way into the streets and alleys, into the battlefields and borderlands. The new age of the sword is upon us.

Prerequisites: Advanced Weapon Proficiency, Quick Draw, Sleight of Hand 1 rank, must be able to accept Cybernetic Augmentations.

ALTERNATE CLASS FEATURES

The cyberbushi gains alternate class features at 2nd, 4th, 6th, 12th, and 18th level.

Cyberblade Style (Ex) — 2nd Level

Your arms have been replaced with cybernetic arms which enhance your strength and speed when executing a variety of melee attack motions. When using advanced melee weapons, treat your strength score as if it was +1 higher per 4 character levels for the purpose of determining melee attack bonus and damage.

Additionally, you may learn the *Defensive Duelist*, *Parry*, and *Riposte* razor's edge abilities as if they were combat feats with a base attack bonus prerequisite equal to the earliest level at which they can be learned.

Iaijutsu Strike (Ex) — 4th Level

As a full action you may move up to your speed and make a single melee attack. Just before you attack, if your weapon is sheathed, you may draw it and make a Sleight of Hand check with a DC equal to 15 + your target's CR. If you succeed, your attack deals an extra point of damage per character level. This damage is not doubled on a critical hit.

Deflect Projectiles (Ex) — 6th Level

You gain Deflect Projectiles as a bonus feat even if you don't meet the prerequisites. Additionally, you may attempt to deflect the projectile so long as your weapon is an advanced melee weapon.

Reflect Projectiles (Ex) — 12th Level

You gain the Reflect Projectiles feat even if you don't meet the prerequisites.

Iaijutsu Master (Ex) — 18th Level

When making an Iaijutsu strike you may spend 2 Resolve Points to instead gain an amount equal to double your level as bonus damage.

GUNGIR

The gungir, named for the spear of Odin that was enchanted to never miss its mark, are disciples of a close quarters combat style which blends martial arts with small arms to deadly effect. Performing feats of acrobatics and stunning gunplay, the gungir are as much a living myth as anything. Accurate, evasive and lethal, these martial warriors find themselves in all walks of life.

Prerequisites: Small Arms Proficiency, Acrobatics 1 rank, Engineering 1 rank.

ALTERNATE CLASS FEATURES

The gungir gains alternate features at 2nd, 4th, 6th, 9th, 12th, and 18th levels

Way of the Gun (Ex) — 2nd Level

When making Engineering checks to identify or repair a weapon of the small arms group, treat the DC as if it were 5 lower. You treat all small arms as if they had the Quick Reload weapon special property. When firing a small arms weapon which has the broken condition, you may spend a Resolve Point to ignore the –2 penalty to attacks until the end of the encounter. Finally, you may take the Gun Fu Initiate feat without meeting the prerequisites.

Uncanny Draw (Ex) — 4th Level

You gain a +2 Initiative. Furthermore, you gain the Quick Draw feat. If you have a weapon belonging to the small arms category

unconcealed, and your hands are free and unrestrained, you may draw it as part of an Initiative check.

Gun Fu Disciple (Ex)

6th Level

When within 30 ft of the target, you may choose to use a Resolve Point to fire your small arms weapon without provoking attacks of opportunity for the round. At 10th level, you no longer provoke attacks of opportunity when making attacks with small arms, and may resolve melee attacks of opportunity as ranged attacks with small arms. You instead gain the gun fu cybermonk technique.

Deft Dodge (Ex)

9th Level

When targeted by a melee or ranged attack, but before you know if the attack hit, you may use one Resolve Point as a reaction to gain your Wisdom bonus as an insight bonus to EAC and KAC, and may make a guarded step as part of the reaction.

Gun Fu Mastery (Ex)

12th Level

When you make a full attack with a weapon or weapons of the small arms category, reduce the attack penalty by one. This reduction is applied after all other reductions to attack penalty from other sources, though it cannot reduce the penalty to a total better than –2. If you have multiple attacks, this effects all of them.

Return Fire (Ex)

18th Level

Whenever you use the deft dodge ability you may make a special counter attack against the attacker as part of the reaction so long as the attacker is within 60 ft.

IDOL

Idols are the celebrities of the late 21st century. Many idols are the end result of well-executed viral campaigns waged by the entertainment industry. Careful manipulation of the market and focus group testing allow an individual to be rocketed into stardom nearly overnight, using the Global DataNet to achieve maximum exposure. The corporate vampires play the market and milk financial successes until one star fades and another is raised to take their place.. In some instances an idol manages this without industry-backing, often waging a campaign highlighting their independence from corporate backing and touting their indie status to boost their street cred. Musicians, vid stars, reality streamers, artists, and even charismatic propagandists are all examples of idols.

Prerequisites: Envoy Class, trained in Profession: Idol (Cha), Cha 13.



ALTERNATE CLASS FEATURES

The idol gains alternate class features at 2nd, 4th, 9th, and 18th level.

Media Idol

2nd Level

You use prerecorded audio, a live performance, or some combination of the two to enhance your improvisations, often broadcasting the performances live online, or recording them for later editing. No matter the method, you may use your performance art as part of your tactics.

You may spend a Resolve Point as a move action to begin performing. Your performance continues as long as you spend a swift or movement action each round to maintain the performance. While performing, you may use the Profession: Idol (Cha) skill in place of any skill used as part of an Envoy Improvisation.

You begin each day with a number of Celebrity Resolve Points equal to your Charisma modifier, and these are not in addition to your total Resolve Points, but are instead a portion of her total Resolve Points that are tracked Separately.

You may recover a single celebrity resolve point during an encounter if they roll a 20 on any Profession: Idol check while performing. You may never have more points designated as Celebrity Resolve Points than an amount equal to your Charisma modifier, and if you would recover a Celebrity Resolve Point whenever you have your maximum number of Celebrity Resolve Points, no point is recovered. You must specify you are using Celebrity Resolve Points. If you do not specify, you use regular Resolve Points.

Rock and Brawl (Ex)

4th Level

You may choose to incorporate combat into your performance. As a full action you may maintain your performance, use an Improvisation, and make a single attack. If you spend a Celebrity Resolve Point as part the improvisation, you consider your Base Attack Bonus to be equal to your level for the attack.

Fame (Ex)

9th Level

You have achieved a level of notoriety that makes you especially recognizable. Whenever you first interact with an NPC, the NPC must make a Culture check against a DC equal to 25 minus your Profession: Idol skill modifier. If the NPC makes the check, they recognize you. Any time you use a Charisma based skill while interacting with that NPC within the next 24 hours, you gain aninsight bonus to the skill check equal to half your ranks in Profession: Idol.

Superstar (Ex)

18th Level

Your name is an ubiquitous part of pop culture. Any NPC without a reason to be indisposed towards you (such as an enemy, a rival, or the fan of a rival) is considered to have a starting attitude of helpful towards you.

NEW IMPROVISATIONS

The idol gains additional envoy improvisations from which they may select.

2ND LEVEL IMPROVISATIONS

You must be at least 2nd level to choose these improvisations.

THEY'RE WITH ME (EX)

You can spend a Resolve Point as a reaction when an ally makes a Charisma based skill check. The ally may use your total skill modifier for that skill (or her Charisma modifier if she does not have ranks in that skill) in place of your own when calculating the result of the roll.

RED CARPET TREATMENT (EX)

You can change the disposition of any NPC that recognizes you to helpful. This requires one minute of uninterrupted conversation with the NPC, and you must have at least 1 Celebrity Resolve Point. The NPC's disposition will remain helpful so long as you have at least 1 Celebrity Resolve Point.

4TH LEVEL IMPROVISATIONS

You must be At least 4th level to choose these improvisations.

HOGGING THE SPOTLIGHT (EX)

So long as you have not yet taken a turn this round, you can spend a Resolve Point as a reaction to immediately take a move or standard action before an opponent (or even an ally) is able to act. Treat this as if you had readied the action. This uses your turn for the round and moves your place in the initiative order to just before the target's initiative.

STAR POWER (EX)

You can momentarily buy all the hype and actually be the legend your PR people say you are. Once per day, as a free action, you gain a +1 per 4 class levels (maximum +5 at 20th level) to attacks, damage, saving throws, skill checks, and ability checks for a number of rounds equal to your class level.

6TH LEVEL IMPROVISATIONS

You must be At least 6th level to choose these improvisations.

BITE THE DUST (EX)

You can recover a Celebrity Resolve Point whenever you score a critical hit while performing.

BLACKLIST (EX)

You can use your influence to disrupt the social activities of a particular individual or group. You spend a Celebrity Resolve Point and least 10 minutes contacting allies and affiliates to spread the word. This imposes a penalty equal to your level on all Diplomacy checks made by that individual or group when attempting to gather information or influence NPCs attitudes in relation to you and your closest allies. As part of this action, you can also choose a particular location, service, or shop to deny the individual or group any commerce or interaction for up to 24 hours.

MEDIA BLITZ (EX)

You can spend a Celebrity Resolve Point to draw a lot of attention. As a full-round action, you can use your TAP to update your location on various Global DataNet social media sites, bringing down a storm of media and fans upon your location. This functions as the gather crowd Expertise Talent, except that it only takes 1d4 rounds for the crowd to form. The resulting crowd provides concealment for you and your companions, and also soft cover, should you or your opponents continue any hostilities in the public eye.

8TH LEVEL IMPROVISATIONS

You must be At least 8th level to choose these improvisations.

ALL MY OWN STUNTS (EX)

As long as you have at least one Celebrity Resolve Point, you gain a circumstance bonus equal to your current number of Celebrity Resolve Points on any Acrobatics, Athletics, or Piloting skill checks you make (minimum +1) during any round in which you are maintaining a performance with the media idol ability. After you have rolled the skill check but before you know the result, you can immediately spend a Celebrity Resolve Point to reroll the check, taking the higher

of the two rolls. You can only take a reroll on a skill check in this fashion once per round.

BREAK A LEG (EX)

So long as you have at least one Celebrity Resolve Point, you gain a circumstance bonus equal to your current number of Celebrity Resolve Points to any Profession: Idol skill checks she makes (minimum +1). After you have rolled the skill check but before you know the result, you can immediately spend a Celebrity Resolve Point to reroll the check, taking the higher of the two rolls. You can only take a reroll on a skill check in this fashion once per round.

ENCORE (EX)

You may spend a Celebrity Resolve Point to make an additional attack as part of a full attack at the same penalty as the other attacks made in the full attack.

NUMBER ONE WITH A BULLET (EX)

On the first round of an encounter, whenever Initiative is rolled, you may spend a Celebrity Resolve Point to immediately take a turn first, as if you were first in initiative. You still roll initiative as normal, and return to your initiative position on the next round.

MEDIA VENDETTA (EX)

You may choose a particular individual and begin openly flaming/trolling that person on the Global DataNet, turning her fan base against them. By spending one Celebrity Resolve Point, you impose a penalty equal to your idol level on any social skill checks made by that individual while on the Global DataNet, and a penalty equal to half your idol level on any social skill checks made in person. Where the targeted individual is concerned, the starting attitude of any of your fans is considered unfriendly. These penalties last 24 hours, and can be maintained by spending another Celebrity Resolve Point the following day when your Resolve Points are recovered, and by spending at least an hour on the Global DataNet keeping up the feud. At the GM's discretion, other penalties may apply to the individual depending on the situation.

TURN IT UP TO 11 (EX)

You may spend a Celebrity Resolve Point to grant all allies a +4 circumstance bonus to all Acrobatics, Athletics, and Intimidate checks for as long as you maintain your performance with the Media Idol ability.

NEW EXPERTISE TALENTS

You gains additional expertise talents from which they may select.

Do You Know Who I Am? (Ex; Intimidate)

So long as you have at least one Celebrity Resolve Point in your pool, you add your total level to her roll when making an Intimidate check. You can spend a Celebrity Resolve Point to immediately reroll an Intimidate check. You may only gain one reroll on any given check in this manner.

Fascinating Performance (Ex; Profession: Idol)

You can use your performance art to cause one or more people to become fascinated with you. Each person to be fascinated must be within 90 ft, able to see and hear you, and capable of paying attention to you. You must also be able to see the people affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels you have attained beyond 1st, you can target one additional person with this ability.

Each targeted person within range receives a Will save (DC 10 + 1/2 your level + your Charisma modifier) to negate the effect. If a person's saving throw succeeds, you cannot attempt to fascinate that person again for 24 hours. You may spend a Celebrity Resolve Point to force a particular target to roll their save twice and take the worse roll. If its saving throw fails, the person observes the performance for as long as you continue to maintain it. While fascinated, a target takes a −4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect.

Naturally, others may stop to watch the performance, possibly a large group depending on the area, but only the targeted persons are subject to the fascination effect.

At 9th level you have learned how to focus attention on yourself so thoroughly that even the presence of danger does not distract your adoring crowd. When using fascinate, a target making a save to break the effect because of a potential threat takes a −4 penalty on that save, and even obvious threats require a save rather than automatically breaking the effect.

Gather Crowd (Ex; Profession: Idol)

You are skilled at drawing an audience to your performances. If you are in populated area, you can shout, sing, or otherwise make yourself noticed in order to attract an audience to your impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to 1/2 your class level × the result of you's Profession: Idol check. The crowd gathers over the next 1d10 rounds. If you fail to engage the crowd (by performing, kissing babies, signing autographs, and so on), it disperses over the next 1d10 rounds.

OVERBORG

As common as cybernetic augmentation has become, most people still cling to their organic form. They want to feel

like an improved version of themselves, but not lose sight of their concept of self. There are a few, though, who really push augmentation to the limit, and take cybernetics past the point of self improvement into the new territory of a wholly cybernetic self. These are the overborgs.

Wired to the core, these advanced cyborgs replace everything that can be cut out and thrive on the bleeding edge of tech. They push their artificial form to the limit and beyond, overclocking everything that can be, stripping down the flash and turning up the function beyond what is normally considered safe. Without an organic body to worry about, its easy to feel invulnerable.

- **Prerequisites:** At least two cybernetic augmentations, Cyborg race.

ALTERNATE CLASS FEATURES

The whatever gains alternate class features at 2nd, 4th, and 9th level.

Extreme Augmentation (Ex) — 2nd Level

The overborg has replaced almost all of their body with a rare prosthetic frame to facilitate the installation of cybernetic augmentations. The overborg's body is a symbol of an extreme commitment to augmentation, making cyberware vendors and surgeons more willing to work with him. Reduce the cost of any cybernetic augmentation of the overborg's level or lower by 50%. Additionally, the overborg gains Toughness as a bonus feat.

Overclocked Cyberware — 4th Level

The overborg gains the ability to overclock cybernetic augmentations he has installed. Select one overclocked cyberware ability to learn at 4th level. If the class which the overborg archetype is applied to gains the option to select envoy improvisations, operative exploits, mechanic tricks, stellar revelations, or bonus Combat Feats, the overborg may select an overclocked cyberware ability in place of any of those abilities. The overborg may also select overclocked cyberware abilities as bonus feats gained as they increase in level. To select an overclocked cyberware ability the overborg must meet the prerequisites which usually include having an augmentation installed in a related system. Overclocking cyberware is strenuous. The overborg reduces his maximum Resolve Points by one for every overclocked cyberware ability he selects. This represents the investment of energy and will that maintaining and pushing such strain on your nervous system requires.

Unstoppable — 9th Level

The overborg gains a bonus to his saves equal to +1 per two overclocked cyberware abilities he possesses. Additionally, If an effect that grants a save would cause the overborg to be effected by a negative 'condition', the overborg may spend a Resolve Point to immediately make the save again, and keep the second roll even if it is worse. If successful, the overborg doesn't suffer the condition, but still suffers any other effects of having failed the save.

OVERCLOCKED CYBERWARE ABILITIES

Overclocked Cyberarm

- **Prerequisites:** arm or all arms system cybernetic augmentation.
- **Benefits:** The overborg gains a +1 to melee attacks if one cybernetically augmented arm. +2 to two handed melee attacks if both arms are cybernetically augmented. Once per encounter, the overborg may roll a melee attack roll twice and take the better result.

Overclocked Cyberbrain

- **Prerequisites:** brain system cybernetic augmentation.
- **Benefits:** The overborg gains +1 to all Intelligence based skills. Once per day, the overborg may roll an intelligence based skill check twice and take the better roll.

Overclocked Cyberears

- **Prerequisites:** ears system cybernetic augmentation.
- **Benefits:** The overborg gains +1 to Initiative. Once per day, the overborg may roll an initiative check twice and take the better roll.

Overclocked Cybereyes

- **Prerequisites:** eyes system cybernetic augmentation.
- **Benefits:** The overborg gains +1 to all Wisdom based skills. Once per day, the overborg may roll a Wisdom based skill check twice and take the better roll.

Overclocked Cyberfeet

- **Prerequisites:** foot or all feet's systems cybernetic augmentation.
- **Benefits:** The overborg gains +5 ft of movement speed per cybernetically augmented foot (max 10 ft). Once per day, the overborg may take a guarded step as a reaction to an attack, even if he has already taken a guarded step, and gains a +5 to EAC and KAC against the attack the movement was made in reaction to.

Overclocked Cyberhands

- **Prerequisites:** hand or all hands system cybernetic augmentation.
- **Benefits:** The overborg gains a +1 to ranged attacks if one cybernetically augmented hand. +2 to two handed ranged attacks if both hands are cybernetically augmented. Once per encounter, the overborg may roll a ranged attack roll twice and take the better result.

Overclocked Cyberheart

- **Prerequisites:** heart system cybernetic augmentation, level 10.

- **Benefits:** The overborg gains +1 hit point per 2 levels. Once per day, the overborg may, as a reaction, spend a Resolve Point and regain 1 hit point per 2 levels.

Overclocked Cyberlegs

- **Prerequisites:** leg or all legs systems cybernetic augmentation.
- **Benefits:** The overborg gains +1 to all Dexterity based skills. Once per day, the overborg may roll a Dexterity based skill check twice and take the better roll.

Overclocked Cyberlungs

- **Prerequisites:** lungs system cybernetic augmentation, level 8.
- **Benefits:** The overborg gains +1 stamina per level. Once per day, the overborg may, as a reaction, spend a Resolve Point and regain all stamina.

Overclocked Cyberspine

- **Prerequisites:** spinal column system cybernetic augmentation.
- **Benefits:** The overborg gains +1 to all Strength based skills. Once per day, the overborg may roll a Strength based skill check twice and take the better roll.

Overclocked Cyberskin

- **Prerequisites:** skin system cybernetic augmentation.
- **Benefits:** The overborg gains +1 to EAC and KAC. Once per day, the overborg may force an enemy to roll an attack twice and take the worse roll.

Overclocked Cyberthroat

- **Prerequisites:** throat system cybernetic augmentation.
- **Benefits:** The overborg gains +1 to all Charisma based skills. Once per day, the overborg may roll a Charisma based skill check twice and take the better roll.

PHREAK

While zeeks are the most common psychics around, not all psychics have their self discipline. Phreaks are significantly wilder, gaining powers with no uniting theme or reason, and lacking the control to get the most out of them. Still, without the constraints of focus, phreaks are free to learn a variety of tactics and can often use their powers to compliment their combat abilities.

- **Prerequisites:** Charisma 14, Not a member of the zeek class.

ALTERNATE CLASS FEATURES

The phreak gains alternate class features at 2nd, 4th, 6th, 12th, and 18th level.

Psychic Power (Ex) — 2nd Level

Phreaks have a pool of psychic power they can draw upon to fuel their mental powers. This psychic reservoir has a maximum number of psychic points equal to their Charisma modifier +1 per 4 levels. You begin each day with your psychic reservoir full and recover spent psychic points whenever you rest for 8 hours.

The amount of psychic points you have remaining can effect his ability to continue fighting, defending himself or traveling at all. Whenever the phreak has only half their psychic points remaining, they are effected by the fatigued condition. When their remaining psychic points are below one fourth of their total psychic points they are exhausted. These conditions are mental, not physical, and cannot be removed by any method other than recovering their psychic points.

Additionally, phreaks like you may learn powers from any discipline, but you have less control over those powers than a zeek would. You know two powers. All powers you learn from this archetype and from feats require your level be equal to one level higher than the minimum level the zeek could learn the power at.

All phreaks use Charisma as their primary Ability Score for all powers they use.

Undisciplined Boost — 4th Level

Phreaks gain the ability to attempt to spend psychic points to augment their powers. Whenever a phreak activates a power they know, they may attempt to spend a psychic point to gain the power boost effect for that power. To do this, they must roll a d10. So long as their roll on the d10 is higher than the minimum level required to boost the power, the power is boosted. If the roll is equal to the minimum level required to boost the power, the power is boosted and doesn't cost a psychic point to do so. If the roll is lower than the minimum level required to boost the power, the power is not boosted but the psychic point is not consumed. Additionally, you learn a new power.

Flood of Power (Ex) — 6th Level

Your ability to channel power improves. You may also choose one power you know and disable that power for the next 24 hours to recover a single psychic point.

Font of Power (Ex) — 12th Level

You recover a single psychic point each time you rest and spend a Resolve Point to recover Stamina. You may also choose two powers you know and disable those powers for the next 24 hours to recover a single psychic point. Additionally, you learn a new power.

Undisciplined Knowledge (Ex) — 18th Level

You learn the undisciplined knowledge power, and gain the ability to surge your powers. Whenever the phreak activates a power with a Resolve Point and also activates the power

boost effect, they may choose to spend an additional psychic point to push the power to its limit.

UNDISCIPLINED KNOWLEDGE (SU) [LEVEL 1+]

The first time you activate this power each day you may choose another power. You know that power for the next 24 hours, and this power is considered active.

- **Power Boost (Su) [level 3+]:** While this power is active, you may spend an additional psychic point to select a power and forget the first one. This may only be done once per encounter.
- **Power Surge (Su) [level 16+]:** You may spend an additional psychic point to instead choose a second power and treat both the first and second powers as known for the day.

EXTRA PSYCHIC POWER

- **Prerequisites:** Must know two psychic powers.
- **Benefit:** You gain an additional psychic power. To learn the power, your character level must be 2 higher than the minimum level at which a zeek could learn the power.
- **Special:** Zeeks must learn powers from their chosen discipline while Phreaks can learn powers from any discipline.

PROGRAMMER

While hackers get all the glory, programmers are the people who do the difficult work of writing the programs that keep everything working. Programmers are better at crafting and using programs than most characters, but don't usually have the total devotion to the digital world that a hacker has. Programming is just a job, or a hobby for most, though its worth noting that many hackers have a background in programming as well.

- **Prerequisites:** Intelligence 14, trained in Computers.

ALTERNATE CLASS FEATURES

The programmer gains alternate class features at 2nd, 4th, 6th, 12th, and 18th level.

Basic Programming (Ex) — 2nd Level

Programmers specialize in creating and using programs. For the purpose of determining the level of programs you can create, launch and load, treat your level as if it were 2 levels higher.

You obtain 4 programs.

You can select or reselect which programs are loaded at any time outside of combat. When entering an encounter, you are assumed to have your maximum number of programs loaded and ready to launch. You may only load programs individually, as a move action. (Programmers who are also members of the Hacker class instead follow the rules listed in flash decryption)

Improve Program — 4th Level

You may improve a program on the fly. When you launch the program, you may spend a Resolve Point increasing its item level to your character level +2. This allows you to bypass the normal restriction against loading or launching programs with higher levels than your own.

Additionally, programmers who are not members of the hacker class gain an additional Active Memory Sector in which they may use to load and launch programs.

Easy Crack (Ex) — 6th Level

You can decrypt security more quickly and easily than most. If the target is one or more tiers higher than your TAP, it requires a full round action to hack the target. If the target is an equal tier to your TAP, or lower, it requires a standard action to hack the target.

Additionally, once per encounter, You may close a running program or lose a loaded program to free up some computing power. If you do, you gain a circumstance bonus on your next Computers check equal to the item level of the program closed or lost.

Finally, you obtain a new program.

Virtual Drive (Ex) — 12th Level

You always manage to have the right program for the job. Once per day, you may spend a Resolve Point and lose a loaded program. You then quickly load and launch a different installed program. You may do this an additional time per day by spending an additional Resolve Point for each previous use of the ability in addition to the Resolve Point used to activate the ability.

Hackers who are also programmers may use this ability any number of times per day without the Resolve Point cost increasing.

Programmers who are not members of the hacker class gain an additional Active Memory Sector in which they may use to load and launch programs.

Flash Reprogram (Ex) — 18th Level

You can influence programming even when you don't have access to a target. Choose a target which is an autonomous device computer, device, network, or program. As a standard action, make a Computers check against a DC equal to 15 + the target's Item level, or 2× the target's tier. If you succeed, the target regards you as friendly, if possible. This means that any triggered countermeasures deactivate, any action or use of the item that would harm you or is considered hostile will fail. This reprogramming lasts for a minute per level. You may spend two Resolve Points to use this ability as a swift action or reaction.

Additionally, you obtain a new program.

FEATS

The following feats are available for your characters to choose from.

AUGMENTED WARRIOR (COMBAT)

You are skilled at using your cybernetics in combat.

- **Prerequisite:** Base Attack Bonus +1.
- **Benefit:** You gain a +1 bonus to melee attacks made using your cybernetic arms, legs or installed cyberweapon, or on ranged attacks made with an installed cyberweapon. If your base attack bonus is at least 3 lower than your character level, this bonus is instead +2.
- **Special:** This counts as the Weapon Focus feat for the purpose of prerequisites.

AUTOFIRE EXPERT (COMBAT)

Your strength grants you greater control over the aim of autofiring weapons.

- **Prerequisites:** Str 13, proficient with Small arms and Longarms.
- **Benefits:** When using automatic fire, you may choose one ally who is in the cone per point of your strength modifier. The selected allies are not affected by the attack. You may only benefit from this ability with automatic weapons which you are proficient.

AUTOFIRE MASTERY (COMBAT)

Your strength reduces the recoil of your autofire.

- **Prerequisites:** Str 16, Autofire Expert.
- **Benefits:** When using automatic fire, you may reduce the penalty to attacks made against targets within the cone by 1. You may only benefit from this ability with automatic weapons which you are proficient.

BATTLE BUILT (COMBAT, RACIAL)

You and your bits (genetic and mechanical) have been in the hands of some of the best scientists, around and they have manipulated your body to be a lean, mean fighting machine.

- **Prerequisites:** Cyborg or Hybrid, Str 13, Con 13.
- **Benefits:** Penalties from conditions do not apply to your attack rolls.

BESTIAL TRAITS (RACIAL)

Not all hybrids have obviously animalistic features, or functional mutations, but you do.

- **Prerequisites:** Hybrid.
- **Benefits:** You take a −4 penalty to all Charisma based skill checks, but may select two of the following bestial traits.
  - **Animal Nose:** You have an obviously inhuman nose. You may use scent for Perception and gain a +5 to survival checks made to follow tracks.
  - **Climbing Limbs:** You have deformed feet and hands meant for climbing. You gain a 30 ft climb speed.
  - **Elongated Legs:** You have long legs meant for sprinting. You gain +10 ft movement speed.
  - **Horns:** You have Horns. This allows you to choose to deal 2d4 Piercing damage if you selected Headbutt as your natural weapon.
  - **Large Ears:** You have over-sized ears. This grants you +4 to sound based Perception checks.
  - **Prehensile Tail:** You have a tail that allows you to have an additional hand worth of equipment.
  - **Rending Razors:** You have razor sharp talons or claws. This allows you to deal 2d4 Slashing damage if you chose claws as their natural weapons.
  - **Thick Hide:** You have more hair than usual, scales, or thick coarse skin. This grants you DR 1/- that stacks with other sources of damage reduction.

BLOOD-THIRSTY FERAL (RACIAL)

When protesters talk about hybrids going feral and how humanity shouldn't play with genes, you're their poster child. You are not just part animal, but part predator, and are more beast than human.

- **Prerequisites:** Hybrid, Feral Throwback.
- **Benefit:** You can use Intimidate as a full-round action to demoralize all opponents within 30 ft who can see and hear you.

BOOST TAP SIGNAL

Using this enhancement boosts your signal range.

- **Prerequisites:** Must have a TAP.
- **Benefit:** Your TAP now has an additional 60 ft range.

BULLET PROVOCATEUR (COMBAT)

You are capable of pulling the trigger faster than most while retaining your accuracy.

- **Prerequisites:** Small Arms Proficiency, Dex 13.
- **Benefit:** The first shot you fire from a small arms weapon each round deals an additional point of damage per die

BURST FIRE EXPERT (COMBAT)

Your control over automatic weapons has improved, even when not using full autofire.

- **Prerequisites:** Autofire Expert, Dex 13.
- **Benefit:** When making a full attack with a weapon which is capable of automatic fire, you may fire in short controlled bursts. Reduce the penalty to attacks made as part of your full attack with this weapon by 1. You may only benefit from this ability with automatic weapons which you are proficient.



BURST FIRE MASTERY (COMBAT)

Your bursts are deadlier than most.

- **Prerequisites:** Autofire Mastery, Dex 16.
- **Benefit:** When making a attacking with a weapon which is capable of automatic fire, you may fire in short and precise bursts. Your attacks made with an automatic weapon which is not firing automatically deal an additional point of damage per die.

CALLED SHOT (COMBAT)

You can target specific parts of a target to gain added effect.

- **Prerequisite:** Int 13.
- **Benefit:** You may make a single attack as a full action at a –4 penalty, targeting a specific part of the target rather than the target itself. This attack deals no damage and is considered a combat maneuver which provokes an attack of opportunity.
  - **Arms:** Any grasping appendage is considered an arm. If the creature is hit, they are affected by the disarm combat maneuver, using your attack result as if it were the combat maneuver roll.
  - **Head:** Any sensory cluster is considered the head. If the creature is hit, they are affected by the dirty trick combat maneuver, using your attack result as if it were the combat maneuver roll.
  - **Legs:** Any appendage used to swim, walk, or climb is considered a leg. If the creature is hit, they are affected by the reposition or trip combat maneuver, using your attack result as if it were the combat maneuver roll.
  - **Torso:** The bulk of body mass is considered the torso. If the creature is hit, they are affected by the bull rush combat maneuver, using your attack result as if it were the combat maneuver roll.
  - **Wings:** Any appendage used to fly is considered a wing. If the creature is hit, they are affected by the trip combat maneuver, using your attack result as if it were the combat maneuver roll. In normal gravity, the creature must make a DC 20 acrobatics check or begin falling at a rate of 20 ft per round.
- **Special:** Members of the Razor class who take this feat do not gain the listed benefits. Instead, if they hit their target with a precision strike, the attack result is treated as +2 higher for the combat maneuver.

CALLED SHOT, GREATER (COMBAT)

You are especially adept at precision targeting.

- **Prerequisite:** Improved Called Shot, Int 16, level 10.
- **Benefit:** You may make a called shot as a standard action, and the penalty for called shots decreases to –2.
- **Special:** Members of the Razor class who take this feat do not gain the listed benefits. Instead, you gain the ability to spend 2 Resolve Points to roll the attack roll twice and take the better roll.

CALLED SHOT, IMPROVED (COMBAT)

You are especially adept at precision targeting.

- **Prerequisite:** Called Shot, Int 14, level 6.
- **Benefit:** You no longer provoke attacks of opportunity for attempting a called shot in melee. Additionally, the penalty decreases to –3.
- **Special:** Members of the razor class who take this feat do not gain the listed benefits. Instead, if they hit their target with a precision strike, the attack result is treated as an additional +2 higher for the combat maneuver.

CITY SPRINTER

You are skilled at moving quickly through forbidding parts of cities.

- **Prerequisite:** Street Smarts.
- **Benefit:** You do not treat crowds as difficult terrain. You also gain an additional +2 bonus on Acrobatics checks to move along rooftops and on slippery sections of city streets and sewers.

CHROMED

You gain cybernetic augmentations.

- **Prerequisites:** Must not have the Chromed class feature, have a friendly contact with a chromer.
- **Benefits:** You gain two cybernetic augmentations which are at least two item levels lower than your character level. These augmentations are free.

CRAFT CYBERTECH

You can design, create, and repair cybernetic augmentations.

- **Prerequisite:** 5th level, Medicine 5 ranks, Engineering 5 ranks.
- **Benefit:** You can create, modify, and repair cybernetic augmentations using the Engineering skill, following the normal rules for crafting by item level.

CRIMINAL REPUTATION

Your acts of audacious larceny have endeared you to the criminal underworld.

- **Prerequisites:** Diplomacy 5 ranks, Intimidate 5 ranks.
- **Benefit:** You gain a +2 circumstance bonus on Diplomacy and Intimidate checks when interacting with criminals, whether they're individual thieves and cutpurses or criminal organizations. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

CUTTER

You are proficient at bypassing firewalls.

- **Prerequisite:** Trained in the Computers skill.
- **Benefit:** You gain a +2 bonus on Computers checks made to hack through firewalls.

DEMOLITIONIST

You have been taught, either by the military or on your own, how to handle explosive materials without needing too many cybernetic replacements afterwards.

- **Prerequisite:** Engineering 6 ranks.
- **Benefit:** You gain a +2 bonus to Engineering checks made in regard to explosive devices. Additionally, explosives you create ignore 1 point of hardness per 3 ranks in Engineering.

DOUBLE TAP EXPERT (COMBAT)

You have learned that the surest shot is another shot.

- **Prerequisites:** Dex 15, level 5.
- **Benefit:** Once per round, you may spend two Resolve Points and consume 2 rounds of ammunition with a single attack to roll the attack roll twice and take the higher result. This ability may only be used with ranged weapons with which you are proficient which are small arms and longarms.

DOUBLE TAP MASTERY (COMBAT)

You instinctively ensure that your enemy stays down.

- **Prerequisites:** Double Tap Expert, Dex 16, level 10.
- **Benefit:** You may now use the double tap expert feat and spend only one Resolve Point to do so. Additionally, whenever you reduce a foe to 0 hp, you may choose to immediately make another attack against that creature with a small arm or longarm.

DRIVE-BY (COMBAT)

You're especially adept at firing personal weapons from a vehicle.

- **Prerequisite:** Pilot 1 rank, Base Attack Bonus +1.
- **Benefit:** The penalty you take while using small arms to fire from a vehicle is reduced by –2

EDUCATED

You spent countless hours gaining a formal education in a specific field of study. You still retain a lot of that information.

- **Prerequisite:** Trained in the selected skill, must be taken at 1st level.
- **Benefit:** Choose one skill which can be used to recall knowledge, and you may take 10 on the chosen check when attempting to recall knowledge, even when distracted or threatened.

EXTRA CELEBRITY

You have more Influence Points than the average idol.

- **Prerequisite:** Media Idol ability, 5th level.
- **Benefit:** You gain two additional Resolve Points which are designated as celebrity resolve points. You begin each day with these points.
- **Special:** You may take this feat in addition to the Extra Resolve feat. This also counts as that feat for prerequisites.

EXTRA NANITES

You can use your healing nanite injections more often.

- **Prerequisite:** Healing Nanites class ability.
- **Benefit:** You gain two more uses of your healing nanites per day.

EXTRA PSYCHIC POWER

You have unlocked additional powers within your mind.

- **Prerequisites:** Must know two psychic powers.
- **Benefit:** You gain an additional psychic power. To learn the power, your character level must be 2 higher than the minimum level at which a you could learn the power.
- **Special:** Zeeks must learn powers from their chosen discipline while phreaks can learn powers from any discipline.

EXPANDED PSYCHIC RESEVOIR

You have unlocked hidden psychic power.

- **Prerequisites:** Must know four psychic powers.
- **Benefit:** Your psychic points reservoir increases its capacity by 3.

FERAL THROWBACK (RACIAL)

The animalistic instincts from your genes manifest more strongly than those of other hybrids.

- **Prerequisite:** Hybrid.
- **Benefit:** You gain a +2 insight bonus on all Intimidate and Perception checks. Additionally, you gain a +2 insight bonus to Survival when tracking.

FIXER

You are fantastic at making fast friends.

- **Prerequisite:** Charisma 14, Bluff 3 ranks, Diplomacy 3 ranks.
- **Benefit:** Choose an NPC whose attitude toward you is friendly, and an ally. You may act as a go-between for the ally and the NPC, putting them in touch and allowing the NPC's starting attitude to be friendly toward the ally.

GLOBAL DATANET CRAWLER

The Global DataNet is a deep and dangerous place, with hackers, roaming AIs and who knows what else lurking about. Only the persistent and the patient find the info that they want, and you have those qualities in spades.

- **Prerequisite:** Computers 3 ranks, Diplomacy 3 ranks.
- **Benefit:** Whenever you need to obtain information which another skill could be used to recall, you may spend 1d10 minutes making a Computers check at a –2 penalty. Treat the result as if it were the relevant skill check to recall information about the topic. You may retry this check, but each subsequent check on the same topic is made at a cumulative –2.

GUN FU INITIATE (COMBAT)

You have dabbled in the way of the gun and know its most basic secrets.

- **Prerequisites:** Acrobatics 1 rank, Small Arms Proficiency, Wis 13.
- **Benefits:** You may spend a Resolve Point to enter a heightened state of awareness. While in this state, you treat your level as your base attack bonus when making attacks with small arms until the end of your turn, or you may instead choose to gain your Wisdom modifier as an Insight bonus to armor class.

IMPROVED INTERFERENCE

Your TAP is even harder to crack.

- **Prerequisite:** Interference.
- **Benefits:** Your TAP's Hack DC increases by 2. This stacks with the bonus from the Interference feat.

INTERFERENCE

Something about your electromagnetic signature makes your TAP harder to crack.

- **Benefits:** You gain a +2 bonus to the DC required to hack your TAP.

J. DOE

In a world where many people try to stick out and be seen as unique in order to get noticed, it can be just as useful to look like one of the masses, and you have learned how to use your plain looks to your benefit.

- **Prerequisites:** Cha 12 or lower.
- **Benefits:** You gain a +4 bonus to Stealth and Disguise checks because of your unremarkable appearance and manner.
- **Special:** If your Charisma rises above 12, you lose the benefits of this feat.

KILL-BOX COMMANDO

You have a nose for ambushes, with a knack for both spotting them and planning them. Some folks would rightly call you a steaming, honorless pile of toxic roach feces, but honor does you no good if you're dead.

- **Prerequisites:** Perception 3 ranks, Stealth 3 ranks.
- **Benefit:** You gain a +2 insight bonus on initiative, Perception, and Stealth. If you have 10 or more ranks in both Perception and Stealth, this bonus increases to +4 insight.

LOGICAL THINKING

While purely biological creatures can be swayed by something so simple as a curvy body features or other things called "pretty," you are a being of pure logical thinking, a gift of your programming.

- **Prerequisite:** Android, or Bioroid.
- **Benefit:** Characters making Charisma-based skill checks against you do not benefit from their Charisma modifiers.

MILITARY TRAINING

You've served in a regimented military unit. Whether that unit was part of a private corporate force, army, or freelance mercenary unit, it's hardened your edge, and taught you some hard lessons about loyalty and teamwork.

- **Prerequisite:** Proficiency with Longarms, must be taken at 1st level.
- **Benefit:** You gain a +1 bonus to all saves made while within 30 ft of an ally.

OFFENSIVE DRIVER (COMBAT)

Your knack for vehicular combat is a sight to behold.

- **Prerequisite:** Vehicular Combat.
- **Benefit:** Treat all ramming damage done by a vehicle you are driving as if it were two levels higher.

ONE WITH THE STREET

Bum, loafer, street rat, the people of the street are called many demeaning names from those on top, but if they ever venture down into the dirtier side of the concrete jungle, you soon teach them that the rats are kings and queens of that



world, knowing where to find anything, who to talk to, and who to avoid.

- **Prerequisites:** Sprawler, or Stealth 2 ranks, Survival 2 ranks.
- **Benefit:** You gain a +2 insight bonus on Stealth and Survival checks when you are in an urban area. The bonus improves to +4 insight bonus when you have 10 or more ranks in either Stealth or Survival

OVERCLOCK CYBERWARE

You have modified some of your cyberware to operate in a highly optimized mode.

- **Prerequisites:** Extra Resolve, Cyberware in the relevant slot, Con 16.
- **Benefit:** Choose a system in which you have a cybernetic augmentation installed. You gain the overclocked cyberware ability of the overborg archetype for that slot and reduce your Resolve Point Pool by one.
- **Special:** You may select this feat multiple times, each time choosing a different cybernetic augment.

PHYSICAL MARVEL

You possess inherent physical prowess

- **Prerequisites:** Simulacra, hybrid, or Acrobatics 2 ranks, Athletics 2 ranks.
- **Benefit:** You get a +2 insight bonus on Acrobatics and Athletics skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 insight for that skill.

PSI HUNTER

Once content to hunt up any bounty that came your way, you now specialize in tracking down zeeks.

- **Prerequisites:** Sense Motive 3 ranks.
- **Benefit:** You are resistant to psychic effects, even beneficial ones. You must make a save against all psychic effects at a +2. Additionally, you can use the sense motive skill to determine if a target has psychic powers. Make a sense motive against a DC of 13 plus the target's CR. If you succeed, you determine if the target has psychic powers or not, and if you beat the DC by 5 or more, you know the name of two of them.
- **Special:** If you have the psychic resistance racial trait, this ability stacks with that one.

PSYCHOVISUAL DISPLAY

Your psychic powers have a visual and auditory component most powers don't have.

- **Prerequisite:** Must be selected at 1st level.
- **Benefit:** Your powers have a visual component that makes it easy to know where the effects originate from, and make them hard to ignore. Select a general theme and look for the effects of your powers, and all powers adhere to This theme. For example, you might say all your telekinesis powers are accomplished by manipulating a billowing cloud

of smoke. This theme is purely visual and auditory and has no mechanical effects other than those listed in this feat.

You cannot conceal the use of any power. Creatures who can see and hear you take a –2 to their AC while they can see and hear you because the visual display is very distracting. Because they are aware of the nature of your powers, and the source of the effects, they gain a +2 to saves against your powers.

- **Normal:** Most powers are very subtle and not easily noticed.

PUSH CYBERWARE

You have learned to get more out of your implants.

- **Prerequisites:** Wisdom 14, cybernetic implant, level 4.
- **Benefit:** You may select a cybermonk technique that is a push technique and learn it with this feat so long as your level is at least 2 levels higher than the minimum level at which a cybermonk could learn that ability, and you have a cybernetic implant in the Associated system. You follow the same rules for costs and duration that are found in the cybermonk techniques description of push abilities.
- **Special:** You may take this feat multiple times, each time selecting a different push technique.

TRACEUR

Parkour is a useful skill to have in the concrete jungle, be it to roll, vault or bounce through a building ground or a sea of people, and you are surely going to get from point A to point B faster than any other.

- **Prerequisite:** Dex 13, Athletics 1 rank.
- **Benefit:** You ignore difficult terrain and obstacles up to half your height while running or charging. You must carry a light load and wear light or no armor to benefit from this feat.

TRACEUR MASTER

Your ability to traverse varied terrain is inhuman.

- **Prerequisites:** Dex 15, Athletics 3 ranks, Traceur.
- **Benefit:** You are always treated as having a running start when making an Athletics check to jump. Additionally, you can move across vertical surfaces so long as you start and finish your move on a horizontal surface. You must carry a light load and wear light or no armor to benefit from this feat.

TUNNEL RAT

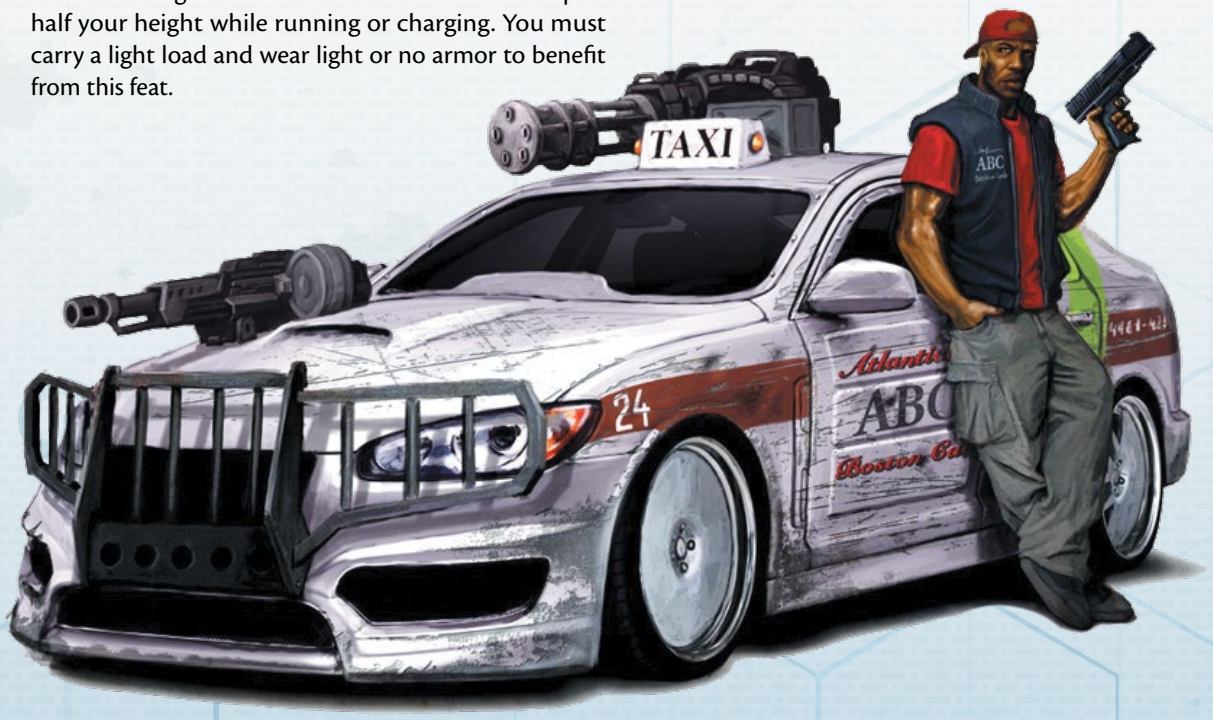
Sometimes in the urban jungle you need to go from point A to B using unconventional shortcuts and paths such as ventilation shafts or sewers; a dirty but sneaky road awaits.

- **Prerequisites:** Dex 13.
- **Benefit:** You can crawl at half movement speed without provoking attacks of opportunity.

VEHICULAR COMBAT (COMBAT)

You are skilled at handling vehicles in combat.

- **Prerequisite:** Skill Focus: Pilot.
- **Benefit:** Once per round when your vehicle is dealt collision damage, you may spend a Resolve Point as a reaction and make a Pilot check. If your Pilot check result is greater than the opponent's Pilot check, then the collision damage from the attack is reduced to half.



STREET CRED

Freelancers live and breathe by their standing with the people in the know, with the potential employers and the certain rivals. Even your enemies think twice if your cred is high enough. Getting it is hard, keeping it is harder, and the worst part is, you have to cash it in to get anything out of it. Sure, everyone can know you're the toughest Razor on the block, bleeding edge tech and a swagger that lets the lesser people know to steer clear, but that's not enough. Street cred is credit, its cryptos in the bank with people who can help you. No one trusts a person who never cashes that account, especially when it's a big one.

TRACKING STREET CRED

Characters in *Interface Zero* have street cred measured as a pool of points. They accumulate street cred through their actions, when they gain a level, and when they achieve success. They lose street cred when they fail, break promises, and when they stay out of circulation. Street cred is tracked in two numbers, the total amount of street cred and street cred spent. These numbers will be different; characters will gain or lose street cred, changing the total, during play. They will also spend street cred. If the total street cred ever falls lower than the amount spent, the character goes On the Outs (see Losing Street Cred, below) and suffers penalties. Total street cred is written to the left of the slash. The number to the right of the slash is the spent street cred. If the amount spent is equal to the total street cred, the character cannot spend any more.

GAINING STREET CRED

Every character starts with an amount of street cred equal to their level + their maximum resolve points. When they gain either their street cred goes up. From there they have to earn their names the hard way.

Yeah, you could just sit back and hope the natural accumulation of street cred as you level up keeps you afloat, but the social account that backs your name won't grow much or fast. You have to back up those words with some deeds or people will forget about you. Worse, they'll not take you seriously. The following table outlines how street cred can go up, the things you can do to build it, and the ways you can manage it. Keep in mind that a big part of street cred is not just the deeds you do, but making sure the right people know about it.

Beef

Picking a fight is one way to defeat a foe, but starting a long-term rivalry boosts street cred much more than simply splattering some punk's brains across the pavement. It is also a lot safer because a beef is about talk, not action. The target of a beef needs to have a CR at least equal to the character's level. Maintaining this beef is a time consuming process and requires at least eight cumulative hours every month. As long as the beef is maintained, the character gains street cred equal to half the target's CR.

Boost the Feed

Social media savvy characters are going to make sure they are not just out there, but that they are on the right networks, the right apps, and in the eyes of the right people with the right message. It takes 8 cumulative hours and a successful Culture or Computers skill check with a DC equal to 10+ the character's level to gain 1 street creed this way. Be careful though, social media is a double edged sword and the wrong word or image in the wrong place can bring things down, see Flub in Losing Street Cred on page 79.

Defeat a Foe

When you bring down an opponent, and they don't have to be dead just out of the action and at your mercy, your street cred goes up. However, it has to be a foe that is a challenge, taking out a bunch of kid gangers doesn't count for much if

TABLE 2.9: GAINING STREET CRED

SOURCE	STREET CRED GAINED
Beef	1/2 target's CR
Boost the Feed	1
Defeat a Foe	Difference character level and foe's CR +1
Fashion	1 per 1,000 cryptos, max 5,000 cr/ level
Flash and Flair	Up to half character level
Hang Around	1 per 48 hours/ month
Manage Social Media	1 per 48 hours/ month
Splash Some Money Around	1 per 1,000 cryptos, max 5,000 cryptos/ level
Successfully Complete a Job	Character's level
Upgrades	Difference in equipment level

you're the baddest Ronin that's hit the sprawl this week. You gain the difference between the foe's CR and your level +1 in street cred. If the foe's CR is one or more lower than your level, you get nothing. Pick on someone your own size. If the character has a beef with the defeated foe, they gain bonus street cred equal to half the foes' CR and the beef ends.

Fashion

People react to the hottest trends because, well, they're the hottest trends. For every 1,000 cryptos you spend on purely decorative items, right shoes, right shades, right haircut, right chromed up plating, your street cred increases by 1. However, there is a limit to how far you can go before people start seeing you as all shine and no metal. You can only spend 5,000 cryptos on fashion in order to gain street cred. This limit resets when a character goes up a level as now they have the skills to back up their look.

Flash and Flair

Getting things done builds cred, but getting things done with style, that's what really counts. It is up to the GM if a character completed a job with flash and flair, and if they did, they can get a street cred bonus of up to half their character level.

Hang Around

Sometimes you just have to be seen to be known. Hanging around may not seem like much, but it is critical to landing the sweet jobs. Of course it has to be at the right place and the right time, and that varies from sprawl to sprawl. Every month that a character spends at least 48 cumulative hours hanging out in hot spots or just in the neighborhood, they gain 1 street cred.

Manage Social Media

Your face is going to be splashed across everyone's TAP feed at some point, might as well get out in front of that noise. Managing your social media takes time and energy, but it is important to keep the right image out there. Some of this is simply putting your words, deeds, and images out there. Some of it is fighting off those trying to take you down a peg and working to take someone else down while you are at it. Every month that a character spends at least 48 cumulative hours managing their social media they gain 1 street cred.

Splash Some Money Around

Spending a lot of money shows how rich and powerful a character is. This money isn't spent on gear; it is spent on living a gratuitously consumptive life. Buying rounds of drinks at the bar or nightclub, making extravagant and pointless purchases (a gene mod tiger for example), and living the high life. The downside is this lifestyle has to be kept up, meaning that a one-time purchase might yield a bit of street cred but living large for months is where it is at. The character gains 1 street cred for every 1,000 cryptos spent splashing some money around. However, splashing around too much money makes people suspicious and draws the wrong sort of attention, they type that wants their cut of those cryptodollars. You can only spend 5,000 cryptos on fashion in order to gain street cred. This limit resets when a character goes up a level as now they have the skills to back up their look.

Successfully Complete a Job

Nothing inspires fear and admiration like success. When the character completes a job or mission, is successful, and gets paid (and not screwed over by the client) they gain a number of street cred equal to their character level. It is the GM's prerogative to determine if a job was completed successfully and was difficult enough to count. No one's cred goes up doing the easy work.

Upgrades

Nothing inspires the right attitude in onlookers like having the best tech. Whenever a character replaces a piece of their equipment, be it armor, weapons, technological items, or even cyberware, with a piece of higher level, they gain an amount of street cred equal to the difference between their old gear and their new.

Example: *Razor Tony is looking to boost his street cred. He is 3rd level and just came off a good job that gave him 4 street cred. His street cred stands at 25/10, plenty of room to spend but Razor Tony wants to be a big shot. After getting the payoff he spends some of it upgrading his assault rifle and hand guns, for a difference of 3 levels, yielding 3 street cred. Tricked out in some of the latest tech, he saunters around the neighborhood being seen and talking to people. This is Hang Around, and after putting in the requisite 48 hours over the next month he gains 1 street cred. Not being a computer person he chooses to also spend 48 hours over the next month managing his social media, you have to take some pics of that flashy new gun you know. This yields another 1 street cred, giving him a total at the end of the month of 30/10, just in time for another job to come down the wire.*

LOSING STREET CRED

Street cred comes and goes, that's just a truth of life. You might be the hottest ticket in town this week, but dog meat the next. Losing street cred is a dangerous thing; it might even put you back at the bottom of the barrel. Worse, people no longer fear or respect you. If the loss becomes too big it might even put you under your spent street cred rating, which can make life really difficult.

Bad Actors

You can lose street cred by more than just failing to live up to the hype. People might fear you, but they don't want to help you and certainly don't want to hire you if you are nothing

TABLE 2.10: LOSING STREET CRED

SOURCE	STREET CRED LOSS
Bad Actors	Up to character's level
Defeat	CR of foe
Failure to Complete a Job	Highest CR encounter on the job
Flub	Character's level
Lying Low	Character's level/ month
On the outs	-Penalty to Charisma-based skill checks equal to 2 × character level
Run-Down	1/2 Character's level

but a liability. Sure, you can be the slickest rat in sewer, but if you screw over your allies, fail to come to your friend's aid, or just anger the wrong people your street cred will suffer. The amount is up to the GM, but should be no more than the character's level. This applies every time they betray a trust. Every single time.

Defeat

When you go down your street cred takes the ride with you. Every time your character is knocked unconscious in combat or starts dying you lose street cred equal to the CR of whatever nasty put you on the ground, minimum 1. Yeah it sucks, but insult tends to pile on with injury. If the person who laid the character out is someone you have a beef with, the loss is doubled.

Failure to Complete a Job

If you get hired to do a job and fail to do it, you lose street cred. The bigger the job you fail, the bigger the loss. You think that store clerk is going to be scared of a Ronin who can't even complete a milk run? Think again. When you fail a job you lose street cred equal to the highest CR in the job, rather you encounter it or not.

Flub

If a character attempts to boost the signal on their social media and rolls a 1, they lose street cred equal to the character's level. The bigger you get the harder you will fall.

Lying Low

You have to be seen to have any cred, but sometimes the heat is on and you need to hide out for a time. This means cutting off your social media feed as well whoever is looking for you can rack you that way. For every month a character spends lying low they lose an amount of street cred equal to their character level. Equally, if the character spends the majority of their time among corporates, high society, or others outside of the world of hard knocks and streets they lose street cred just as if they were hiding out.

On the Outs

If your street cred drops below your spent street cred rating, you are on the outs. All Charisma based skill checks suffer a penalty equal to 2 × your character level. You simply aren't welcome in your usual haunts, clients stop calling and won't return your calls, and your social media footprint is nothing but how much of a hair bag you are.

Run-down

You can gain street cred for being at the top of style or spending money to make friends and influence people. Both show success through ostentatious consumption. You can lose it by going in the other direction. You might talk the talk, but if you don't walk the walk people won't recognize you as being a person to be respected and feared. Every month a character needs to spend an amount of cryptodollars equal to their character level ×10. This does not count towards the Fashion or Splashing Money Around options to acquire street cred, this is just maintenance, the bare minimum to not look like you live in the slums and eat out of garbage cans. It goes up with character level because the more competent you are the more competent you need to look for people to believe you. If a character fails to meet this minimum monthly maintenance they lose an amount of street cred equal to half their character level.

Example: *Tony's last job went upside down and some corp security nozzle head knocked him out. The security guard was not just some rent-a-cop, but a highly paid and trained CR 2 goon. This costs Razor Tony 2 street cred, bringing his total to 28/10, plus the job was a bust. Although they never got that far, there was some gene mod mutant thing in the basement, a CR 4 monstrosity, which costs another 4 street cred, bringing Razor Tony down to 24/10.*

SPENDING STREET CRED

Just having street cred is not enough, why have it if you aren't going to use it? Spending it should not be a problem if you can keep accumulating more but spend too much and things can go downhill fast. If a character doesn't spend any street cred

TABLE 2.11: STREET CRED BENEFITS AND COSTS

EXPENDITURE	COST (IN STREET CRED)	BENEFIT
Allies	Ally's CR × 2	Gain an ally
Better Pay	1	+10% pay on job
Do You Know Who I Am?	1	+1 bonus on Charisma based skill check
Favors	Varies	Varies
Goods	1	500 cryptos worth of goods
Services	1	Effective skill +4

in a month, they lose street cred equal to their character level. People get tired of waiting for the hammer to come down.

Spending street cred is not rubbing a lantern and getting a genie to come out. It usually takes time to spend street cred, you have to find the right people and talk to them. Assume most instances require an hour of legwork for each point spent. The exception is Do You Know Who I Am, which is spent as part of an action to make a skill check. A character can only spend an amount of street cred on one use equal to their character level.

Allies

Your street cred can sway people to help you out. These allies are willing to fight alongside you, but they can also serve as lookouts, runners, or other non-combat roles. Their morale is not the highest, if things go south expect them to cut and run, but as long as you look like you are going to come out on top they stick with you. An ally costs an amount of street cred equal to their CR ×2, minimum 2, and you cannot have more allies in your service than your Charisma bonus. Allies remain in your service for one month, but you can spend street cred equal to their CR to keep them on for another month.

Better Pay

When you take a job you can leverage on your reputation to get better pay. For every street cred you spend you increase your pay by 10%.

Do You Know Who I Am?

By far the simplest use of street cred is to rely on your reputation to get things done. For every point of street cred, a character spends they gain a +1 bonus on a Charisma-based skill check.

Favors

If you are hot stuff people will want to do things for you, and all you have to do is ask. These favors can run the gamut from putting you up for the night to running messages or errands. No one will take a risk that will likely lead to death for you but hiding you from the police or bounty hunters for a short time is certainly possible. The amount of street cred this costs depends on the size of the favor, and the closer it comes to risking life and limb the more it will cost you.

Goods

People will just give you things if you are famous, popular, or scary enough. Sometimes you have to ask, other times they just do it because they like you, or want you to like them. A character can get free goods, 1 street cred gets them 500 cryptos worth of goods.

Services

Leaning on people or simply asking them to help since you are such a big deal can get them to use their skills in your aid. When this expenditure is chosen, the character picks a specific skill for the service. The person performing the service has an effective skill bonus of +4 for one street cred, with each additional street cred spent increasing that bonus by +2.

Example: *Tony is going to take a job infiltrating a corps' R&D lab and stealing some data. While planning the job, he decides he needs to spend some street cred to bolster his chance of success. First he leans on a friend who is in the know about corporate culture, choosing the Services expenditure. This costs 1 street cred for an effective Culture +4, and Tony spends 2 more street cred to raise this to a +8. The friend comes through and gives Tony the information he is looking for.*

As part of the job the team needs some lookouts. He could go for some allies, but those are expensive. So instead he spends some street cred to get the local gangers to do him a solid. This is a low risk favor, so the GM says it will cost 2 street cred to get a pair of lookouts during the job. All this costs, and Tony's street cred goes from 24/10 to 24/15. If this job goes south he might end up close to being on the outs, never a good thing for a freelance skull breaker like Tony.

MEDIC TREATMENTS

Treatments encompass a number of medical procedures that a medic can perform quickly in emergency situations. Performing a treatment takes little to no time, as the medic has prepared patches, hypos, nanites, and other delivery systems with a variety of medicines, making the medic ready for nearly any eventuality.

ADMINISTERING TREATMENTS

A medic can administer any treatment she knows, as long as she has access to her medical tools, has at least one working hand, and can concentrate. All treatments have a range of touch and target one individual, unless otherwise noted in a treatment's description. Treatments cannot affect targets in heavy armor unless specified, such as for a nanite cartridge weapon. A medic can administer a treatment to herself so long as she meets the other requirements of administering it.

Administering a treatment, including loading it into an injection, requires considerable concentration and thus lowers your defenses, which can provoke an attack of opportunity if you are in an enemy's threatened space. When you prepare a treatment, you may spend a Resolve Point to increase its effectiveness, gaining the potent effects for that treatment.

If you take damage while attempting to administer a treatment, the treatment automatically fails and any Resolve Points or class abilities used to modify the treatment are lost. However, you can concentrate in a dangerous or harsh environment, even if you are taking ongoing damage, such as from bleeding or being on fire. This is not true if the condition or environment prevents you from being able to use your tools or at least one of your hands. For example, you could not concentrate during extremely violent weather, such as a tornado.

Grappling or Pinned

You cannot administer treatments while being grappled or pinned, as you cannot reach your tools or use your hands.

Medic Level

A treatment's effectiveness often depends on the medic level of the administering character. You can administer a treatment at a lower medic level than your own, but the chosen medic level must be high enough for you to administer the treatment in question, and all the treatment's level-dependent features must be based on the chosen medic level.

If a class feature or other special ability changes your effective medic level, that change applies to all effects based on medic level, such as duration and HP healed.

DESCRIPTIONS

The treatments in this section are presented in the format described below.

Name: The name by which the treatment is generally known.

Type (Subtype): A type encompasses a collection of treatments that function similarly. Treatments are divided into the following types.

- **Boost:** Boosts temporarily improve the performance of the body or mind. A boost typically adds a bonus to ability scores, saving throws, or other rolls or checks.
- **Transgenic:** A transgenic treatment uses temporary gene modification to produce changes in the subject. A transgenic treatment can also be the injection of transgenic organisms, usually harmless bacteria modified with human DNA to produce the necessary chemical compounds for the treatment.
- **Damaging:** A damaging treatment uses chemicals or nanites to interfere with normal physiological function. It might be a medicine that shuts down organ function or nanites that puncture arterial walls. These always prompt a Fortitude save.
- **Diagnostic:** Diagnostic treatments are not exactly treatments, but scans or tests used to quickly and accurately determine a subject's health status. Diagnostic treatments may be used on targets in heavy armor.
- **Healing:** Healing treatments remove damage, both to HP and ability scores, counter toxins and infections, and restore normal physiological function.
- **Iatrogenic:** Iatrogenic treatments intentionally harm or have a negative effect on their target. Many medics will not use iatrogenic treatments at all, and generally, their use is considered immoral.
- **Mind-Affecting:** Some iatrogenic treatments involve hallucinogens and other compounds that confuse or trick the mind. These mind-affecting treatments always prompt a Will save. Such treatments can affect cyborgs, since they still have a biological brain, assuming the medic can get the treatment past their armor.
- **Pain:** A pain treatment causes debilitating pain without actually harming the subject. Creatures without a Constitution score are immune to pain.

Minimum Medic Level: Many treatments have a minimum medic level required to learn them. A medic cannot learn a treatment if its minimum medic level is higher than her medic level. If a medic chooses to use the treatment at a reduced level, the treatment cannot be used at a level below its minimum medic level.

Treatment Time: Most treatments require 1 standard action to administer. A treatment that takes 1 round to administer requires a full-round action. Its effects begin just before the beginning of your next turn. This does not affect your next action, and you may take the next turn as normal. When you begin to administer a treatment that takes 1 round or longer, you must concentrate until just before your next turn (at least).

If you lose concentration before you finish administering it, the treatment does not take effect.

Duration: A treatment's duration describes how long its effects last.

- **Timed Duration:** Many treatments last for some number of rounds, minutes, hours, or other time increment.
- **Instantaneous:** These treatments take effect immediately, though their consequences may be long lasting.
- **Discharge:** The occasional treatment lasts for a set duration or until triggered or discharged, whichever comes first.

Saving Throw: The saving throw entry in a treatment defines which type of saving throw the treatment allows and describes how saving throws against the treatment work.

- **Negates:** The treatment does not affect a subject that succeeds on the saving throw.
- **Partial:** The treatment has a lesser effect on a subject that succeeds on the saving throw.
- **Half:** The treatment deals half damage (rounded down) to a subject that succeeds on the saving throw.
- **None:** No saving throw is allowed
- **Harmless:** The treatment is usually beneficial, not harmful, but a target can attempt a saving throw if desired.

TREATMENT SUMMARY

Iatrogenic treatments are marked with an *.

1ST-LEVEL

Cognitive Amplifiers: Subject gains bonuses to skills based on Intelligence, Wisdom, or Charisma.

***Destructive Nanites:** Subject takes bleed or regular damage each round.

***Emetics:** The subject gains the sickened condition and may become nauseated.

***Fatiguing Medications:** Subject becomes fatigued. If potent, the subject instead becomes exhausted.

Heal Condition: Removes a negative condition from the subject.

***Induced Hyperesthesia:** Subject is racked with pain and has trouble acting.

Mental Stimulants: Subject gains +1 per 3 medic levels to Wisdom or Intelligence.

Minor Treatment: The medic produces various minor effects.

Optometric Enhancements: Subject gains low-light vision and bonuses to Perception. If potent, the subject can even see in the dark.

Physical Stimulants: Subject gains +1 per 3 medic levels to Strength or Constitution.

Plastic Surgery Nanites: Subject disguises themselves better, as their appearance is reconfigured.

Quickening Stimulants: Subject gains +1 per 3 medic levels to Dexterity or Charisma.

Sports-Performance Amplifiers: Subject gains bonuses to skills based on Strength, Constitution, and Dexterity.

4TH-LEVEL

Animal Sense Transgenic: Subject gains the scent ability. If potent, subject also gains blindsense.

***Disruptive Euphorics:** Subject is distracted by pleasure and takes penalties to attack rolls, saving throws, ability checks, and skill checks.

Field Healing: Subject gains fast healing.

***Hallucinogenic Delirium:** Subject becomes confused and does not act normally.

***Incompetent Soldier Serum:** Subject has trouble aiming and dodging. If potent, subject becomes slow.

***Phobic Amplification:** Causes fear in a subject.

***Powerful Somnifacient:** Subject goes to sleep. If potent, the subject won't wake up.

Rejuvenation Techniques: Cures temporary ability score damage. If potent, cures ability score drain.

Super Serum: Subject's fighting ability improves. If potent, the subject receives more actions in a round.

TAP Medical Monitor Interface: Provides the ability to monitor multiple subjects' health, and if potent, even diagnoses toxins at distance.

8TH-LEVEL

Anti-Toxins: Treats the symptoms of a disease, poison, or drug. If potent, cures it.

Cellular Thickening: Subject gains temporary HP.

***Destroy Senses:** Subject temporarily loses one sense. If potent, subject loses it permanently.

***Joint-Locking Toxins:** Subject becomes paralyzed.

Mettle Amplifiers: Subject gains resistance to some effects that prompt Will or Fortitude saves.

***Mind-Control Serum:** Subject becomes more compliant to your requests.

***Musculoskeletal Disorder:** Subject takes damage to physical ability scores.

Nano-Prosthetics: Subject regains a lost sense.

Nervous System Overdrive: Subject dodges blasts better, gaining bonuses to Reflex saves.

***Neurotoxin Infusion:** Subject takes damage to mental ability scores.

***Organ Destruction:** Subject suffers negative levels.

14TH-LEVEL

Life-Restoration Techniques: Heals ability damage, negative levels, and potentially brings a dead subject back to life.

***Memory Erasure:** Deletes or even modifies the subject's memories.

***Myocardial Infarction:** Causes subject to have a heart attack, weakening or even killing them.

Transgenic Hybrid Amplification: Temporarily alters the subject into a hybrid.

TREATMENT DESCRIPTIONS

Iatrogenic treatments are marked with an *.

1st-Level Treatments

COGNITIVE AMPLIFIERS

Type: boost (mental)
Duration: 1 minute/level
Minimum Medic Level: Level 1
Saving Throw: Will negates (harmless)
Carrier nanites enter the blood and inject powerful compounds through the blood–brain barrier. The subject gains a +1 bonus per 5 medic levels to all skill checks based on Intelligence, Wisdom, or Charisma. Checks that take longer than the duration of this treatment do not receive this bonus.
Potent Effect (1 Resolve Point): The subject feels as if time has slowed, giving them more time to carefully use a skill. When attempting a skill check based on Intelligence, Wisdom, or Charisma, the subject may roll twice and take the better result. They may do this a total number of times during the duration equal to their wisdom modifier.

DESTRUCTIVE NANITES*

Type: damaging (Iatrogenic)
Minimum Medic Level: Level 1
Duration: 1 round/level
Saving Throw: Fortitude negates
The nanites attempt to rend open flesh, tearing and slashing the subject's skin. The subject takes 1 bleed damage per 3 medic levels.
Potent Effect (1 Resolve Point): The nanites are better programmed for their task, seeking out arteries and veins. In addition to the bleed damage, the subject takes 1 slashing/piercing damage per 3 medic levels on each round.

EMETICS*

Type: damaging (Iatrogenic)
Minimum Medic Level: Level 1
Duration: 1 minute/level
Saving Throw: Fortitude negates
It's helpful to induce coughing or vomiting in some situations, but combat is not one of them. The subject gains the sickened condition.
Potent Effect (1 Resolve Point): An extra-large dose of normally life-saving medications causes rapid vomiting. The subject gains the nauseated condition.



FATIGUING MEDICATIONS*

Type: pain (iatrogenic)
Minimum Medic Level: Level 1
Duration: instantaneous
Saving Throw: Fortitude negates
Many helpful medications include side effects that make the patient feel tired. Large doses of these medications can cripple an opponent in the heat of battle. The subject gains the fatigued condition.
Potent Effect (1 Resolve Point): A dangerously high dosage maximizes its effects. The subject instead gains the exhausted condition.

HEAL CONDITION

Type: healing
Duration: 1 minute/level
Minimum Medic Level: Level 1
Saving Throw: varies with condition (harmless)
Medics carry a variety of stimulants and medicines to cure the effects of toxins and other ills. You may remove one of the following conditions from the subject: dazed, dazzled, exhausted, fascinated, frightened, nauseated, shaken, sickened, or staggered. If the condition is being caused by something with a duration longer than that of the treatment, the subject will regain the condition when the treatment ends.
Potent Effect (1 Resolve Point): Stronger medicines allow you to treat more dangerous conditions. You may remove one of the following conditions from the subject: confused, cowering, fatigued, panicked, paralyzed, or stunned. As above, if the condition's cause has a longer duration, the subject regains the condition when the treatment ends.

INDUCED HYPERESTHESIA*

Type: pain (iatrogenic)
Minimum Medic Level: Level 1
Duration: varies
Saving Throw: Fortitude partial
Pain wracks the target's body, making it hard for them to concentrate on anything. The subject is dazed for 1 round per 3 medic levels, but the subject can take one move action at half speed each round, unlike the normal dazed condition.
Potent Effect (1 Resolve Point): Intense pain stops the subject from even being able to communicate. The subject is dazed for 1 round per medic level and cannot speak or communicate in any manner other than screams and gibberish.

MENTAL STIMULANTS

Type: boost (mental)
Duration: 1 round/level
Minimum Medic Level: Level 1
Saving Throw: Will negates (harmless)
The subject's mental faculties are boosted, gaining a +1 bonus to Intelligence or Wisdom per 3 medic levels. This provides the usual benefits to all derived statistics including skill bonuses, but mental stimulants do not give the subject more skill ranks to spend or more uses of class abilities based on Wisdom or Intelligence.
Potent Effect (1 Resolve Point): The treatment provides the bonus to both Intelligence and Wisdom.

MINOR TREATMENT

Type: varies
Duration: varies
Minimum Medic Level: Level 1
Saving Throw: Fortitude negates (usually harmless)
As a medic, you can supply a patient with various minor improvement to health, well-being, and even entertainment. These treatments have no side effects. Choose one of the following effects, or create an effect of similar power, with GM approval. You must choose which treatment you are preparing when you prepare the treatment.
Potent Effect (1 Resolve Point): You may double either the duration of the effect or one of its numeric values.

- *Addiction Resistance:* The subject ignores their addiction and its penalties for 1 hour.
- *Analgesia:* The subject does not feel minor aches and pains—such as from arthritis, a cold, or a hangover—for 1 hour. For the duration, the subject gains a +2 bonus against pain effects.
- *Clarity:* The subject gets a +1 bonus to one attack roll, saving throw, or skill check made within 1 minute. The subject must choose to use this bonus before making the roll to which it applies.
- *Hallucination:* The subject experiences pleasant hallucinations—such as wandering lights, pleasant music, and playful surreal animals—for 1 hour. The subject can tell these visions are not real, but they are distracting, so the subject suffers a –2 penalty to Perception checks for the duration.
- *Intoxication:* The subject feels comfortably intoxicated for 1 hour, as if they had consumed a few alcoholic beverages.
- *Lucid Dream:* If the treatment is given within 1 hour of the subject falling asleep, they have a lucid dream that is under their control and lasts for an hour.
- *Resistance:* The subject gains a +1 bonus on saves for 1 minute.
- *Sleep:* A willing subject enters a pleasant and restful sleep for 1 hour unless awakened. If the subject would normally begin sleeping at this time, they continue sleeping normally once the *minor treatment* ends.
- *Sobriety:* The subject becomes completely sober for 1 hour, negating any penalties of being drunk. Any devices that detect blood-alcohol level still register the subject's inebriation. Alcohol in the system still works its way out normally, and depending on the amount imbibed, the subject may still be intoxicated (and suffer the normal penalties) once the *minor treatment* ends.

- *Tenacity:* The subject gains 1 temporary HP for 1 minute.
- *Wakefulness:* The subject remains awake for 2 hours without feeling sleepy and without side effects such as jitteriness. The subject gains a +5 bonus against drugs or other effects that cause sleep. This *minor treatment* simply delays the subject's need for sleep and does not count as rest or sleep. It can be used multiple times in succession, but as the effect wears off, the subject gains the fatigued condition.

OPTOMETRIC ENHANCEMENTS

Type: boost (physical)
Minimum Medic Level: Level 1
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Carefully programmed nanites make their way into the subject's retina, where they enhance its rods and cones. The subject gains low-light vision and a +1 circumstance bonus to Perception checks per 4 medic levels. If the subject already has low-light vision, its range doubles.
Potent Effect (1 Resolve Point): The subject instead gains darkvision, and the circumstance bonus to Perception increases to +1 per 2 medic levels. If the subject already has darkvision, its range doubles.

PHYSICAL STIMULANTS

Type: boost (physical)
Minimum Medic Level: Level 1
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
The subject receives stimulants that push the body to new heights of almost dangerous toughness, granting a +1 bonus to Strength or Constitution per 3 medic levels. This provides the usual benefits to all derived statistics, including HP. These gained Hit Points are not temporary HP; they are lost when the subject's Constitution returns to normal.
Potent Effect (1 Resolve Point): The treatment provides the bonus to both Strength and Constitution.

PLASTIC SURGERY NANITES

Type: boost (transgenic)
Minimum Medic Level: Level 1
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Nanites and certain normally dangerous toxins quickly alter the subject. They gain a +1 circumstance bonus per 2 medic levels to Disguise checks to change their voice as well as a +1 circumstance bonus per 4 medic levels to Disguise checks to change their appearance.
Potent Effect (1 Resolve Point): The subject instead gains a +1 circumstance bonus per medic level to Disguise checks to change their voice as well as a +1 circumstance bonus per 2 medic levels to Disguise checks to change their appearance.

QUICKENING STIMULANTS

Type: boost (mental and physical)
Minimum Medic Level: Level 1
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
The subject thinks and acts with increased speed and grace, gaining a +1 enhancement bonus to Dexterity or Charisma per 3 medic levels. This stimulant provides the usual benefits to all derived statistics including AC, but it does not give the subject more uses of class abilities that are based on Charisma.
Potent Effect (1 Resolve Point): The subject gains the bonus to both Dexterity and Charisma.

SPORTS-PERFORMANCE AMPLIFIERS

Type: boost (physical)
Minimum Medic Level: Level 1
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
The nanites attach to muscle, ligaments, and various organs, injecting powerful compounds into the tissue. The subject gains a +1 bonus per 5 medic levels to any skill checks based on Strength, Constitution, or Dexterity. Checks that take more time than the duration of this treatment do not get this bonus.
Potent Effect (1 Resolve Point): Every movement becomes precise and mastered. When attempting a skill check based on Strength, Constitution, or Dexterity, the subject may roll twice and take the better result. They may do this a total number of times during the duration equal to the medic's level.

4th-Level Treatments

ANIMAL SENSE TRANSGENIC

Type: boost (transgenic)
Minimum Medic Level: Level 4
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
This treatment temporarily alters the subject's olfactory senses, giving them the acute sense of smell of a bloodhound hybrid in the form of the scent ability. If the subject already has the scent ability, its range doubles.
Potent Effect (1 Resolve Point): The treatment also modifies the subject's hearing to be similar to a bat hybrid, giving them blindsense 15 feet (hearing). If the subject already has blindsense, its range increases by 10 feet.

DISRUPTIVE EUPHORICS*

Type: mind–affecting (Iatrogenic)
Minimum Medic Level: Level 4
Duration: 1 round/level
Saving Throw: Will negates
Potent drugs cause the subject to feel sweeping pleasure so intense that they find it hard to focus on anything else. The

subject takes a –1 penalty per 4 medic levels to attack rolls, saving throws, ability checks, and skill checks.
Potent Effect (1 Resolve Point): The pleasurable sensation is beyond that of anything the subject has felt before. The penalty increases to –1 per 2 medic levels.

FIELD HEALING

Type: healing
Minimum Medic Level: Level 4
Duration: 1 round/ level
Saving Throw: Fortitude negates (harmless)
These nanites target the subject's injuries, knitting them back together. The subject gains fast healing 1 per 4 medic levels. Hit Points are healed before Stamina Points.
Potent Effect (1 Resolve Point): The fast healing increases to 1 per 2 medic levels. Additionally, the subject may heal 1 temporary point of ability damage.

HALLUCINOGENIC DELIRIUM*

Type: mind–affecting (Iatrogenic)
Minimum Medic Level: Level 4
Duration: 1 round/level
Saving Throw: Will negates
Potent hallucinogens are injected through the blood–brain barrier by carrier nanites. The subject becomes confused and may even think allies are enemies or horrifying monsters. The subject gains the confused condition, but may attempt a saving throw each round to remove it.
Potent Effect (1 Resolve Point): The subject believes the hallucination completely, so they become totally involved in it, or their fight-or-flight reaction kicks in. The subject does not receive a saving throw each round to remove the condition. Also, the subject adds the medic's Wisdom modifier to any damage they deal and becomes flat-footed.

INCOMPETENT SOLDIER SERUM*

Type: damaging (Iatrogenic)
Minimum Medic Level: Level 4
Duration: 1 round/level
Saving Throw: Fortitude negates
The target finds their ability to fight compromised as nanites attack their balance and hand-eye coordination. The subject takes a –1 penalty per 4 medic levels to attack rolls and AC. Potent Effect (1 Resolve Point): The subject also gains the staggered condition. The subject can take one move or one standard action, but not both. Their speed is reduced by 5 feet per 4 medic levels.

PHOBIC AMPLIFICATION*

Type: mind-affecting (Iatrogenic)
Minimum Medic Level: Level 4
Duration: varies
Saving Throw: Will partial
Certain hallucinogenic compounds are known to heighten the amygdala's fear response. The target gains the frightened condition for 1 round per medic level. If the target succeeds on its save, they instead gain the shaken condition for 1 round.
Potent Effect (1 Resolve Point): The fear increases to the point that the target becomes panicked, and, if cornered, will cower instead of fighting back. A subject that succeeds on its save instead gains the frightened condition for 1 round.

POWERFUL SOMNIFACIENT*

Type: mind-affecting (Iatrogenic)
Minimum Medic Level: Level 4
Duration: 1 round/level
Saving Throw: Will negates
May cause drowsiness. Do not operate heavy equipment. A quick injection of modified drugs puts the subject to sleep. The target gains the asleep condition. If the target takes any damage, is shaken or moved, or if any loud noises such as gunshots go off, the target may attempt a new save with a +5 bonus to awaken.
Potent Effect (1 Resolve Point): The subject remains asleep for the entire duration, even if injured, moved, or otherwise disturbed.

REJUVENATION TECHNIQUES

Type: healing
Minimum Medic Level: Level 4
Duration: instantaneous
Saving Throw: Fortitude negates (harmless)
You can restore a patient after damage from toxins and other effects. Heal 1d4 temporary ability damage to one ability score of the subject.
Potent Effect (1 Resolve Point): Stronger medications increase the healing. You may either heal 1d4 ability damage to one ability score, or you may heal 1d4 ability damage per 3 medic levels to one ability score.

SUPER SERUM

Type: boost
Minimum Medic Level: Level 4
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Humans have sought ways to chemically improve their soldiers since man discovered violence. In 2095, it is easy. The subject gains a +1 bonus to attacks and AC per 4 medic levels.
Potent Effect (1 Resolve Point): The subject's muscles are pushed to their limits, letting them move faster than most. The subject's speed increases by 5 feet per 4 medic levels; this applies to any movement type the subject has, such as swimming or flying.

TAP MEDICAL MONITOR INTERFACE

Type: diagnostic
Minimum Medic Level: Level 4

Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
You inject the subject with nanites that link your Tendril Access Processor to the subject's TAP, which allows for limited monitoring. The subject must have an active TAP to be monitored. You may use this treatment once and within 1 minute inject a number of subjects equal to your Wisdom modifier without paying any extra Resolve Points. While monitoring a subject, you know if they are alive, hurt, badly hurt, or dying, but receive no more specific information than that.
Potent Effect (1 Resolve Point): You use a smarter nanite sensor, letting you learn more about your subjects. You are made aware if a monitored subject is hacked or affected by a toxin. You may make a Medicine check against DC 10 + the toxin's save DC , or if they have been hacked, make a Computer check against DC 10 + the program's save DC, to diagnose it through the link.

8th-Level Treatments

ANTI-TOXINS

Type: healing
Minimum Medic Level: Level 8
Duration: 1 minute/level
Saving Throw: Fortitude negates (usually harmless)
You carry a number of antitoxins that can be quickly reconfigured by nanites to counter any toxin. The subject may ignore all negative effects of a poison, disease, addiction, or toxin for the duration of this treatment. This treatment does not cure the effect. Only one poison, disease, or toxin can be ignored per use.
Potent Effect (1 Resolve Point): The treatment cures the poison, disease, or toxin, if it is curable. This treatment can also remove all doses of one drug in the subject's system, eliminating all its benefits and penalties, but it does not affect addiction. You may also use this treatment to attack a target that can spread or inflict a poison or disease; if the subject fails a Fortitude save, it cannot spread or inflict the poison or disease for the duration of the treatment.

CELLULAR THICKENING

Type: healing
Minimum Medic Level: Level 8
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
An uncomfortable tightening ripples through the subject's body as the cellular walls in their body thicken. The subject gains temporary stamina points equal to your medic level.
Potent Effect (1 Resolve Point): In addition, the subject gains 1d8 temporary stamina points per 4 medic levels.

DESTROY SENSES*

Type: damaging (Iatrogenic)
Minimum Medic Level: Level 8
Duration: varies
Saving Throw: Fortitude negates
You send nanites to attack one of your subject's senses. The subject gains the dazzled condition, which applies to all senses and sense-based rolls. This effect lasts for 1 round per medic level.
Potent Effect (1 Resolve Point): The nanites concentrate on one sensory organ and destroy it. The subject permanently loses one sense of your choice. Depending on the destroyed sense, the subject also gains the blinded, deafened, or similar condition.

JOINT-LOCKING TOXINS*

Type: damaging (Iatrogenic)
Minimum Medic Level: Level 8
Duration: varies
Saving Throw: Fortitude partial
These nanites carry modified toxins into the target's joints, making it difficult for them to move. The subject is paralyzed for 1 round.
Potent Effect (1 Resolve Point): The nanites carry a larger payload of toxins. The subject is paralyzed for 1 minute per medic level. If the subject succeeds on their save, they are instead paralyzed for 1 round.

METTLE AMPLIFIERS

Type: boost (physical)
Minimum Medic Level: Level 8
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Through a complex tweaking of nociceptors, adrenaline, and dopamine, the subject better resists emotional and physical attacks, gaining a +1 circumstance bonus per 5 medic levels to Will and Fortitude.
Potent Effect (1 Resolve Point): Not only can the subject better resist attacks, but also they can sometimes ignore them entirely. When the subject fails a Will or Fortitude save against an effect that has a partial effect on a successful save, they take the partial effect instead of the full effect. If the subject makes a successful save against an effect that has a partial effect on success, the subject instead takes no effect.

MIND-CONTROL SERUM*

Type: mind-affecting (Iatrogenic)
Minimum Medic Level: Level 8
Duration: 1 minute/level
Saving Throw: Will negates
While it does not produce actual mind control, this unethical mixture of medications leaves the target extremely pliant to suggestion and feeling a general sense of euphoria that causes them to trust anyone giving them orders. Treat the target's attitude toward anyone speaking to them as friendly. However, the target gains a +5 bonus to their Will saving throw if you or your allies are threatening or attacking the target.

The treatment does not enable you to control the target. The target is unlikely to attempt to harm you, but they're also unlikely to attack any of their true friends or allies. You can try to give suggestions to the target, but you must succeed at an opposed Charisma check to convince the target to do anything they wouldn't ordinarily do (retries of this check are not allowed).

You cannot attempt this check against the same target multiple times. An affected creature never obeys suicidal or obviously harmful suggestions. Any act by you or your apparent allies that threatens the subject breaks the effect. You must speak the target's language to communicate your suggestions, or else you must be good at pantomiming.

Potent Effect (1 Resolve Point): This treatment now functions even when the target feels threatened. They do not gain a bonus to their saving throw when threatened, and if you or your allies threaten or attack the subject, the subject instead becomes confused for the duration of the treatment, as per the Confusion treatment. Anyone speaking to the subject may attempt a Charisma check to convince the subject to do things that they wouldn't normally due, including dangerous or even suicidal actions, but the target gains a +5 bonus to the check to refuse

MUSCULOSKELETAL DISORDER*

Type: damaging (Iatrogenic)
Minimum Medic Level: Level 8
Duration: instantaneous
Saving Throw: Fortitude half
Specially designed nanites carry toxins and sharp blades to the muscles, ligaments, tendons, and even bones in the subject's body. When you use this treatment, choose Strength, Constitution, or Dexterity. The subject takes 1d4 damage per 6 medic levels to the chosen ability score.
Potent Effect (+1 Resolve Point): By sending more nanites, you can affect more of the patient's body. Choose one more ability score to damage from the list above. You may instead pay 2 additional Resolve Points to damage all three listed ability scores.

NANO-PROSTHETICS

Type: healing
Minimum Medic Level: Level 8
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
This treatment is actually a number of tiny prosthetics that you can attach to the subject and connect to their nervous system with nanites. You may temporarily restore one sense that the subject has lost, or you may temporarily stop one sense-dependent effect — such as a hypnotic image or a nauseating smell — from affecting the chosen sense, allowing the target to ignore the effect.
Potent Effect (1 Resolve Point): Choose one of the following two effects. The subject's treated sense heals over 1 hour, permanently restoring it to full function, or the subject may ignore all sense-dependent effects for the duration of the treatment

NERVOUS SYSTEM OVERDRIVE

Type: boost (mental)
Minimum Medic Level: Level 8
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
This treatment amplifies the reactivity of the subject's motor neurons and their brain's neural pathways, making them able to react to danger much more quickly. The subject gains a +1 circumstance bonus per 5 medic levels to Reflex saving throws and Initiative checks.
Potent Effect (1 Resolve Point): The amplification is so strong that the subject also gains Improved Evasion.

NEUROTOXIN INFUSION*

Type: damaging (Iatrogenic)
Minimum Medic Level: Level 8
Duration: instantaneous
Saving Throw: Fortitude half
Specially designed nanites carry neurotoxins and damaging tools through the blood–brain barrier. The patient's mental faculties are quickly diminished. When you use this treatment, choose Intelligence, Wisdom, or Charisma. The subject takes 1d4 damage per 6 medic levels to the chosen ability score.
Potent Effect (+1 Resolve Point): By sending more nanites, you can affect more of the subject's mind. Apply the damage to Intelligence, Wisdom, and Charisma.

ORGAN DESTRUCTION*

Type: damaging (Iatrogenic)
Minimum Medic Level: Level 8
Duration: instantaneous
Saving Throw: Fortitude negates
The nanites begin to target and destroy the subject's organs. The subject gains 1 temporary negative level.
Potent Effect (+1 Resolve Point): The nanites are grown with improved tearing tools. The subject gains 1d4 temporary negative levels per 6 medic levels.

14th-Level Treatments

LIFE-RESTORATION TECHNIQUES

Type: healing
Minimum Medic Level: Level 14
Duration: instantaneous
Saving Throw: Fortitude negates (harmless)
One of the most powerful treatments in a medic's arsenal, this treatment allows you to repair incredibly severe bodily damage in only moments. By spending 2 Resolve Points, you can remove all temporary negative levels, remove 1 permanent

negative level, cure all ability damage, or cure all permanent ability drain to one ability score in the subject.

Potent Effect (+1 Resolve Point): Anyone watching would think you have cured death, though, of course, you are merely resuscitating the subject well after anyone would think it possible; but you don't have to admit that. You may bring someone back from the dead, if you use the treatment within a number of rounds of them dying equal to your medic level. The subject is revived with 1 Hit Point and 1 Stamina Point.

MEMORY ERASURE*

Type: mind–affecting, damaging (Iatrogenic)
Minimum Medic Level: Level 14
Duration: instantaneous
Treatment Time: 20 minutes per 2 minutes of memory modified
Saving Throw: Fortitude negates

Special tools and techniques allow you to hone in on a subject's memories and carefully destroy them, leaving no memory at all. You can destroy 2 minutes of memory per medic level. Destroyed segments must be in intervals of 2 minutes and either occur within the same 24 hours of memory or be related to the same subject. For example, a 20th-level medic could erase 40 minutes of memories from one day or erase 20 instances of memory, 2 minutes each, in which the subject heard the medic's name or saw them. The subject will realize they have blank spots if they try to recall deleted memories, but they will not know what information was lost.

Potent Effect (1 Resolve Point): Improved tools and hard-to-find medications allow you to more carefully affect memory. You may now alter memory instead of destroying it. You can hide the memory loss entirely or even replace real memories with false ones.

MYOCARDIAL INFARCTION*

Type: damaging (Iatrogenic)
Minimum Medic Level: Level 14
Duration: varies
Saving Throw: Fortitude partial

By spending 2 Resolve Points, you send nanites into the patient's heart, causing a heart attack. The subject gains the stunned condition for 1 round per your level. If the subject succeeds on their saving throw, they instead gain the staggered condition for the duration.

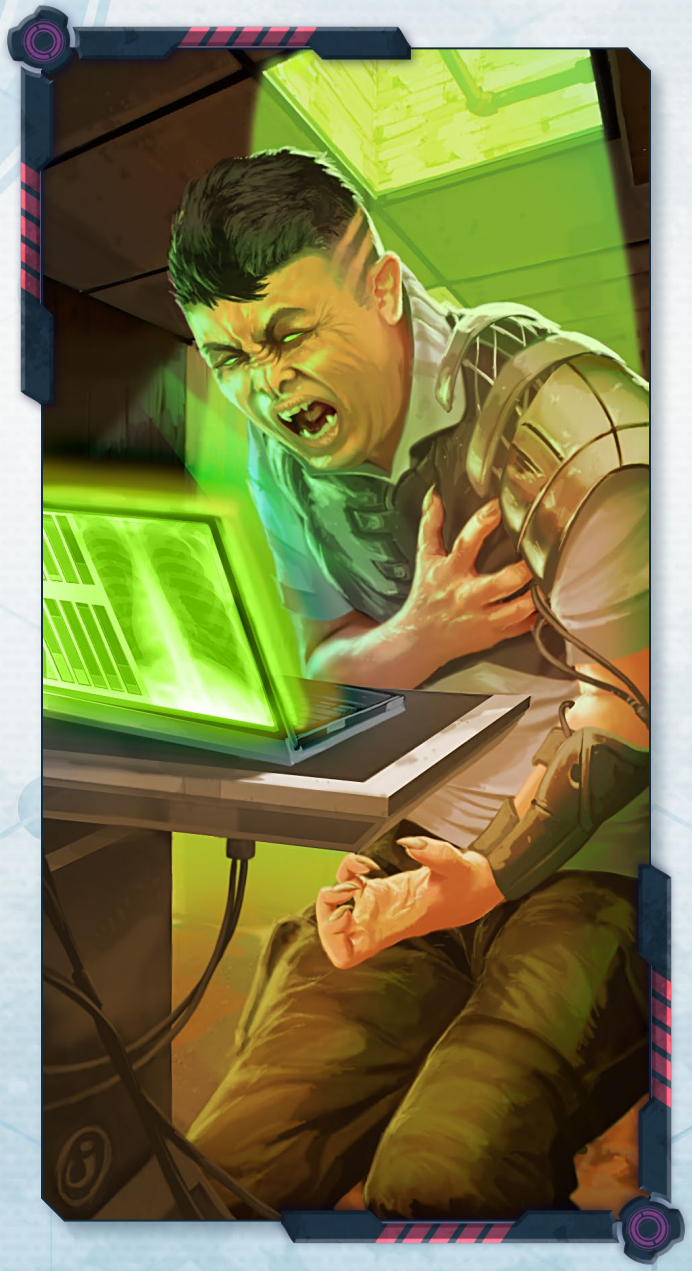
Potent Effect (+3 Resolve Point): The subject's heart stops entirely. On a failed save, the subject drops to 0 HP and is dying. If the subject was already dying, they die. On a successful save, the subject becomes stunned for 1 round and staggered for an additional number of rounds equal to your medic level.

TRANSGENIC HYBRID AMPLIFICATION

Type: boost (transgenic)
Minimum Medic Level: Level 14
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)

The subject is treated with transgenic compounds that not only temporarily alter DNA to make them a hybrid, but provide the matter and energy needed for them to quickly develop the qualities of the new DNA. When you use this treatment, choose one hybrid subtype. The subject takes –2 to the listed negative racial stat, which is considered ability damage and ends at the end of the treatment duration, and gains +2 to one of the listed positive stats. Additionally, you choose one additional racial feature of the hybrid subtype for the subject to gain. If the subject is already a hybrid, these choices stack.

Potent Effect (1 Resolve Point): The subject gains all qualities of the hybrid subtype. If the subject is already a hybrid, these choices stack. Additionally, the hybrid's natural attacks are increased by one damage die.



ZEEK POWERS

Those who have developed inborn psionic powers (See the Zeek character class on page 57) are commonly known as zeeks. Unlike caster classes found in the *Starfinder Core Rulebook*, the Zeek must choose a specific discipline. This discipline represents how her powers manifest. The following Discipline Powers are explained below.

CLAIRSENTIENCE DISCIPLINE

The ability to foresee outcomes, probability, and the most likely future is known as Clairsentience. As a clairsentient, you are hyper-aware of your surroundings; able to reach out with your mind and gain information about possible outcomes of decisions, the true nature of things, and even gain advantages in combat.

Key Ability Score: Wisdom is the key ability score of Clairsentience.

Discipline Skill: Perception

DISCIPLINE POWERS

The following powers are available to the clairsentient.

Awareness (Su) — Level 1+

You have an unnatural awareness of your surroundings and see and hear things others cannot. As a swift action, choose a square you can see within 30 feet. You may make a Perception check as if you were standing in that square.

- **Power Boost (Su) [level 6 +]:** You may spend 1 Psychic Point to increase the distance to 90 feet, and when attacking, you can ignore cover bonuses (other than full cover) to EAC and KAC for one round.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point to instead choose a square you cannot see, within 30 feet, and make a single perception check as if you were standing in that square, or the nearest empty square to that square. This allows you to see or hear on the other side of doors, walls, or other barriers.

Discernment (Su) — Level 6+

You have the uncanny ability to determine the best probable option in any given situation. Once per day, you may spend a Resolve Point and, as a standard action, concentrate on a course of action you or your allies are considering. You learn if the immediate consequences of this action are more likely to be good, bad, both, or neither good or bad. This ability can only foresee about thirty minutes into the future.

- **Power Boost (Su) [level 6+]:** You may spend a Psychic Point to activate this ability a second time in a day.
- **Power Surge (Su) [level 7+]:** You may spend an additional Resolve Point to gain a brief flash of sight that shows you a vision a few seconds long of the most likely outcome. The content of the vision is up to the GM. This vision grants little information, but can show you an individual you haven't met, or reveal a trap, or likely combat. The information is cryptic but should be helpful once you are in the situation where it becomes relevant.

Foresight (Su) — Level 1+

You are able to sense attacks and vulnerable openings just before they occur. You may spend a Resolve Point as a swift action to gain an +2 Insight bonus to either your Attacks or Armor class until your next turn.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to increase the Insight bonus to attacks to +5.
- **Power Surge(Su) [level 7+]:** You may spend an additional Psychic Point to roll a single attack twice and take the better roll, or instead, force your enemy to re roll their attack and keep the worse roll.

Hypercognition (Su) — Level 1+

You can enter an altered state of increased focus where you rapidly discern, recall and organize information. You may spend a Resolve Point to gain a +2 Insight bonus to all skills checks which are made to Recall Knowledge and may make such skill checks untrained. You can even recall information you would have no way to know. This effect lasts one hour per Zeek level, or until you take damage.

- **Power Boost (Su) [level 3 +]:** You may spend a Psychic Point to increase the Insight bonus to skill checks to +5.
- **Power Surge(Su) [level 10+]:** You may spend an additional Psychic Point to recall information as if you had spent a week successfully using the Gather Information skill daily about a subject.

Identify (Su) — Level 1+

You have the ability to sense the nature of objects. You may spend a Resolve Point to Identify an adjacent or held object you can see, using Sense Motive as if it were the relevant skill check to Identify the object's abilities, creator, properties, or purpose.

- **Power Boost (Su) [level 3+]:** If you have already activated this power, you may spend 1 Psychic Point to roll the check twice and take the better result.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point and gain information as if you had rolled a 20 rather than rolling twice.

Insight (Su)

You have a sixth sense about things, which gives you an edge in many situations. When making a skill check with a trained skill, you may spend a Resolve Point to gain a +3 insight bonus to the check.



- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to increase the insight bonus to +5 instead.
- **Power Surge (Su) [level 7 +]:** You may spend an additional Psychic Point and choose to roll the skill check twice and take the better result.

Precognition (Su)

Level 5+

You gain limited ability to see into the probable future, and react. This ability is fickle, and isn't always at your command. You may spend a Resolve Point as a move action and target a creature with a Sense Motive check. The DC is 15 + the target's CR. If you beat the check, the GM tells you what the creature is currently planning to do on their next turn. If the creature is a character controlled by another player, that player tells you what the character is currently planning to do on their next turn. (All effects of this ability are mind-affecting and any bonuses to saves against those sorts of abilities should be added to the check DC.)

- **Power Boost (Su) [level 5 +]:** You may spend a Psychic Point to target up to 3 creatures at once with this ability.
- **Power Surge(Su) [level 10+]:** You may spend an additional Psychic Point once per day to activate the ability as a swift action.

Prescience (Su)

Level 4+

You can sense impending violence just before it becomes apparent to others. You may spend a Resolve Point to gain a +2 insight bonus to Initiative for the day.

- **Power Boost (Su) [level 4+]:** You may spend a Psychic Point to increase the bonus to +4.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to roll your Initiative twice and take the better roll once during the day.

Retrocognition (Su)

Level 6+

You can sense things that happened in the past and can focus on an area or object and learn about its past. You spend a Resolve Point as a standard action to begin concentrating. The sensing of these things can only retrace events backwards, chronologically, over the last 24 hours.

If concentrating on an area, you gain impressions of the sorts of creatures that have been there, how long they were there and how long ago, and the sort of notable events that happened there as well as the emotional nature of those events. If concentrating on an object, you gain impressions of the sort of creature or creatures that owned or used the object, what they used it for, how long they used it for, and perhaps how they gained or lost the object. Using this ability takes 5 minutes to begin working.

- **Power Boost (Su) [level 6+]:** You may spend a Psychic Point to increase time which Retrocognition can retrace time up to the last week. If it is a place or object you were familiar with, then the ability may reach backward up to a month. Using this ability in this way takes 5 minutes per day retraced.
- **Power Surge (Su) [level 9+]:** You may spend an additional Psychic Point to retrace notable events further. You may retrace time up to the last month, and if you are familiar with the location, then you may retrace it over the last year. Using this ability in this way takes 1 minute per day retraced.

Temporal Mental Blast (Su)

Level 1+

Your mental blast is an invisible psychic assault that disrupts the subject's perception of time. You force the distorted perception of time into the mind of a target within 30 feet, dealing psychic damage. The target makes a will save against a DC of 10 + 1/2 your Zeek level + your Wisdom Modifier or takes half damage. If they fail the save, they take full damage. (All effects of this ability are mind-affecting.)

- **Power Boost (Su) [level 3+]:** If they fail the save, they take a –2 penalty to Reflex saves, and until your next turn. If this ability is used before a combat encounter has begun, the penalty also applies to Initiative.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to make the Reflex penalty last the duration of the encounter.

PSYCHOKINESIS DISCIPLINE

The ability to manipulate energy, or charge objects and creatures with energy, is known as Psychokinesis

- **Key Ability Score:** Charisma is the key ability score of Clairsentience.
- **Discipline Skill:** Intimidate

DISCIPLINE POWERS

The following powers are available to the psychokinetic.

Defensive Charge (Su)

Level 1+

You can defend yourself by using unwanted physical contact to vent your pent-up energy. Whenever an adjacent creature touches you or makes a melee attack against you, you may choose to charge that enemy with energy. As a reaction, you activate this power, and that creature must make a Reflex save or take energy damage equal to half your Mental Blast damage.

- **Power Boost (Su) [level 6+]:** You may spend a Psychic Point to increase this damage to the full damage of your Mental Blast, and the creature still takes half damage even if they make the save.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point to deal an additional 2 damage per die.

Eroding Energy (Su)

Level 2+

You may cause a creature that has been hit by your Mental Blast to take damage over time. Whenever you deal damage to a creature, you may spend a Resolve Point and that creature must save against the blast again or take half the damage dice

TABLE 2.12: KINETIC DAMPENING ENERGY TYPES

FAVORED ENERGY TYPE	OPPOSED ENERGY TYPE
Acid	Electric
Cold	Fire
Electric	Acid
Fire	Cold

of the blast again at the start of turn. If the creature saves, they still take one-fourth the damage of the blast (Minimum 1d6).

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to deal an extra 2 damage per die.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to cause the enemy to save against the blast again following round or take one-fourth the damage of the blast (Minimum 1d6).

Kinetic Absorbtion (Su)

Level 1+

You can ignore and even feed off of energy itself. You may spend a Resolve Point to begin feeding off energy. Whenever you would be damaged by your favored energy type, you may ignore an amount of favored energy damage equal to your Zeek level from a single attack. This effect lasts for 1 minute per Zeek level.

- **Power Boost (Su) [level 3+]:** So long as this ability is active, whenever you ignore damage, and still take some energy damage of your favored type, you may choose to spend a Psychic Point as a reaction. After all damage is dealt and recorded, you gain an amount of temporary hit points equal to the amount you ignored. Temporary hit points are lost first, before damage is ignored, and temporary hit points from multiple uses of this ability do not stack with one another or temporary hit points from other sources.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to become Immune to energy damage of your favored type for as long as your Kinetic Absorption duration lasts. You may still ignore an amount of damage equal to your Zeek level and gain that amount as temporary hit points.

Kinetic Amplification (Su)

Level 1+

You can amplify a type of energy damage that occurs near you. You may spend a Resolve Point and emit an aura of damage amplification. Any ally within 30 feet who makes an attack with a weapon may choose for half that weapon's damage to be damage of you favored energy type. If the weapon already deals two types of damage, the ally may choose which type should be replaced. This effect lasts a number of rounds equal to your Zeek level.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to add 1 damage per die to all damage of your favored energy type dealt by weapons within 30 feet of you.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to Increase the damage by another 1 damage per die.

Kinetic Dampening (Su)

Level 1+

You can manipulate your favored energy and can reduce the amount of damage an opposed energy type can deal near them. you may spend a Resolve Point as a standard action to create an invisible aura that reduces energy damage of a type opposed to their own type within 30 feet. Reduce the damage of the opposed energy type by an amount equal to half your Zeek level. This effect lasts for a number of rounds equal to your charisma modifier.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to only reduce the damage dealt to allies. Enemies still take full damage.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to extend the aura to 60feet.

Kinetic Disarm (Su)

Level 5+

You charge an enemy's weapon with psychic energy, making it difficult for them to use. You can spend a Resolve Point as a full action and choose a weapon being wielded by an enemy within 30 feet. This weapon becomes psychically charged with energy, and is affected over the next 7 rounds, and you may not activate this ability again until no weapons are affected by the ability.

- On the first round, the weapon radiates a sensation that makes the enemy aware something related to the favored energy is happening to their weapon (such as it becomes cool to the touch if the favored energy type is cold).
- On the second round, the weapon deals one-fourth the energy damage of your Kinetic Mental Blast unless they make a reflex save with a DC equal to your Kinetic Mental Blast DC. If they make the save, they may choose to drop the weapon before they take damage.
- On the third round, the weapon deals half the energy damage of your Kinetic Mental Blast unless they make a Reflex save to drop the weapon.
- On the fourth round, the weapon deals the full damage of your Kinetic Mental Blast unless they make a Reflex save to drop the weapon.
- On the fifth round, the weapon deals half the energy damage of your kinetic mental blast unless they make a Reflex save to drop the weapon.
- On the sixth round, the weapon deals one-fourth the energy damage of your kinetic mental blast unless they make a Reflex save to drop the weapon.
- On the seventh round the energy has mostly dissipated but it still feels as if it has a residual charge.

- **Power Boost (Su) [level 10+]:** You may spend a Psychic Point to effect a second enemy within 30 feet with this ability as part of the same action.
- **Power Surge (Su) [level 15+]:** You may spend an additional Psychic Point to affect a third enemy within 30 feet with this ability as part of the same action.

Kinetic Distraction (Su)

Level 1+

You can cause a distraction by mentally causing superficial damage, noises, or by charging small unattended items in the area. You may spend a Resolve Point to Feint, using your Intimidate skill in place of the Bluff skill. You can benefit from the Improved Feint and Greater Feint feats with this ability.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point on a successful Feint to cause the target to be flat-footed against allies' attacks as well.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to cause creatures who are made flat-footed by this ability to also be considered Off-Target for as long as they are flat-footed.

Kinetic Intimidation (Su)

Level 1+

You can use your ability to manipulate energy to frighten or bully opponents. You may spend a Resolve Point when making an Intimidate check to inflict minor energy effects on the target of the check as well as the immediate environment. This does no damage but makes it clear that you have the ability to do so. You gain an insight bonus to the Intimidate check equal to half your Zeek level.

- **Power Boost (Su) [level 3+]:** When you make a target shaken with this ability you may spend a Psychic Point to immediately make a second Intimidate check to bully the target without having to spend 1 minute conversing with the target.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to instead demoralize all targets within 30 feet with a single check. You may not bully as part of the same action if you choose this option.

Kinetic Mental Blast (Su)

Level 1+

Your mental blast is an invisible charging of matter that damages objects or creatures by infusing their material state with energy. You charge the form of a target within 30 feet, dealing your favored energy type energy damage to that target. The target makes a Fortitude save against a DC of 10 + 1/2 your Zeek level + your Charisma modifier or takes half damage. If they fail the save, they take full damage.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to deal an additional 2 damage per die.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to deal an extra 2d6 damage.

Kinetic Stare (Su)

Level 5+

You have a domineering gaze that gives others an inkling of your kinetic power with a glance. You may spend a Resolve Point and make eye contact with a creature as a standard action. The creature feels a slight sensation that hints at your powerful energy and takes a –1 penalty to their saves until your next turn. This penalty becomes –2 at 10th level and -3 at 15th level.

- **Power Boost (Su) [level 5+]:** You may spend a Psychic Point to extend the duration of this effect for a number of rounds equal to your Charisma modifier. Only one creature may suffer this penalty at a time.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point make your stare a swift action and may inflict the penalty on a second creature with a second activation of this ability.

Kinetic Sunder (Su)

You may overcharge an object with energy to attempt to damage or destroy it. You may spend a Resolve Point and as a full-action and target an object within 30 feet with your Kinetic Mental Blast. The object may make a Fortitude save for half damage. If the object is attended, its wielder makes the save instead.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to ignore hardness for this effect.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to cause the object to explode, dealing half your Kinetic Mental Blast damage to any creature adjacent to it. They may make a Reflex save against your Mental Blast for half damage.

TELEKINETIC DISCIPLINE

The ability to manipulate, move, or interact with objects and creatures by thought alone is known as Telekinesis.

Key Ability Score: Dexterity is the key ability score of Telekinesis.

Discipline Skill: Sleight of Hand

DISCIPLINE POWERS

Telekinetic Barrier (Su)

Level 1+

You can spend a Resolve Point as a standard action to create a nearly invisible barrier of force. The barrier stands vertically, as a wall, and may have its borders be free standing, or connect to existing structures such as ceilings, floors, walls, or the ground. The barrier spans up to an area of 50 feet plus 10 feet per Zeek level. The barrier lasts for 1 round per Zeek level and is very difficult to damage. It has a hardness equal to twice your ranks in Sleight of Hand, and 50 Health Points per point of Dexterity modifier you possess. Gases and other airborne toxins may still penetrate the barrier without any difficulty.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to create the barrier horizontally. This barrier may be used as a bridge or floor and can support up to 100 bulk per Zeek level. If this amount is exceeded, the barrier vanishes. You may also choose to create the barrier as a hemisphere, protecting you and creatures inside, or trapping creatures inside. You may also choose to spend a Psychic Point to instead increase the duration to 1 minute per Zeek level.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point to increase the hardness to double your ranks in Sleight of Hand or increase the duration to 1 hour per Zeek level.

Telekinetic Deflection (Su)

Level 1+

As a reaction, you can spend a Resolve Point to attempt to mentally deflect an incoming attack. When a creature attempts to attack you, but before the results of the attack are known, you increase your EAC and KAC each by 5 until the beginning of your next turn. If this would prevent that attack from hitting, the attack is deflected.

- **Power Boost (Su) [level 7+]:** You may spend a Psychic Point to reflect the attack back on the attacker. Compare their attack roll –4 to their EAC or KAC. If the attack roll is higher, they are hit with their own attack. If multiple attacks are deflected while this ability is active, you may spend an additional Psychic Point per attack for this benefit.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point to redirect the attack against any creature within the attacker's range, comparing the attack roll –4 to that creature's EAC or KAC (whichever the attack would target) and resolving the attack against that creature as normal. If multiple attacks are deflected while this ability is active, you may spend an additional Psychic Point per attack for this benefit.

Telekinetic Disarm (Su)

Level 1+

You can spend a Resolve Point and spend a full round action making a special combat maneuver against a target within 30 feet as if you were adjacent. You use your Dexterity modifier in addition to your Strength modifier for this maneuver, and if you fail, the target is considered flat-footed until your next turn. Disarmed weapons may be flung in any direction and land 10 feet away from their owner, plus 5 feet for every 5 points by which you beat the DC.

- **Power Boost (Su) [level 5+]:** You may spend a Psychic Point to affect a second creature within 30 feet, using the same combat maneuver and the same combat maneuver roll.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point to affect a third creature within 30 feet, or alternately, to roll your combat maneuver check twice and use the better roll.



Telekinetic FlighT (Su)

Level 1+

You can spend a Resolve Point as a standard action or reaction to gain the ability to glide downward and forward from a height, descending at a rate of 5 feet per round, and moving forward at a rate of 20 feet per round and turning up to 90 degrees as you like. This prevents falling damage. This effect lasts for 1 minute per Zeek level.

- **Power Boost (Su) [level 3 +]:** You may spend a Psychic Point to instead gain the ability to move as normal while levitating 5 foot off the ground. This allows you to ignore difficult terrain, and whenever you roll an Acrobatics or Athletics check, you may also roll a Sleight of Hand check and take the higher roll. Alternately, you may target another creature within 30 feet with the effects of the lower level version of this ability. This effect lasts for 1 minute per Zeek level.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to fly at a speed of 40 feet per round with perfect maneuverability. This effect lasts for an hour per Zeek level.

Telekinetic Grapple (Su)

Level 1+

You have learned to use telekinesis to hold a target in place. You can spend a Resolve Point and spend a full-round action making a special grapple combat maneuver against a target within 30 feet as if you were adjacent. You use your Dexterity modifier in addition to your Strength modifier for this maneuver, and if you fail, your target is considered flat-footed until your next turn. If you succeed, your target is grappled. Unlike a normal grapple, the target cannot attempt to escape with a grapple combat maneuver and may only attempt to escape using the escape task of the Acrobatics skill. You may only grapple one creature at a time in this way. You may renew this grapple as you would a normal grapple without spending an additional Resolve Point. If the target escapes, however, you must activate this ability again.

- **Power Boost (Su) [level 5+]:** You may spend a Psychic Point to affect a second creature within 30 feet, using the same combat maneuver, and the same combat maneuver roll. Both grapples are renewed with a single roll each round. You may choose to spend an additional Psychic Point any time you renew a grapple to gain this benefit again.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point when you activate the ability to automatically pin your target(s) anytime you successfully renew the grapple.

Telekinetic Inertia (Su)

Level 1+

You can spend a Resolve Point as a standard action to gain an invisible aura of inertial dampening. Your body is coated in force, and you gain temporary hit points equal to your Zeek level. These hit points last 24 hours, or until depleted. Multiple uses of this ability do not stack, new temporary hit points replace old ones.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to instead gain temporary hit points equal to twice your Zeek level.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point to gain the ability to expend your remaining temporary hit points to gain them as bonus damage on a single attack, made as a full-round action. You must specify that you are doing this before the attack is rolled, and if the attack misses, the temporary hit points are lost.

Telekinetic Lift (Su)

Level 1+

You can spend a Resolve Point as a standard action to target a creature or object within 30 feet. That creature must make a fortitude save against a DC equal to 10 + you Dexterity modifier + your ranks in Sleight of Hand or be immobilized and lifted 5 feet off the ground. The creature cannot move from their space but can take other actions as normal. This effect lasts as long as you spend a standard action to maintain it each round, and the creature may make a new save each round.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to target a second creature within 30 feet with this ability. Both creatures must save against the effect, and you may maintain the effect on both creatures simultaneously. Alternately, you may spend a Psychic Point each round to prevent the creature affected by the lower-level version of this ability from making a new save when you maintain the ability that round.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point to target a third creature within 30 feet with this ability. All creatures must save against the effect, and you may maintain the effect on all creatures simultaneously. Alternately, you may spend a Psychic Point each round to prevent the creatures affected by the lower-level version of this ability from making a new save that round.

Telekinetic Mental Blast (Su)

Level 1+

Your Mental Blast is a burst of telekinetically thrown objects. You mentally launch small objects at target within 30 feet, dealing bludgeoning, piercing or slashing damage to that target. This damage may be lethal or nonlethal. The target makes a Reflex save against a DC of 10 + your 1/2 Zeek level + your Dexterity modifier or takes half damage. If they fail the save, they take full damage.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to instead deal force damage with your blast, and if the creature fails their save, they are treated as if they had been bull rushed, and are pushed 5 feet away from you per 3 Zeek levels.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to inflict an additional 2d6 force damage.

Telekinetic Push (Su)

Level 1+

As a full action, you can spend a Resolve Point to make a special bull rush combat maneuver against a target within 30 feet as

if you were adjacent. You use your Dexterity modifier in addition to your Strength modifier for this maneuver, and if you fail, your target is considered flat- footed until your next turn.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to bull rush all creatures within 10 feet instead. If you select this as an Improved Power, all bull rushed creatures are knocked prone.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to roll your combat maneuver check twice and use the better roll.

Telekinetic Shunt (Su)

Level 1+

As a standard action, you can spend a Resolve Point to mentally move another willing creature across the battlefield. You may use your mind to move an ally to a square within 15 feet which they are willing to move to. This has no effect on an unwilling target.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to prevent this movement from provoking attacks of opportunity. Additionally, the distance moved may now be up to 30 feet.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point to move three allies at once with this ability.

Telekinetic Sunder (Su)

Level 1+

As a full action, you can spend a Resolve Point to make a special Sunder combat maneuver against an attended or unattended object within 30 feet as if you were adjacent. You use your Dexterity modifier in addition to your Strength modifier for this maneuver, and if you fail, any creature holding the object is considered flat-footed until your next turn. On a successful check, you deal an amount of damage to the object equal to your Telekinetic Mental Blast damage. If you successfully destroy the item in this way, you may choose to cause the item to Implode, crushing it and dealing the half the damage to anything inside, or explode, scattering its parts and dealing half the damage to anything adjacent. Creatures may make a Reflex save against DC of 10 + your ranks Sleight of Hand + your Dexterity modifier to take no damage from the destroyed object.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to deal double your Mental Blast damage to the object on a successful check instead. Additionally, you may target vehicles with this ability now.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point to roll your Combat Maneuver Check twice and use the better roll.

Telekinetic Trickery (Su)

Level 1+

As a full action, you can spend a Resolve Point to make a special Dirty Trick combat maneuver against a target within 30 feet as if you were adjacent. You use your Dexterity modifier in addition to your Strength modifier for this maneuver.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to effect a second creature within 30 feet, using the same combat maneuver, and the same combat maneuver roll.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point effect a third creature within 30 feet, or alternately, to roll your combat maneuver check twice and use the better roll.

Telekinetic Volley (Su)

Level 1+

You can spend a Resolve Point and make a single ranged attack as a full action to use your mind to guide your projectiles, gaining a +2 to the attack.

- **Power Boost (Su) [level 5+]:** You may spend a Psychic Point as part of a ranged full attack, gaining a +2 bonus to those attacks.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point roll the attack twice and take the higher roll when you make a single ranged attack as a full action as part of this ability.

Telekinetic Weapon (Su)

Level 1+

You can spend a Resolve Point as a swift action to gain the ability to attack with a weapon you are holding telekinetically. The weapon must be less than 1 bulk, and it floats within 5 feet of you, and gains 10 feet of reach if it did not already have reach. You may attack with it as normal, but using your Dexterity modifier in place of your Strength modifier. The weapon may be wielded telekinetically for 1 round per Zeek level. If it is a ranged weapon, you increase its range by 30 feet.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to extend the reach of your telekinetically wielded weapon to 15 feet until the beginning of your next turn. If it is a ranged weapon, you increase its range by 60 feet instead of 30 feet.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point make a single attack with the weapon as a full action against any target within 30 feet. If it is a ranged weapon, you increase its range by 100 feet instead of 60 feet or 30 feet.

Telekinetic Wrack (Su)

Level 1+

You can spend a Resolve Point as a standard action to telekinetically crush the internal workings of a creature within 30 feet. The creature must make a save against DC of 10 + your ranks in Sleight of Hand + your Dexterity modifier or be staggered for 1 round. This ability doesn't affect constructs. You may maintain this ability as a move action each round, but the creature makes a new save each round.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point each round you maintain the ability to prevent the creature effected by the lower level version of this ability from making a new save that round. Alternately, you may

spend a Psychic Point to cause creatures who fail their save to take damage equal to half your mental blast damage.

- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point when you maintain the ability to both deny the creature a save and deal damage equal to half your mental blast damage. Additionally, creatures affected are stunned instead of staggered.

TELEPATHIC DISCIPLINE

The ability to detect, influence, and contact the minds of others is known as telepathy.

- **Key Ability Score:** Intelligence is the key ability score of Telepathy.
- **Discipline Skill:** Sense Motive

DISCIPLINE POWERS

The following powers are available for the telepath.

Agonizing Feedback (Su)

Level 1+

You can spend a Resolve Point as a standard action to establish a telepathic feedback loop with any attackers. For the encounter, whenever you are dealt damage the first time by a creature, that creature must make a Will Save against DC 14 + your ranks in Sense Motive. If they fail, they take half the damage dealt to you as nonlethal damage as they experience the pain they caused you, and experience this effect any time they damage you this encounter. (All effects of this ability are mind-affecting.)

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point whenever a creature is effected by this ability to force them to roll their will save twice and take the lower result.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point whenever a creature fails their Will save against this ability to cause this effect to trigger any time they deal damage to any creature.

Ambient Aversion (Su)

Level 1+

You can spend a Resolve Point as a standard action to begin emitting a mental aura that induces the most uncomfortable feelings creatures have, causing creatures near you to associate you with those feelings, making it difficult for creatures to attempt to be near you. You emit this aura for 1 hour. Intelligent creatures whose attitudes are Indifferent or worse toward you who move within your adjacent squares must make a Will save with a DC of 10 + your ranks in Sense Motive or treat your adjacent squares as difficult terrain. If creatures make the save, they are immune to the effect for its duration. (All effects of this ability are compulsions, and mind-affecting.)

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point when you activate the ability to increase the aura to a 10-foot radius around you, and increase the DC to 14 + your ranks in Sense Motive.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point as a reaction when attacked by a creature who failed its Will save to make that creature roll its attack twice and take the worse roll.

Domination (Su)

Level 1+

You can spend a Resolve Point as a standard action to make mental contact with a creature and force into their mind the compulsion to perform a certain action. The creature must make a Will save against a DC equal to 10 + your ranks in Sense Motive. If they fail the save, they perform the action to the best of their ability on their next turn. You may choose to order the creature to perform one of the following actions:

- **Approach:** The target moves toward you as quickly as possible, taking no other actions and triggering reactions (such as attacks of opportunity) for this movement as normal.
- **Drop:** The target drops whatever it is holding. It can't pick up any dropped item until its next turn.
- **Fall:** The target falls to the ground and remains prone for 1 round. It can otherwise act normally.
- **Flee:** The target moves away from you as quickly and directly as possible for 1 round, taking no other actions and provoking reactions (such as attacks of opportunity) for this movement as normal.
- **Halt:** The target is dazed for 1 round.

(All effects of this ability are compulsions, language-dependent, and mind-affecting.)

- **Power Boost (Su) [level 6+]:** You may spend a Psychic Point to instead force a more complex compulsion. On a failed save, you may instead influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect. The suggested course of activity can continue for the entire duration of the ability, which is 1 hour per Zeek level. If the suggested activity can be completed in a shorter time, the effect ends when the target finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the ability's duration expires, the activity is not performed. A very reasonable suggestion imparts a penalty (such as –1 or –2) to the target's saving throw.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point to instead attempt to completely dominate the creature's will. On a failed save, you establish a telepathic link with the target's mind and can control its actions for the next 24 hours. Once control is established, the range at which it can be exercised is restricted to line of sight. If you and the target have a common language, you can generally force the target to perform as you desire, within the limits of its abilities. If no common language exists,

you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still," including the commands outlined in the base Domination ability. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Changing your orders or giving a dominated creature a new command is a move action. The target resists this control, and any target forced to take actions against its nature can attempt a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out.

Erode Sanity (Su)

Level 1+

You can spend a Resolve Point as a full action to target a creature that has failed a Will save caused by one of your Telepathic powers. That creature's future Will saves against your abilities are made at a –2 penalty. This effect lasts until they succeed at a Will save against one of your powers, or 24 hours have passed.

(All effects of this ability are language-dependent, and mind-affecting.)

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to also make the creature hear and see minor figments of their own imagination for the duration. The creature is now also flat-footed and off target for the duration of the power.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to confuse the target with paranoid suggestions in addition to the other effects listed. They can no longer discern friend from foe, and can't consider any creature their ally, cannot gain flanking bonuses, benefit from Aid Another, and in battle they attack the nearest creature. This effect lasts for the duration of the current encounter, unless the creature fails another Will save against your powers. If they do, it lasts 24 hours, or until they make a save against one of your powers.



Hallucination (Su)

Level 1+

You can spend a Resolve Point as a standard action to cause a creature to believe they see and hear a mild vision of your own design. The creature must make a Will save against a DC 10 + your ranks in Sense Motive or see a vision that is up to 10 foot by 10 foot, and no more than 30 feet away. The vision is crafted from the creature's own mind, and may include details you're not entirely aware of, such as seeing "the creature's mother." A particularly believable, likely, or reasonable vision may have a higher save (+1 or +2), while an unlikely vision, or one designed to elicit an emotional response, may have a lower save (−1 or −2). This vision may include sounds, but no words or text. It may include movement, so long as the movement is within the area of effect. The vision lasts for 1 minute, and the creature may make an additional save against the effect at +5 if they physically interact with it. This vision in no way controls the creature's actions, but it does cause the creature to become distracted to some degree for at least 1 round. If other unaffected creatures interact with the target, the target may gain an additional save against the vision.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to increase the strength and efficacy of the vision. It may now include temperature changes of +10 or -10 degrees, as well as smells. The area increases to 30 feet by 30 feet, and the vision may include text or communication. The creature will be able to make another save at a +5 whenever the vision doesn't naturally communicate with them. You may spend a movement action each round controlling the vision.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to attempt to affect a number of additional creatures equal to your Intelligence modifier. All creatures make a save, and all creatures see and hear the same vision, though the details may be different for each creature, such as seeing a different family member in the vision. If creatures make their save, they may interact with affected creatures to grant them an additional save against the vision.

Horrifying Epiphany (Su)

Level 1+

You can spend a Resolve Point as a standard action to make mental contact with another creature and pull their deepest hidden fears to the surface. The creature must make a Will save against a DC equal to 10 + your Sense Motive modifier. If the creature fails this save, they are frightened for 1d4 rounds. (All effects of this ability are language-dependent, and mind-affecting.)

- **Power Boost (Su) [level 4+]:** You may spend a Psychic Point to either increase the DC by 5 or target an additional creature per 4 Zeek levels with this ability. All target creatures must be within 30 feet.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to increase the duration of the ability to 1d4 minutes.

Mnemnomancy (Su)

Level 1+

You can spend a Resolve Point and make a Sense Motive check as a standard action while touching a willing or unconscious creature to search their memories. You use Sense Motive as if it was any skill that the creature is trained in that also allows you to Recall Knowledge. Your Sense Motive check is rolled twice, and you keep the better result to determine what knowledge you found within that creature's memory.

This can also be used to make Wisdom checks as if you were that creature attempting to recall general information. In this case, you make an Intelligence check, rolling twice, and using your result as if it were that result. If you do not share a language with the target or anyone seen in the memory you do not gain the ability to understand languages spoken or seen in the memory (All effects of this ability are mind-affecting.)

- **Power Boost (Su) [level 5+]:** You may spend a Psychic Point to increase the power of this ability. Instead, of making a Sense Motive check, you reach deeply in the mind or a willing or unconscious creature to extract a specific memory of an event. This ability can target any willing or unconscious sentient creature with an Intelligence score of 3 or higher (or a modifier of −4 or higher). If the target is unwilling to share this memory (or if it would be unable to share the memory, in the case of an unconscious target), it can attempt a Will saving throw against a DC of 10 + your ranks in Sense Motive. If the creature is willing, or fails their save, you instantly receive the memory and may recall it as if it had just happened to you, though you understand that it did not. You may also choose to share a vision of that memory, in real time, with up to 6 allied and willing creatures within 30 feet. The vision can be no longer than 1 minute; if the extracted memory is longer than this, the vision simply ends. The vision includes auditory as well as visual, haptic, olfactory, and other sensory components. The vision typically plays a memory that takes place in a single scene, though it can cut to multiple scenes, if they are related to the memory and its length allows. The vision plays the memory exactly as the target experienced it and from the target's perspective, so it often lacks context. The target creature must remain quiet and still while the vision is shared.
- **Power Surge (Su) [level 10+]:** You may spend an additional Psychic Point to dive deeper and gain up to 5 minutes of memory. You may share this memory with allies as a vision, just as before. You may also target any creature you can see within 30 feet without making physical contact and you may even attempt to target an unwilling conscious creature with any of these effects, though it can attempt a Will saving throw against a DC of 10 + your ranks in Sense Motive. Additionally, You may choose reach into the target's mind and modify up to 5 minutes of its memories in one of the following ways:
  - Eliminate all memory of an event the target actually experienced.

- Allow the target to recall with perfect clarity an event it actually experienced.
- Change the details of an event the target actually experienced.
- Implant a memory of an event the target never experienced.
- If the target is willing, or fails its saving throw, you proceed by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the target. If your concentration is disturbed before the visualization is complete, or if the target moves more than 30 feet away from you at any point during this time, the effect fails. A modified memory does not necessarily affect the target's actions, particularly if it contradicts the creature's natural inclinations. An illogically modified memory is usually dismissed as a bad dream, a hallucination, or another similar excuse.

Mental Interrogation (Su)

Level 1+

You can spend a Resolve Point when you make a Sense Motive check to determine if someone is lying. This grants you and all allies within 30 feet a +5 bonus on their Sense Motive checks.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point as part of activating this ability to roll your Sense Motive check twice and take the higher roll.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point as part of activating this ability to also begin emitting a telepathic aura that makes it very difficult to lie to you. This aura lasts for a number of minutes equal to your Intelligence modifier, and creatures attempting to Bluff while communicating with you must make a Will save against DC 10 + your ranks in Sense Motive or find themselves unable to force out the lie. If they fail the check by 5 or more, they accidentally blurt out the truth. This effect also grants all Sense Motive checks against that creature a +5 for the duration.

Overwhelm (Su)

Level 1+

You can spend a Resolve Point as a standard action to attempt to cause a creature to become overwhelmed with thoughts. So long as a creature is your Zeek level or lower, you may force them to make a Will save against a DC equal to 10 + your ranks in Sense Motive or be dazed for one round.
(All effects of this ability are language-dependent, and mind-affecting.)

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to increase the DC by 4 and duration to 1d4+1 rounds.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to affect all enemies within 30 feet with this ability.

Polygot (Su)

Level 1+

You can spend a Resolve Point to understand the language of a willing creature you can see and hear for 1 minute per Zeek level. This allows you to communicate with creature telepathically as if you share a language and affect them with language-dependent effects. (All effects of this ability are mind-affecting.)

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to extend the duration to 24 hours, as well as becoming able to speak the language for the duration.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to treat all creatures as if you shared a language with them for the purpose of affecting them with abilities, even creatures with no language such as most animals.

Telepathic Communication (Su)

Level 1+

You can spend a Resolve Point and touch a creature as a standard action to form a mental link with a creature, and the two of you may share 10 minutes' worth of information or conversation in an instant. This ability may allow you to make Charisma- and communication-based skill checks

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to instead make eye contact with a creature within 30 feet to activate the ability.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to instead form a telepathic link with up to 6 other willing creatures within 30 feet. This telepathic link allows you to communicate with these creatures as if conversing in real time, and all hear one another telepathically. You may only have one such telepathic link active at a time, and creating a new one ends the previous one. This telepathic link lasts for 24 hours.

Telepathic Mental Blast (Su)

Level 1+

Your mental blast is piercing mental scream. You disrupt the thoughts of a target within 30 feet, dealing nonlethal psychic damage to that target. The target makes a Will save against a DC of 10 + 1/2 your Zeek level + your Intelligence modifier or takes half damage. If they fail the save, they take full damage.

- **Power Boost (Su) [level 3+]:** You may spend a Psychic Point to cause targets that failed their save to be sickened for a round, as they are overcome with an intense headache.
- **Power Surge (Su) [level 7+]:** You may spend an additional Psychic Point to increase the duration of the sickened condition to a number of rounds equal to your Intelligence modifier.

Thought Sense (Su)

Level 1+

You can focus as a standard action and spend a Resolve Point to detect and locate creatures within 30 feet that have thoughts as if you had the Blindsense (thoughts) ability. A creature can attempt keep its mind clear to avoid detection by this ability by succeeding at a Bluff check with a DC equal to 10 + your ranks in Sense Motive, but a creature under the influence of a mind-affecting effect or condition cannot try to avoid detection. Creatures under the effects of nondetection or similar effects automatically avoid detection by this ability. Unless otherwise stated, constructs, mindless creatures, and creatures with an Intelligence lower than 2 can't be sensed this way. This ability lasts a number of rounds equal to your Intelligence modifier.

- **Power Boost (Su) [level 7 +]:** You may spend a Psychic Point to Increase the DC by 5, and gain the ability to focus as a move action on a creature you have located with this ability and read their surface thoughts. The creature must make a Will save against a DC equal to 10 + your ranks in Sense Motive. If they fail, you hear their surface thoughts as if they were speaking to you telepathically. This ability lasts a number of rounds equal to your Intelligence modifier.
- **Power Surge (Su) [level 10 +]:** You may spend an additional Psychic Point to improve this ability to act as Blindsight (thoughts). Seeing a creature with this ability counts as being able to see them for the purposes of targeting them with powers.





CHAPTER THREE

COMPUTERS IN 2095

In 2095, computers and networks are the nervous system of society, linking people and things together in ways past generations could only imagine. Some users can link multiple drones together and create swarms that are an extension of their mind. Personal weapons can link with the TAP, becoming an extension of your body. Those who know how can invade multiple computer systems or hack the world around them with the right skills and cutting-edge programs.

The following section gives you everything you need to know if you want to hack in 2095. We introduce new types of computers, new uses for the Computers skill, discuss linking multiple devices to your Tendril Access Processor, and show you how you can use programs to aid you in your assault on an individual computer, an entire network, or even someone's brain via their TAP.

THE INTERNET OF THINGS

In the early part of the century, a new form of technology emerged which fundamentally changed how people interacted with the world around them: The Internet of Things (IoT). IoT technology embedded tiny computing systems within a multitude of objects. The result was a breakthrough which allowed people to connect wirelessly with a host of devices that — until that point in time — weren't things one would normally think of as computers. Thanks to wireless networking and Near Field Communication (NFC) technology, devices such as wearable fitness monitors, home appliances, clothing, vehicles, smart watches and a host of other items became networked objects, able to transmit data to and from laptops, desktop computers and smart phones.

A complete paradigm shift, the IoT and NFC changed the way information technology developers looked at computers and networking. By 2020, there were an estimated 50 billion objects making use of this technology. Combined with wireless computer networking, the Tendril Access Processor, Near Field Communications, and an advanced form of Augmented Reality known as hyper reality, the Internet of Things forms the backbone of today's Global DataNet, essentially turning the world into one giant Graphic User Interface (GUI) people can interact with on every conceivable level.

THE EVOLUTION OF HYPER REALITY

What people in 2095 call hyper reality is the ultimate evolution of a technology once known as Augmented Reality (AR). In its inception, Augmented Reality sought to overlay physical objects and environments with computer generated images, audio and other sensory modifications.

With the right interface, people were able to view digital information about an item by pointing their device — usually a smart phone — at the thing. If the item had AR technology (usually an AR code), the user could view that information on their device. Global Positioning Systems (GPS) took the technology further, allowing users to get information about their surroundings based on the GPS data in their smart phones, laptops and tablets. AR games like Pokémon Go® and Zombies, Run!® took the world by storm, turning otherwise mundane activities and environments into virtual playgrounds. Augmented Reality had other real-world applications beyond games, however.

AR worked wonders in classrooms and research labs across the globe, allowing students, teachers and researchers to interact with their lessons and projects in ways which brought the subject matter to life. Medical students, for example, could look at a photo of a brain through their smart phone and see a 3D model and turn it, touch parts of it to reveal more detailed information. Chemistry students could interact with "augmented" models of the periodic table and see how these elements changed when merged with other elements. Biology students could gain a deeper understanding of molecules, DNA, diseases, etc. by looking at them digitally.

The military applications of this technology were vast. Soldiers, for example, made use of AR-enabled head-mounted displays which downloaded blueprints of buildings and other topographical and battlefield data into the soldiers' field of vision.

Augmented Reality advanced at a rapid pace as more and more corporations introduced new smart devices designed to take advantage of AR. Devices like flex-paper and smart glasses rolled out at a rapid pace, but in 2024, the emergence of headframes changed how people viewed and interacted with the world around them. A wearable headset like the VR goggles

of the previous decade, headframes merged Augmented Reality with the real world by transposing AR images into the wearer's field of vision, allowing them to view the real and virtual world simultaneously.

Coupled with AR gloves that used Near Field Communication technology to wirelessly link to the headsets, people could interact with augmented — or hyper — objects by reaching out and touching AR representations of anything from an AR menu to a company logo.

Over the next 20 years, the technology morphed from wearable devices to experimental Brain Machine Interfaces (BMIs). The first was STRAP (Surgical Tendril Remote Access Processor). STRAP was a highly invasive device, consisting of a crown of implants fitted at specific parts of the head. While the direction the technology moved in was sound, STRAP was highly flawed, causing fugue states, nausea, migraine headaches, and even brain tumors in some test subjects. By the time it was approved by the FDA, the technology was already outdated. STRAP was soon replaced by the Tendril Access Processor.

Created by Dr. Kwame Featherstone (the founder of Featherstone Industries), the Tendril Access Processor fundamentally changed the way people in 2095 interact with computers and the world in general. A biochip about the size of a fingernail and installed at the base of the skull, the TAP is a wireless computer and a smart phone, allowing people to communicate and share data with each other. The TAP is essentially a living machine, constantly creating new neural pathways — networks — in the brain which it uses (much like your thyroid gland) to monitor and control any linked devices such as cybernetics, vehicles, etc.; even your smart devices and security features in your home can be linked to the TAP.

Roughly 99.3 percent of all people throughout the solar system have a Tendril Access Processor installed in their brains, effectively making them mobile WiFi hotspots. Moreover, the TAP allows people to interact with any hyper object within their line of sight. The technology that facilitates this is called Line of Sight Triggers (L.O.S.T.).

LINE OF SIGHT TRIGGERS

L.O.S.T. makes use of the biological element of the TAP to turn people's eyes and hands into sensors which translate digital transmissions from a person, computer, or hyper object into elements they can see. If a person isn't directly (or indirectly through peripheral vision) looking at a device, L.O.S.T. doesn't activate and ping it, even though a person might know the device (such as a Hyper Sign they just passed) is still there.

L.O.S.T. allows you to interact with hyper objects, your Tendril Access Processor's GUI, and other computerized devices by hand gestures that correspond to the virtual X-Y axis in your field of vision. So, if you swipe at your TAP's GUI to switch to a different screen or push a hyper button to bring up a menu, Line of Sight Triggers approximate your hand's physical movement and tell your Tendril Access Processor what to do. This makes interacting with computers, networks and hyper reality almost instinctive. It's one of the reasons people call the TAP Interface Zero.

WHEN IS THE TAP INSTALLED?

While it is possible to install a Tendril Access Processor in a baby prenatally it's not recommended, as the child will require multiple surgeries to upgrade her TAP throughout her childhood until the brain has fully developed. There is some debate on the exact year this happens; most people say a TAP shouldn't be installed until the person is at least 21 — in some countries, like the North American Coalition, this is a law — but research has shown roughly 78% of all teenagers get *tapped* at some point between ages 14 and 17.

A WIRELESS WORLD

The world is wireless. Advances in WiFi networks and the Tendril Access Processor, smart dust (nano processors which are "seeded" into the atmosphere to enhance connectivity much like cloud seeding helps generate moisture), and the development of 21g networks ensure that — under normal situations — there are almost zero dead zones across the surface of the world, and near-constant connectivity for anyone who has a Tendril Access Processor.

Remote Computer Operation

In the *Starfinder* rules, unless you have the remote hack class ability, you must be physically at the computer to interact with it. This is not the case in *Interface Zero*. Because wireless computing and IoT technology thoroughly dominate the hyper-real landscape, people only need to have a wireless connection to their device in order to access and operate it. In *Interface Zero*, remote hacking is a setting conceit, not a special class ability.

That said, in situations where your characters are attempting to hack a computer or device linked to a computer (like a weapon, or a control switch for a security camera), this is handled in two ways, depending on how your characters are attempting the hack. See page 41 for more information about the specializations availble to the hacker character class.

HACKING 101

While *Interface Zero* adds special rules for computers, hyper reality, and brings other elements to the game such as microprocessors, networks, and expands on the concept of artificially

intelligent machines, the fundamental core of the Computers skill use hasn't changed: Your character makes a Computers skill roll at an appropriate DC which varies based on the type of computer system you are hacking, what you wish to do, and the computer system's associated tier or item level, if applicable. It's a pass/fail transaction: You either succeed on the roll or you don't, though there are degrees of success and failure that can have an impact on the consequences of said failures or successes. The following section outlines the modifications (if any) made to the original rules and introduces new rules and uses for the Computers skill.

TYPE OF ACCESS

The types of access haven't changed. There are still three basic access levels; unsecured access, secured access, and root access. You can only perform certain actions on a computer system you have hacked based on your level of access. The descriptions of these are explained below.

Unsecured Access

Unsecured access means you can interact with the system when you are aware of it (and within range) without authorization of any kind. Most systems do not have anything which may be accessed with unsecured access other than some sort of user interface to accept authorization credentials. Some public computer systems may have a larger variety of functions available to users at the unsecured access level, like hyper forms, restaurant menus, information kiosks and things of that nature.

Secured Access

Having secured access gives you permission to use certain types of software installed on a computer system. You can view databases, operate peripheral devices maintained by a control module, read, copy, and edit files, and generally operate the computer system as if you were an authorized user. If you do not have secured access, you must hack the computer system using the Computers skill.

Root Access

Root access to a system is typically only available to the owner of a system. This works the same as described in the *Starfinder Core Rulebook*, except that in *Interface Zero*, root access is needed to deploy malware on a computer system and perform more complex uses of the Computers skill. In *Interface Zero* upgrading to root access only imposes a +10 modifier to Computers skill checks.

COMPUTERS SKILL

Interface Zero expands on the Computers skill, presenting a number of new uses for the Computers skill, and modifying some existing uses.

Craft Computer

Just as is described in the Computers Skill in the *Starfinder Core Rulebook*, if you have enough ranks in the Computers skill, you can build computers. You can build any computer at a tier equal to half your ranks in the Computers skill. In *Interface Zero*, most computers are small enough to fit on your lap, in your hand, or in your desk drawer. Others are extremely tiny, ranging from microprocessors embedded into gadgets you play with, the clothes you wear, to digital hyper objects, nanocomputers built into body armor, cybernetics, vehicles, weapons, and even your Tendril Access Processor.

Some are so small they can be coded directly into your DNA in the form of bioware and INFOware. Indeed, in 2095, an entire DNA-based server farm supporting a multi-national megacorporation could theoretically be the size of a laptop or desktop computer. With the exception of archaic computer systems, all computers are assumed to have either negligible bulk or light bulk. Tier does not factor into the size of a computer, and the miniaturization upgrade is not applicable for most computers in *Interface Zero*.

Craft Network

If you have enough ranks in Computers, you can link computers and Tendril Access Processors together and form networks. Networks can be wired (linked together by cables), wireless, or even virtualized as cloud networks for the purpose of sharing software with multiple users without having to install the software on each individual machine or TAP. Networks are ranked in tiers from 1 through 10, just like computers.

There are a wide variety of networks in *Interface Zero*. Some — like Tendril Access Networks (TAPNets) — are designed to link relatively few users together, while others are large enough to support hundreds or even thousands of individual computers. To keep things simple, characters can only create Local Area Networks and TAPNets. Anything larger would require vast sums of cryptodollars and resources only available to national governments and megacorporations. To create a network, make a Computers DC 13 check modified by the number of computers in the network. Success indicates you have built the network. As per crafting rules in the *Starfinder Core Rulebook*, the maximum tier of the network you build is half your character level, with a minimum of 1.

The number of computers (commonly called nodes) you can link together is equal to the tier of the network you are

TABLE 3.1: NETWORK PROPERTIES

TIER	MAX NODES	MAX COUNTERMEASURES	MAX MODULES	MAX UPGRADES
1	1 + Int modifier	1 + Int modifier	1 + Int modifier	1 + Int modifier
2	2 + Int modifier	1 + Int modifier	1 + Int modifier	1 + Int modifier
3	3 + Int modifier	1 + Int modifier	1 + Int modifier	1 + Int modifier
4	4 + Int modifier	2 + Int modifier	2 + Int modifier	2 + Int modifier
5	5 + Int modifier	2 + Int modifier	2 + Int modifier	2 + Int modifier
6	6 + Int modifier	3 + Int modifier	3 + Int modifier	3 + Int modifier
7	7 + Int modifier	3 + Int modifier	3 + Int modifier	3 + Int modifier
8	8 + Int modifier	4 + Int modifier	4 + Int modifier	4 + Int modifier
9	9 + Int modifier	4 + Int modifier	4 + Int modifier	4 + Int modifier
10	10 + Int modifier	5 + Int modifier	5 + Int modifier	5 + Int modifier

attempting to create, plus your Int modifier. Networks can be fitted with modules, countermeasures and upgrades.

You can install a number of countermeasures, modules and upgrades on a network equal to half its tier plus your Int modifier [(tier + Int) ÷ 2]. This restriction does not apply to any modules, countermeasures or upgrades installed on a given node.

Cost and Resources required to Create Networks: The type of network you create has an impact on the total cost to create it. If you are building a network composed of physical computers, then you must buy or build each computer, paying the associated costs to do so. If you are creating a Tendril Access Network, you do not need to pay any associated costs (the people and their TAPs are the resource).

Time: The time is takes to build a network depends on the type of network. If you are networking physical computers in a building, the time is equal to 10 minutes for each computer, factoring in the time it takes to move throughout the building. If you are creating a Tendril Access Network, the time is equal to 1 minute per TAP.

Craft Program

If you have enough ranks in the Computers skill, you can code programs. You can build any program of a level equal to or less than your ranks in Computers. Crafting programs does not require much in the way of resources, though you must have access to a computer whose tier is equal to half the program's level. What it does take is time and skill. It takes 1 hour per level of the program to craft. For more information on the types of programs you'll find in *Interface Zero* and the associated costs for building them, see page 125.

Decrypt Data

You can decrypt encrypted files with the Computers skill. You make a skill check as if hacking into a computer whose tier is equal to 1/2 the level of the program or the DC set by the encrypt data skill use of the Computers skill.

Delete Program

As a full action, you may delete any program running on a system to which you have root access by making a Computers check at a DC of 13 + (3 × the item level of the program). If you succeed, you delete the program, though some effects of the program may remain after it has been removed.

Restoring A Program

You can attempt to restore a program that has been deleted from a computer system you have root access to. Make a Computers check at a DC 13 + the item level of a program. It takes 1 round per item level of the program to recover a deleted program.

Destroy/Repair Computer System or Module

If you have enough ranks in the Computers skill, you can destroy or repair modules and computer systems that have been damaged. You can repair any computer system you have root access to. The time it takes to repair a system or module is as follows:

- **Module:** It takes 5 minutes to repair a computer module per tier of the computer system on which it is installed.
- **System:** It takes 10 minutes to repair a computer system for every tier the computer system has.

Destroying A Computer System or Module: To destroy a computer system or module, however, you must attack it. In *Interface Zero*, this is done by launching malware against the target computer system or module. Most malware inflict what is known as stability damage. Stability damage directly affects the computer system's ability to stay connected. Some malware can corrupt a system, destroying its various components beyond repair. For more information, see Programs on page 122.

THE HYPER REALITY INTERFACE

The most common computers in 2095 do not use keyboards, mice, etc. The TAP's hyper reality interface handles things like typing via voice to text, while navigation uses L.O.S.T. technology to facilitate actions like scrolling through content, opening new hyper panels (think web browser windows/tabs, etc.) and things of that nature. The newest operating system for the TAP is Hyper Panel 3.7.

Edit Media

You can attempt to edit files on a system you have gained access to. This includes audio and video files. This skill use allows you to customize existing files, replace them with new files, or scrub them from the system. Make a DC 13 (2 × the tier of the system) Computers check. If successful, you edit the file. This takes 1 round per tier of the system. Failing the check may trigger a countermeasure, if one is installed on the system.

Encrypt Data

You can encrypt data with the Computers skill. Unauthorized users cannot read encrypted data. Make a Computers check, the result of this check sets the DC to decrypt the data.

Hack System

You can attempt to hack a system to gain secured or root access. In *Interface Zero*, hacking is wireless, and you do not need to be directly adjacent to a computer to interact with it, so long as you have a Tendril Access Processor, or some kind of equipment that lets you interface with Hyper Reality. The remote hack class ability mechanic and operator in the *Starfinder Core Rulebook* enjoy is an overall setting conceit in *Interface Zero*. You can attempt to affect any computer system to which you have line of sight, within range of your TAP. For more information on TAP ranges, see the Tendril Access Processor on page 122.

It takes a standard action to hack into a system. Class abilities can adjust this to a move action, or even a swift action. If you succeed at the check, you gain secured access to any part of the computer that is not behind a firewall or doesn't require root access. To make Computers skill checks that require you to have root access, you must upgrade your access level to root. For more information on upgrading your access, see the upgrade access use of the Computers skill on page 107.

Accessing parts of a computer or network behind a firewall requires an additional Computers check for each firewall. If you fail a Computers check to hack a system, you might trigger a countermeasure. If you take 20 on a Computers check to hack a system with countermeasures without first disabling or destroying them, the countermeasures are automatically activated.

Launch Program

Once you have gained the appropriate access level to launch a program, you must spend a standard action and make a Computers check at a DC 13 + (2 times the tier of the computer system). If successful, the program executes and begins running on the computer system. If you fail, the program doesn't execute. On a failure by 5 or more, the program must be removed from AMS and reloaded.

Load / Swap Program

You can load programs or swap programs out of AMS as a move action. Hacker class abilities can speed this up to swift actions or even reactions, depending on the situation and the program being used.

Link / Unlink Device

When a device is linked to a computer system (or TAP) the user of that system can gain a bonus or special ability if the device confers it. For instance, a cybernetic implant known as the Integrated Battle Information System (IBIS) grants a bonus to attack rolls based on its item level. If you unlink the IBIS, the user loses that bonus until it can be linked again.

You may link or unlink a device to or from a computer system to which you have access by making a Computers check (DC 13 plus 1 for each item level of the device) as a

WHY SO FAST?

We adjust the time it takes to hack a computer system to a single standard action rather than a number of full actions based on tier of the computer system to keep things on par with the speed at which other characters act in combat. This is because many of the things a hacker can do are designed to give the hacker class more utility in a combat situation.

Hackers can affect their opponents by linking and unlinking devices from their Tendril Access Processor, like weapons, or certain types of cybernetics. They can launch programs that can confuse their opponents, induce lag, or even fry their brains by generating heat due to processor overclocking. Hackers can also monitor the TAPS of their team and protect them against all of those things. In a game where much of combat can be over with in a few rounds, slowing the process of hacking down almost ensures that the hacker class loses its viability.

move action. Some devices may be behind a firewall. If this is the case, you must hack through the firewall before you can unlink the device. You may not link or unlink a device with a higher item level than either your Tendril Access Processor's item level (determined by multiplying the TAP's tier by 2) or the tier or the computer system the device is linked to.

Example 1: *DJ_Warpaint has purchased a shiny new handgun and wants to link it to his IBIS so the cybernetic system can interface the handgun's data with his TAP. The handgun's item level is 4, which increases the Computers check DC by 4 to link the device, for a modified DC of 17. He rolls a 22, easily linking the device to his IBIS.*

Example 2: *DJ_Warpaint and his crew are in a firefight with the South Side Stormtroopers. One of the Stormtroopers is raining bullets on the team with a light machine gun with such accuracy that it's obvious the ganger has it linked to his IBIS. DJ_Warpaint hacks into the ganger's TAP and spends a Resolve Point to immediately make a second Computers check to unlink the IBIS from the ganger's Tendril Access Processor. The modified Computers check DC is 16 (the IBIS has an item level of 3), and DJ_Warpaint rolls a 20, successfully unlinking the weapon. The next round, the Stormtrooper starts firing the LMG again, but is less accurate than he was the last round, because the bonus his IBIS granted is now gone.*

Map Network

If you have successfully hacked a network, you can attempt to map the network. To map a network, make a Computers check at a DC of 13 plus 2 for each tier of the network (max +20). Mapping a network takes a full action and reveals a number of nodes on a network equal to half your character level + your Int modifier and Computers skill ranks, and their physical location to within one 5-foot square. Mapping a network does not give you access to these individual nodes, but you can hack each one normally.

Mask System/Network

You can make it harder for others to detect your computer system network or TAP by setting the identifier protocols to hidden, effectively masking the system or network. To do so, make a DC 13 Computers check with a modifier equal to the tier of the system you wish to mask. Success indicates you have masked the system. Anyone looking to gain access to your system or network must first ping the area. The DC to find a masked system/network is equal to your score on the Computers check.

If you are attempting to mask multiple systems or networks, add a +1 for every additional system to the DC of the masking attempt. The masked systems will remain masked until you log off the Global DataNet or shut down the masked network. You must have root access to any system/TAP or network before you can mask it.

Ping Area

While your TAP is constantly auto-pinging everything within your line of sight (see Line of Sight Triggers for more information) to detect any Tendril Access Processors, hyper objects and standard computers you can interact with, the TAP does not automatically detect any networks that require access authorization or are hidden (See Mask System for more information). To find those types of wireless networks, you need to ping the area.

As a full action, you can scan an area to find wireless signals broadcasting from any networks in range of your Tendril Access Processor. Attempt a DC 13 Computers check. If successful, and there are available networks in range, you become aware of every network with a tier equal to or lower than the tier of your Tendril Access Processor. The results don't tell you any specifics beyond the tier of the networks, though you can scan them to find out more information (see the scan system use of the Computers skill onpage 107.

You can also detect higher-tiered networks on a scale of one tier higher than your Tendril Access Processor's tier for every 5 points by which you exceed the DC. SeeTable 3.2: Ping Area Tier Modifiers, below for more information.

TABLE 3.2: PING AREA TIER MODIFIERS

NETWORK TIERS (MAX TIER 10)	MAX COUNTERMEASURES
DC	Network Tiers (Max tier 10)
13	Your tier or lower
18	Your tier + 1 tier higher
23	Your tier + 2 tiers higher
28	Your tier + 3 tiers higher
33	Your tier + 4 tiers higher
38	Your tier + 5 tiers higher
43	Your tier + 6 tiers higher
48	Your tier + 7 tiers higher
53	Your tier + 8 tiers higher
58	Your tier + 9 tiers higher

Example: *Neon_Bright wants to hack the network of the local police station but doesn't have its GISP address, so she can't remote in from her squat. Neon_Bright opts to go hang out at the local donut shop down the street from the precinct station and ping the area, hoping to find the network signal for the station. She makes a Computers check of 34. Her Tendril Access Processor is a tier 3 system, and the police station's network's tier is 6, so she needed to roll a 28 or higher. Neon_Bright is able to detect all networks with a tier of 7 or lower (3 + 4 = 7), easily finding the GISP data she needs to remotely hack the network.*

Quarantine Program

You may choose to quarantine a program that is affecting a computer system to which you have root access. Quarantining a program doesn't remove the program, but temporarily prevents it from continuing to run on the system. Quarantining a program is a standard action and requires a Computers check at a DC of 13 + (2 × the item level of the program).

You may only quarantine a program which has an item level equal to or less than the number of ranks you have in the Computers skill. The quarantine will last for a number of rounds equal to half your character level (minimum of 1 round) plus the item level of any programs you use. Once the quarantine ends, the program resumes acting on the system. If you attempt to quarantine the same program again, you must spend a Resolve Point.

Example: *Billy_Black_Eyes has been hacked. The hacker launched a nasty item level 4 blaster worm which is corrupting his Tendril Access Processor at a rate of 2 stability boxes per round. At that rate, the worm will knock him offline in about 9 seconds (His TAP has 6 stability boxes). The program has to be dealt with, and now. He doesn't have time to delete it, so he opts to quarantine the program and stop it from doing any further damage. Billy attempts a DC 21 Computers check. He succeeds easily, scoring a 32. Billy is an 8th level hacker and didn't use a utility program to aid the check, so the program won't run again for 4 rounds (half Billy's character level).*

Scan System or Network

You can attempt to analyze a computer system you are aware of (see ping area) by making a Computers check at a DC of 13 + (2 × the tier of the system). The process takes a full action. Success gives you detailed information about the computer system's security (the DC to hack it and any modules or countermeasures it contains). This information grants a one-time +1 circumstance bonus to hack the system and an additional +1 for every 5 points by which you exceed the DC. Failure by 5 or more triggers an alarm countermeasure if the computer system has one. Additionally, you can scan your system to detect the presence of unauthorized programs.

Spoof GISP Address

You can mask your physical location by spoofing the Global Information Systems Position (GISP) address of another person or computer, making it more difficult for others to find you. To spoof a GISP address, you must gain root access to a computer system. This can be a standard computer, hyper object, or even another person's TAP. Use the rules for gaining root access as normal. Once you have root access, make a Computers check at a DC of 13 + (2 × the tier of the system). If you succeed, you have successfully spoofed the GISP address and may use it to mask your location. Your score on the roll represents the DC of the opposition's Computers check to trace your location.

This effect lasts for 24 hours plus a number of hours equal to your Intelligence modifier. After that time has expired, the system(s) are considered to have reset. You no longer have the protection gained from those spoofed GISP addresses, but you cannot be traced by the person or persons who attempted to trace your location in the first place.

Multiple Addresses: You can use a number of spoofed GISP addresses equal to the ranks you have in your Computers skill, though you must have gained root access and spoofed each one. Each additional GISP address beyond this incurs a –1 penalty on your Computers check, but increases the DC to trace the GISP by 1 more than the result to spoof the first GISP.

ACQUIRING MULTIPLE GISP ADDRESSES AT ONE TIME

Acquiring multiple spoofed GISP addresses can be time consuming if you are hacking each one individually, and that slows down gameplay. To make things faster, Game Masters should consider allowing a single hack on one computer system, applying a modifier to Computers checks equal to the number of GISP addresses you are trying to spoof. So, if you are attempting to spoof 5 GISP addresses, all Computers skill checks for a single hack are made at a –5 penalty to all Computers checks to gain access and root access. Exactly how long this will take is open to GM fiat.

Trace GISP Address

If you have been hacked, you can attempt to trace the location of the hacker by making a Computers check at a DC equal to the Computers check result to mask her location (see spoof GISP address for more information). If there was no effort made to conceal their location, the DC is equal to the hack DC of their TAP or the computer they were logged into. Running a trace is a full action. All you need is access authorization to the computer system that was hacked.

A trace works in two ways, depending on whether or not you are logged into the system.

- If you are actively engaged in hacking a computer system and the person or digital entity monitoring the computer system runs a trace on your location (see the trace I-V countermeasure on page 116), the trace takes a number of rounds equal to the DC of your spoof attempt (see spoof GISP address above) Every 5 points the system rolls above the base DC reduces the base time in rounds to trace you. If you are the one running the trace, the same rules apply.
- If you have logged off the system, or the target of your trace has logged off, the length of time to run the trace extends to minutes rather than rounds.

TABLE 3.3: COMPUTER SKILL SUMMARY

USE	ACCESS LEVEL	ACTION	COMPUTERS CHECK DC	EFFECT
Craft Computer	N/A	N/A	N/A	Creates a new computer system
Craft Network	N/A	N/A	N/A	Creates a network
Craft Program	N/A	N/A	N/A	Creates a program
Decrypt Data	N/A	N/A	The DC of the encryption	Decrypts a data file
Delete Program	Root	Full action	13 + 3 per item level of program	Deletes a single program from a computer system
Destroy/ Repair System or Module	Root	Varies	N/A	Repairs a system module or program
Edit Media	Access	Standard	13 + 2 per item level of the system	Edit various types of media in a computer system
Encrypt Data	N/A	N/A	Varies	Encrypts a data file
Hack System	N/A	Standard action	Varies	Gain access authorization to a computer system, Tendril Access Processor or network
Launch Program	Varies by program	Varies by program	DC 13 + (2 per tier of the computer system)	Launches a program on a computer system, TAP or network
Link/Unlink Device	Access	Standard action	13 + 1 per item level of the device	Links or removes devices to/from your Tendril Access Processor, cybernetics or a computer system you have root access to
Load/Swap Program	Varies by program	Move	N/A	Loads a program into AMS or swaps out a program in AMS for a new one
Map Network	Access	Full action	13 + 2 per tier of the network	Reveals a number of nodes on a network equal to half your character level + your Int modifier and Computers skill ranks
Mask System	root	N/A	13+1 per tier of the system	Hides your network from unwanted intrusion.
Ping Area	N/A	Full action	13	Scans the area to find network signals within range of your Tendril Access Processor
Quarantine Program	Root	Standard action	13 + 2 per item level of the program	Temporarily stops a program from running on a computer system, network or TAP
Scan System or Network	N/A	Full action	13 + 2 per tier of the system	Reveals information about the system or network
Spoof GISP	Root	Varies	Varies	Copies a GISP address you can use to increase the DC to trace your location
Trace GISP	Access	Full action	The result of the spoof GISP address check	You can trace the location of an entity that hacked your system
Upgrade access	Access	Standard action	The hack DC of the system +10	You upgrade your access level to root

Tracing in General

This use of the Computers skill also works if you wish to find someone and they haven't hacked your computer system. If you don't know the GISP of the subject of the trace, you can attempt the trace with a DC 23 Computers check, but the trace takes 1d 10 hours. Every 5 points by which you exceed the DC of this check reduces the time by 1 hour (to a minimum of 0 hours).

Upgrade Access

Once you have gained access to a computer system, you can attempt to upgrade your access to root. Make a Computers check at a DC equal to the hack DC of the system +10. Success indicates you have gained root access and can run any program which requires root access. Failure may trigger a countermeasure. Upgrading access requires a standard action.

COMPUTER SYSTEMS

In 2095 computers are found in a great many devices — not just a standard desktop, laptop computer or server. Indeed, phones, televisions, watches, vehicles of every type, and even mundane items like refrigerators can be considered computers in the sense that they have microprocessors installed to regulate their various functions. This technology — known as the Internet of Things — has advanced to such an extent that almost anything you can think of contains a computer system of some sort. Consequently, almost anything can be hacked.

Imagine yourself in a situation where you and your team are in a manufacturing plant. The place is filled with robotic arms, fire control systems, pressure regulator valves, and a host of other computerized systems. Creative characters might hack these devices and use them against security teams or other NPCs in a combat situation. All of this is possible in *Interface Zero* because anything with a microprocessor installed in it is considered a computer.

COMPONENTS

All computers have some basic components, regardless of whether the computer is a hand-held device, a hyper object or a Tendril Access Processor. To keep things uniform, we refer to all computers as computer systems (or simply systems) regardless of whether we are talking about a computer, device, hyper object, or Tendril Access Processor, unless the context demands specificity. With the exception of archaic computers, all computers in *Interface Zero* are assumed to have a bulk of either negligible (—) or light (L), and do not impact the price of the computer.

TABLE 3.4: HACK DCS

COMPUTER TIER	ITEM LEVEL	TAP HACK DC	COMPUTER SYSTEM HACK DC	NETWORK HACK DC
1	1	19	17	18
1	2	19	18	18
1	3	19	19	18
2	4	25	21	23
2	5	25	23	23
3	6	31	25	28
3	7	31	27	28
4	8	37	29	33
4	9	37	31	33
5	10	43	33	38
5	11	43	36	38
6	12	49	37	43
6	13	49	39	43
7	14	55	41	48
7	15	55	43	48
8	16	61	45	53
8	17	61	47	53
9	18	67	49	58
9	19	67	51	58
10	20	73	53	63

Active Memory Sectors

With the exception of devices, all computer systems have active memory sectors (AMS). Any number of programs can be installed on a computer system, but they can't all run at one time. Active memory sectors limit the number of programs that can be loaded onto a computer system and made ready for use against another computer system, or — in the case of utilities and other software designed to help protect your system — run on your computer system. AMS are handled differently depending on whether we are talking about a Tendril Access Processor or a standard computer system. Networks don't have Active Memory Sectors.

Standard Computers

Standard computer systems treat active memory sectors as firmware used to launch programs against other computer systems or defend against intrusion attempts. A computer may have a number of AMS equal to its tier. So, a tier 10 computer would have a base 10 active memory sectors available with which to load programs for use. This number can be increased by installing additional AMS modules. A standard computer system must have the program module and the smart system upgrade installed to launch programs. For more information on programs, see page 116.

Tendril Access Processors

Active Memory Sectors on a TAP are used just as they are on other computer systems, but they start with a base 4 AMS. The hacker character class gains additional AMS through level advancement for free, to a maximum of 10 AMS at 20th level. You can also purchase a number of AMS modules equal to your Int modifier.

Countermeasures

Countermeasures are applications or software suites that run on a computer system and help protect it from unwanted intrusion. Unless otherwise stated, all computers can have a number of countermeasures installed equal to the tier of the computer (at least one countermeasure can be installed in any computer system). For more information on countermeasures, see the *Starfinder Core Rulebook*.

New countermeasures are introduced on page 116. Countermeasures do not use AMS slots.

Note: The shock grid countermeasure is only applicable for physical computers and has no application for a Tendril Access Processor or hyper object.

Hack DC

All computer systems have a Difficulty Class (DC) for the hack system use of the Computers skill, referred to as the Hack DC. Some types of computer systems are easier (relatively speaking) to hack than others. If you need to gain root access, add 10 to the hack DC. This modifier is lower than the standard modifier of +20 as outlined in the *Starfinder Core Rulebook* because of the adjustments made to the basic formulas to hack into a computer system, Tendril Access Processor, or network.

- **Computer Systems:** Computer systems cover standard computers, linked devices (such as a gun, a drone, or piece of cybernetics) vehicles, and hyper objects. The formula for determining the hack DC for a computer system is the standard 13 + 4 per tier.
- **Networks:** The hack DC to gain access to a network of computers is equal to 13 +5 per tier. This DC only covers standard computer networks, not Tendril Access Networks.
- **Tendril Access Processors:** Tendril Access Processors and any network consisting entirely of TAPs have a Hack DC equal to 13 + 6 per tier of the TAP. This higher DC reflects the ability to gain access to someone's brain, which can have serious consequences and impact gameplay. Tendril Access Processors are a part of your character (or an NPC) and rise in sophistication, increasing their effective item level as the character advances. A TAP's tier is always determined by dividing the item level in half, rounding down. Once you have hacked a TAP, you can view and interact with any Tendril Access Networks associated with the target's TAP.

MODULES AND UPGRADES

With the exception of spell chips, all modules in the *Starfinder Core Rulebook* are appropriate for use in *Interface Zero*, depending on the type of computer system they are being applied to. For more information on modules and upgrades, see the *Starfinder Core Rulebook*. New modules and upgrades are introduced on page 116. The hardened upgrade from the *Starfinder Core Rulebook* has been slightly modified to add stability to a computer system.

STABILITY

Malware can affect a computer system in a variety of ways, depending on the type of program running on a system. In nearly all cases however, programs can impede a computer system's ability to function. A new statistic called Stability measures this. Standard computer systems have a base number of stability boxes equal to 1 + the tier of the computer system. When a computer system loses all of its stability boxes, it crashes.

Tendril Access Processors have a number of stability boxes equal to 2 times their item level. The security upgrade class ability for the hacker can temporarily modify this stat. The hardened upgrade (see page 117) also adds permanent stability boxes to a computer system.

Losing Stability and Crashing

Computer systems lose stability boxes when certain programs are attacking them, much like characters lose Stamina or Hit Points every time they are hit with weapons or zeek powers. Computers, or characters if their TAP is being hacked must make a Fortitude save or lose a number of stability boxes

listed in the description of the program. The loss of these boxes, and the number of stability boxes lost is fixed, i.e. a blaster worm program will do X boxes (depending on it's item level) of stability each round, and this number isn't randomly generated. As mentioned above, when a system reaches zero stability boxes, it crashes.

Computer systems that have the smart system upgrade can also make saving throws to negate or reduce stability box damage.

Rebooting and Stability

If you are in a situation where it is imperative that you have your computer system up and running, you can attempt to do a hard reboot of a computer system as a full action by making a Computers check at a DC equal to its Hack DC. If you fail by 5 or more, the computer system is corrupted and permanently loses 1d4+1 AMS, if it has any. If there are no AMS, remove an equal number of countermeasures, modules or upgrades from the system (per GM Fiat).

If you succeed on the Computers check, the computer reboots with all its stability boxes, however these stability boxes are temporary and last for 1d4 rounds plus 1 round per tier of the computer system. After that time, the computer loses those stability boxes and crashes again. Hackers can extend the length of time for these temporary stability boxes via the security upgrade class ability.

Recovering Stability Damage

A system fully recovers its stability boxes within 1 minute if it is not being hacked or otherwise affected by malware.

Stability and Lag

When a system suffers stability loss, it generates a condition known as Lag. Lag slows down a computer system making it more difficult for the user to perform Computers-related tasks. When a computer loses a stability box, it must make a Fortitude save at a DC of 13 + the item level of the program running on the system or become lagged and suffer a –2 penalty to Computers checks for every 1 stability box lost. This condition lasts until it either regains the lost stability boxes, or the program causing lag is quarantined or deleted.

Tier

All computers have a tier ranging from 1 to 10. The computer's tier determines its level of sophistication, the hack DC, the base price to purchase or build one, and what types of countermeasures, modules and upgrades one can expect to encounter when hacking it. The computer system's tier also determines its base item level, which is calculated by multiplying the tier by 2. Finally, the computer's tier determines its save bonus when resisting the effects of malware, such as stability damage and corruption damage. The Tendril Access Processor's tier is determined by dividing the character's level by 2 (minimum 1).

USER INTERFACE

All computer systems have a graphic user interface (GUI) users must be familiar with in order to operate the system.

Archaic User Interface: Archaic User Interfaces (AUI) consist of elements like a keyboard and a mouse, or a touchscreen (like those you use on a tablet or smartphone). While they aren't hard to use, these interfaces can be confusing for the average sprawler used to interacting with hyper reality iInterfaces. Before you can use these types of interfaces, you must succeed on a one-time DC 13 Computers check to recall knowledge about them or suffer a –1 penalty to any Computers check to interact with that system.

AUI's aren't easy to find because they are roughly 50 years old. If you want to locate these components, you can use the Culture skill (DC 15) to recall knowledge about people who might still have them, or places where they are most likely to be found. If you have ranks in Computers, you can add those to the Culture skill check.

Hyper Reality Interface: The most common GUI is known as a hyper reality interface (HRI). Computer systems can be extremely small, which precludes the use of keyboards and mice. HRI's work through the Tendril Access Processor to provide a virtual interface which lets the average sprawler interact with traditional computers, hyper objects, and devices linked to the TAP. If a person doesn't have a Tendril Access Processor or some other hyper reality interface, like hyper goggles and hyper gloves, she cannot interact with the computer.

CORRUPTION DAMAGE

Corruption damage is different than stability damage in that it does damage directly to Active Memory Sectors rather than the overall stability of the system. Each round, a program or countermeasure deals an amount of corruption damage based on the rank of the countermeasure. Each point of corruption damage destroys a program in a randomly determined AMS. Computers with the Smart upgrade, and characters if their TAP is suffering corruption damage, can make Fortitude saves at a DC of 15+ the rank of the contagion countermeasure to negate corruption damage.

COUNTERMEASURES

Interface Zero introduces a few new countermeasures for use in your game. These countermeasures can be used in any computer system and use the rules for countermeasures as outlined in the *Starfinder Core Rulebook*.

CONTAGION I-V

The contagion countermeasure is an offensive countermeasure which attempts to infect the computer system (usually a Tendril Access Processor) of a hacker who has penetrated the system it is designed to protect. Countermeasures are normally triggered if a character or NPC fails a Computers check to perform any function of the Computers skill after she has gained access or root access. Simply failing to hack into the computer system does not trigger this countermeasure, as it only works if a connection has been established between the hacker and the computer system. That said, if a smart system has successfully used the sentinel countermeasure and detected an intrusion, it can launch the countermeasure as a standard action any time it wishes.

A contagion countermeasure launches a viral attack which does 1 stability box damage per rank, and 1 point of corruption damage per rank every round until the hacker logs off the system, or her system crashes, whichever comes first.

SENTINEL

This countermeasure observes and inspects all data movements on the system, constantly searching for signs of unauthorized access. This countermeasure works like an alarm countermeasure but is designed to be proactive rather than reactive. Any time someone hacks into the system (regardless of whether or not they fail or succeed), the sentinel countermeasure makes a Perception check with a bonus equal to its skill rank plus the smart system's Intelligence modifier at a DC equal to the intruder's Computers check result to hack the system. If the Perception check succeeds, the countermeasure triggers an alarm. The sentinel countermeasure requires a smart system upgrade for installation.

TRACE

When triggered, this countermeasure automatically attempts to trace the source of an intrusion to its point of access. When triggered, this countermeasure immediately makes a Computers check as a reaction to trace the location of the user who hacked into the system. The DC of the trace is equal to the result of the target's Spoof GISP address attempt. (See Trace GISP address on page 111 for more information). If the target did not spoof her GISP address, then the Computers DC is equal to the hack DC of their TAP or computer system, if they are using one.

NEW MODULES

AMS

This module adds 1 AMS module to a computer system or Tendril Access Processor. The number of times this module can be added to a computer system is equal to its tier. Tendril Access Processors can have a number of AMS modules equal to 1/4 their item level.

PROGRAM

A program module contains programs that are available for use by a smart system or a person with access to the computer. The number of programs contained on a module of this type are equal to the tier of the computer. The types of programs you can choose from are listed in the Programs section on page 122.

SKILL

A skill module gives a smart system a single skill equal to the rank of the module. If the skill is Culture, then the module must specify which aspect of culture the artificial personality or smart system can access. This module can be purchased multiple times, each time granting a new skill. All skills are considered trained class skills for the purposes of determining skill bonuses. Smart systems also add their ability score modifiers when performing skill checks.

TABLE 3.5: SKILL MODULES

RANK	SKILL BONUS	COST
Skill I	+2	500
Skill II	+4	2,000
Skill III	+6	5,000
Skill IV	+8	20,000
Skill V	+10	50,000

TABLE 3.6: COUNTERMEASURES, MODULES & UPGRADES

COUNTERMEASURE	PRICE
Contagion I-V	10% of the computer system's price per rank.
Sentinel	15% of the computer system's price.
Trace	10% of the computer system's price.
MODULE	**PRICE**
AMS	20% of the computer system's price.
Program	20% of the computer system's price.
Skill	See Table 3.5: Skill Modules, on page 116.
UPGRADES	**PRICE**
Hardened	50% of the computer system's price.
Smart System	50% of the computer system's price.

UPGRADES

The following upgrades are available in addition to those found in the *Starfinder Core Rulebook*.

HARDENED

In addition to the benefits outlined in the *Starfinder Core Rulebook*, a hardened system also adds a number of stability boxes equal to half the tier of the computer system on which they are installed. So a tier 4 computer hardened system gains an additional 2 stability boxes. Installing a hardened upgrade on a Tendril Access Processor requires cybersurgery, and an Engineering check at a DC of 13 + the item level of the TAP.

SMART SYSTEM

Smart systems are computers with cutting-edge microprocessors and software that push a computer's processing power to the point where — when combined with an artificial personality — the system is capable of rational, intelligent thought, critical thinking skills and even emotion and charismatic behavior. Smart systems have Intelligence, Wisdom, and Charisma scores, and can perform skill checks for any skills they have access to (see the skill module on page 116 for more information).

When building a smart system, you choose which attributes (Intelligence, Wisdom, or Charisma) will be the smart system's primary, secondary, and tertiary stats. Once decided, you cannot change the designations.

COMPUTER CATEGORIES

The following types of computers exist in 2095. Each has special rules for building them, what they can do, and their availability, which is expressed by the item level of the computer. When calculating the item level of a computer, multiply the tier of the computer you are using by 2 to get the appropriate item level, which determines the appropriate level range characters can expect to encounter them, or be able to purchase/build them.

ARCHAIC COMPUTERS

The most uncommon of all computer systems, archaic computers are relics of the past, when people still used desktop computers, laptops, servers, and even smart phones. While much of their technology is outdated, archaic computers can accept all modules, countermeasures, and upgrades (with the exception of spell chips) any other computer can. Unlike every other computer system discussed in this book, however, archaic computers follow the rules for building computers as found in the *Starfinder Core Rulebook*, meaning if you want to make a small archaic computer, you'll need to purchase the miniaturization upgrade.

All archaic computers require an archaic interface to operate. They also need a computer monitor, cables and a power source of some sort, such as an electrical outlet, or a battery if the system is mobile. Archaic computers have stability boxes, item levels, and tiers, just like any other computer system.

TABLE 3.7: SMART SYSTEM ABILITY STATISTICS

TIER	PRIMARY STAT	SECONDARY STAT	TERTIARY STAT
1	16/+3	14/+2	12/+1
2	17/+3	15/+2	13/+1
3	18/+4	16/+3	14/+2
4	19/+4	17/+3	15/+2
5	20/+5	18/+4	16/+3
6	21/+5	19/+4	17/+3
7	22/+5	20/+5	18/+4
8	23/+6	21/+5	19/+4
9	24/+7	22/+5	20/+5
10	25/+7	23/+6	21/+5

TABLE 3.8: ARCHAIC AND BASIC COMPUTERS

COMPUTER ITEM LEVEL	TIER	BASE STABILITY BOXES
1	1	2
2	1	2
3	1	2
4	2	3
5	2	3
6	3	4
7	3	4
8	4	5
9	4	5
10	5	6
11	5	6
12	6	7
13	6	7
14	7	8
15	7	8
16	8	9
17	8	9
18	9	10
19	9	10
20	10	11

BASIC COMPUTERS

Outside of the Tendril Access Processor, basic computers are by far the most common types of systems you'll encounter in 2095. All basic computers have a hyper reality interface and require the user to have a Tendril Access Processor or hyper gloves and goggles if they wish to operate them.

DEVICES

A device is an item which is linked to a Tendril Access Processor. Even with no digital modification, devices have stability, are assumed to require secured access to use, can be hacked, and can be linked or unlinked from your TAP. The price of devices is set by the device itself and is usually listed in its stat block. Countermeasure, module and upgrade prices are based off the device's market price.

Devices typically have a hack DC equal to the hack DC of the system to which they are linked.

Note: Analog weapons have been stripped of their digital components and are not considered devices for the purpose of linking them to other computer systems.

COMMON DEVICES

The most common devices you'll encounter in *Interface Zero* are listed below, but the main thing you should remember, is that, aside from analog weapons, anything with a computer chip can be linked to another system.

This reinforces the idea that you can hack the world around you. Linked devices could be any security features installed in your home, the alarm system on your vehicle, or even the coffee pot and entertainment system. A linked device might even be a thermostat controller in the building you work at, or pressure regulator valves on water pipes, or even a virtual pet that accompanies you wherever you go. The possibilities are endless here. Feel free to get creative!

Cybernetics

These types of devices link to a TAP at the time of installation, and automatically reconnect whenever the TAP reboots. If unlinked, they automatically attempt to force a reconnect each round by making a Computers check to link themselves, increasing the DC by 2× their tier.

Autonomous Devices and Vehicles

These types of devices must be linked to a TAP using the Variable Control Interface program, which has some limitations on the quantity and quality of devices which may be linked. These devices can be linked as part of the same action which you activate the device, so long as you have root access. If the device was bought or built by you, you have root access.

Weapons

Any weapon which has a microprocessor installed is considered a device and can be linked to another computer system. Some cybernetics (like the IBIS system) require a weapon to have a microprocessor capable of linking to the user's Tendril Access Processor.

Weapons can be linked to a TAP as a move action, and generally only have one authorized user at a time. You can grant temporary access to another user, and that access expires after a period set by you or you can revoke the access as a move action. These devices can be linked as part of the same action which you activate the device, so long as you have authorization. If the device was bought or built by you, you have authorization.

Technological Devices

These are any devices which don't fall into another category. These have a wide variety of uses, and are often unsecured, though almost any device can be made to have secure access by any root user.

DEVICE PROGRESSION

Devices are just as difficult to hack as computers, but have an amount of stability equal to their tier. The cost to create a device system varies from device to device and is not listed.

TABLE 3.9: DEVICE PROGRESSION CHART

DEVICE ITEM LEVEL	TIER	BASE STABILITY BOXES
1	1	1
2	1	1
3	1	1
4	2	2
5	2	2
6	3	3
7	3	3
8	4	4
9	4	4
10	5	5
11	5	5
12	6	6
13	6	6
14	7	7
15	7	7
16	8	8
17	8	8
18	9	9
19	9	9
20	10	10

HYPER OBJECTS

Hyper objects are interactive sensory constructs created by digital systems. Hyper objects are constrained to an area anchored to a device or network which emits sensory data using Line of Sight Triggers. Most hyper objects follow a short, programmed script, acting out a sort of sensory performance based on their programming. This programming is limited in area, detail, and sensory data by the hyper object's item level, but is otherwise fairly free form, allowing the creator free reign of imagination to design the hyper object within those constraints.

Hyper objects can be many things. Some might be 3-D advertisements, spatial signage to make it very clear when it is safe to cross the street, or even a realistic looking projection of a customer service representative who can answer your questions and help you check into a hotel. Some hyper objects could be massive commercials that play out on the side of a skyscraper, while others might be a live stream display of a sports event.

Creating a hyper object is a fairly simple process. Designing a hyper object depends on your intended outcome. Some hyper objects have the artificial personality upgrade to allow them to interact with users, and audio from that upgrade is separate from the auditory modules of hyper objects. If a hyper object has the control module, it is typically a form of user interface for the controlled system. Hyper objects with scripts they follow must have secured data modules that include the script, though one secured data module may be used for all the hyper objects scripts.

Hyper objects treat sensory data as modules, and gain the Basic Auditory, Basic Tactile, and Basic Visual modules for free, as well as one additional free module per tier which may be an improved hyper object module. You may never select Greater modules as free modules. These modules are used to describe the qualities that the hyper object has. Additional modules must be purchased.

HYPER OBJECT MODULE DESCRIPTIONS

The following are new modules exclusive to the hyper module system.

Auditory, Basic

The hyper object can include simple scripted sounds, but not speech.

Auditory, Improved

The hyper object can include complex scripted sounds and include scripted speech.

Auditory, Greater

The hyper object can include advanced sounds, including interactive speech. If the hyper object has the artificial personality upgrade, the interaction can be more realistic and advanced, and deviate from the script somewhat.

Olfactory, Basic

The hyper object can include simple scents, and low quality scripted olfactory sensations.

Olfactory, Improved

The hyper object can include complex scents and high quality scripted olfactory sensations.

Olfactory, Greater

The hyper object can include advanced scents, including scripted interactive olfactory sensations. If the hyper object has the artificial personality upgrade, the interaction can be more realistic and advanced, and deviate from the script somewhat.

Spatial, Basic

The hyper object can occupy and make simple scripted movements within a space equal to one 10-foot cube per tier.

Spatial, Improved

The hyper object can occupy and make complex scripted movements within a space equal to one 10-foot cube per tier.

Spatial, Greater

The hyper object can occupy and make advanced scripted and interactive movements within an area equal to one 20-foot cube per tier. If the hyper object has the artificial personality upgrade, the interaction can be more realistic and advanced, and deviate from the script somewhat.

Tactile, Basic

The hyper object can include slight temperature changes and low quality textures and scripted texture changes. The hyper object is barely tangible and 5 pounds of pressure allows the object to be ignored. Creatures can pass through the hyper object with no penalty.

Tactile, Improved

The hyper object can include significant temperature changes, as well as high quality textures and scripted texture changes. The hyper object is tangible, and 10 pounds of pressure is enough to ignore they hyper object. Creatures treat the hyper object itself, but not the area it can move within, as difficult terrain.

Tactile, Greater

The hyper object can include major, but harmless, temperature changes, as well as scripted interactive textures and scripted texture changes. If the hyper object has the artificial personality upgrade, the interaction can be more realistic and advanced, and can deviate from the script somewhat. The hyper object is fully tangible, feels solid, and requires 20 pounds of pressure

and counts as real for all purposes. Creatures with Strength 13 or higher treat the hyper object itself, but not the area it can move within, as difficult terrain. Other creatures treat the hyper object as solid.

Visual, Basic

The hyper object can include simple visual graphics, and low quality scripted animations, lasting less than a round per Item level. The hyper object offers 20% concealment to anything within its area, at the GM's discretion.

Visual, Improved

The hyper object can include complex visual graphics, but including high quality scripted animations, lasting less than a minute per Item level. The hyper object offers 50% concealment to anything within its area, at the GM's discretion.

Visual, Greater

The hyper object can include advanced visual graphics, including scripted interactive animations. If the hyper object has the artificial personality upgrade, the interaction can be more realistic and advanced, and deviate from the script somewhat. The hyper object offers 80% concealment to anything within its area, at the GM's discretion.

TABLE 3.10: HYPER OBJECT COSTS

HYPER OBJECT MODULE	COST
Auditory, Basic	Included
Auditory, Improved	10% of system's base price
Auditory, Greater	20% of system's base price
Olfactory, Basic	10% of system's base price
Olfactory, Improved	15% of system's base price
Olfactory, Greater	20% of system's base price
Spatial, Basic	10% of system's base price
Spatial, Improved	20% of system's base price
Spatial, Greater	30% of system's base price
Tactile, Basic	Included
Tactile, Improved	10% of system's base price
Tactile, Greater	20% of system's base price
Visual, Basic	Included
Visual, Improved	10% of system's base price
Visual, Greater	20% of system's base price
HYPER OBJECT UPGRADES	**COST**
Realism, Basic	20% of system's base price
Realism, Improved	50% of system's base price
Realism, Greater	100% of system's base price

TABLE 3.11: HYPER OBJECT PROGRESSION

HYPER OBJECT ITEM LEVEL	SYSTEM TIER	BASE HACK DC	STABILITY	BASE COST
1	1	17	1	25
2	1	17	1	25
3	1	17	1	25
4	2	21	2	125
5	2	21	2	125
6	3	25	3	625
7	3	25	3	625
8	4	29	4	2,500
9	4	29	4	2,500
10	5	33	5	5,000
11	5	33	5	5,000
12	6	37	6	10,000
13	6	37	6	10,000
14	7	41	7	20,000
15	7	41	7	20,000
16	8	45	8	40,000
17	8	45	8	40,000
18	9	49	9	80,000
19	9	49	9	80,000
20	10	53	10	160,000

HYPER OBJECT UPGRADES

The following are new upgrades for hyper objects.

Realism, Basic

The hyper object can include simple details, and low-quality improvements to sensory qualities, requiring a DC 10 Perception check notice the hyper object isn't real.

Realism Improved

The hyper object can include complex details, and high-quality improvements to sensory qualities, requiring a Perception check with a DC equal to 10 + item level to clue into the hyper object's lack of reality. Each time observers interact with the hyper object they make a Will save with a DC equal to 10+ the hyper object's tier to notice the hyper object isn't real. Succeeding on the Perception check grants a +2 circumstance bonus on the Will save. The hyper object must have at least two other "Improved" hyper object modules to select this module.

Realism, Greater

The hyper object can include advanced details and improvements to sensory qualities which make it very difficult to distinguish that the object isn't real. Perception checks can't assist in noticing that the hyper object isn't real and each time observers interact with the hyper object they must succeed on a Will save with a DC equal to 10+ the hyper object's level to notice the hyper object isn't real. The hyper object must have at least two other "Greater" hyper object modules to select this module.

HYPER OBJECT PROGRESSION

Hyper Object Systems have a hack DC equal to 13+ 4 per computer tier. They are priced at half the cost of a computer or network of the same item level because they are primarily digital constructs.

NETWORKS

All systems depend on the interconnectivity enabled by networks to function. Networks come in a variety of qualities and types, all with varying levels of security. Networks have a hack DC equal to 13 + 5 per computer tier. Networks are crafted using the Computers skill. Networks need to have a range upgrade to function, and the Range I upgrade is included in its construction costs.

LOCAL AREA NETWORKS

Any network which has the Range I upgrade only is considered a local area network, as it only has a range of up to 100 feet, though it can have its signal mirrored to reach further. These are very uncommon.

CORPORATE ACCESS NETWORKS

Generally a network with the Range II upgrade covers up to a square mile, though it can have its signal mirrored to reach further. This sort of network is usually used by a corporate or municipal entity for secured communications within a building or small sector.

TENDRIL ACCESS NETWORKS

A player character can create a tendril access network, linking his allies to his tap in a secured network, and allowing him to target them directly with programs more easily. A TAN is always the same level as the character who created the network.

TAN's are unique among networks because they are hosted by the TAP of the user who created the network and may only have a number of members equal to the network's tier plus the Intelligence modifier of the user who created the network. The TAN uses a secure connection through the Global DataNet to maintain the connection. So long as a user is either within TAP range of another TAN-connected user or has access to the Global DataNet they remain connected.

TABLE 3.12: NETWORK PROGRESSION

NETWORK ITEM LEVEL	NETWORK TIER	BASE STABILITY BOXES	COST
1	1	2	50
2	1	4	100
3	1	6	150
4	2	8	250
5	2	10	500
6	3	12	1,250
7	3	14	2,500
8	4	16	5,000
9	4	18	7,500
10	5	20	10,000
11	5	22	15,000
12	6	24	20,000
13	6	26	30,000
14	7	28	40,000
15	7	30	60,000
16	8	32	80,000
17	8	34	120,000
18	9	36	160,000
19	9	38	240,000
20	10	40	320,000

TENDRIL ACCESS PROCESSORS

For most, the Tendril Access Processor is an implant that allows them to interact with Hyper Reality and the Global DataNet. For the hacker, it is the primary tool of their trade, used to manipulate the world around them. In *Interface Zero*, you do not need to physically interact with a system to hack it, which is especially important since many systems, such as hyper objects or networks, have very little physical presence. Instead, you use your TAP and L.O.S.T. to interact with systems in hyper reality and hack them. Because everyone has a TAP, anyone trained in the Computers skill can attempt to hack systems.

TAP TIER

Your TAP improves as you gain experience through system updates and through your consciousness becoming more accustomed to interacting with its neural interface. Your TAP has a tier equal to half your level, rounded down.

STABILITY BOXES

Your TAP has a number of stability boxes based on your level. If these are depleted, your TAP crashes, disconnecting you from all connected devices, networks, and hyper reality itself until it is rebooted. For more information on Stability, Crashing and Rebooting see the Stability section of this chapter on page 114.

RANGE

The TAP can interact with networks, devices, and hyper objects within its range, which improves as you gain character levels.

TENDRIL ACCESS PROCESSOR PRICING

As a rule, characters never have to pay for their Tendril Access Processor, but they do have to pay for modules, countermeasures, AMS and other upgrades. These elements generally have a cost multiplier equal to a percentage of the base cost of the system. To determine the base cost of a Tendril Access Processor, consult the computer tiers table in the *Starfinder Core Rulebook*.

TABLE 3.13: TAP PROGRESSION

CHARACTER LEVEL	TAP TIER	STABILITY BOXES	RANGE
1	1	2	30 ft.
2	1	4	35 ft.
3	1	6	40 ft.
4	2	8	45 ft.
5	2	10	50 ft.
6	3	12	55 ft.
7	3	14	60 ft.
8	4	16	65 ft.
9	4	18	70 ft.
10	5	20	75 ft.
11	5	22	80 ft.
12	6	24	85 ft.
13	6	26	90 ft.
14	7	28	95 ft.
15	7	30	100 ft.
16	8	32	105 ft.
17	8	34	110 ft.
18	9	36	115 ft.
19	9	38	120 ft.
20	10	40	125 ft.

PROGRAMS

The tasks you can accomplish with the Computers skill can be augmented with a program. Programs are executable software that run on a computer system, and are designated as either malware, or utilities. Utilities are designed to function as toolkits to aid you with Computers checks, while malware is designed to act like digital weapons you can use to cause damage to a computer system or network.

USING PROGRAMS

When the user launches a program, the Computers skill check they make sets the effective Computers skill of the program for all its actions, as modified by the program's level (launch check + 1/2 the program's level). For example, if you launch a level 6 malware program to hack into a system and generate a Computers skill check of 34 to launch it, if the program is later called on to perform an action that would require a Computers check, that check is treated as a 37.

SAVING THROWS

If any program offers a saving throw, the DC is the user's 10 + 1/2 the user's character level + their Intelligence Modifier.

RESTRICTIONS AND PRICE

Not all programs are legal or considered suitable for use by the general public. Because of this, programs are classified into three levels of legality, Unrestricted, Restricted, and Illegal. These are primarily used for roleplay value and determining how expensive a program is.

Unrestricted Programs

Unrestricted can be found for sale virtually anywhere through the virtual marketplace.

Restricted Programs

Restricted Programs aren't illegal, but are considered professional use only, and not suitable for casual users.

Illegal Programs

Unless you create them yourself, Illegal programs aren't generally sold through normal channels. Despite their name, law rarely punishes the use of Illegal programs unless the offenses committed using the programs are particularly egregious. The prices of programs are described below.

COMPONENTS

Each program has basic statistics called components. Components determine the program's relative power, the item level, and the effect of the program. They are formatted as follows:

- **Name:** The name of the program.
- **Item Level:** The item level of the program. Just like other equipment in the Starfinder game, programs vary in item level from 1–20. The item level of a program determines the overall complexity and base power of a program. The level of a program also determines the general availability of a program. Some programs are available at different item levels, and thus at higher costs.
- **Access:** The access level required to run the program on a given system. Some programs like Denial of Service attacks or applications and utilities do not require special access to run.
- **Type:** The type of the program.
- **Launch:** The time it takes to launch the program.
- **Save:** This entry defines what saves (if any) are required to resist the effects of the program. If the program requires a save to avoid damage or a certain effect, the target must make a save each round the program is active to avoid effects of said program, even if she saved the previous round. Effects do not stack, however. Targets get a stacking +1 bonus to save against the effect each time a save is required.
- **Effect:** This entry gives a detailed description of the effect of the program.

TABLE 3.14: PROGRAM PRICING

ITEM LEVEL	UNRESTRICTED COST	RESTRICTED COST	ILLEGAL COST
1	25	50	75
2	50	100	150
3	75	150	225
4	125	250	375
5	375	750	1,125
6	625	1,250	1,875
7	1,500	3,000	4,500
8	2,500	5,000	7,500
9	3,700	7,400	11,100
10	5,000	10,000	15,000
11	7,500	15,000	22,500
12	10,000	20,000	30,000
13	15,000	30,000	45,000
14	20,000	40,000	60,000
15	30,000	60,000	90,000
16	40,000	80,000	120,000
17	60,000	120,000	180,000
18	80,000	160,000	240,000
19	120,000	240,000	360,000
20	160,000	320,000	480,000

PROGRAM DESCRIPTIONS

The following programs are available for purchase.

Note: Characters who are hackers can purchase any program at half price as per their 1st level class ability.

MALWARE

Malware are particularly vicious software that have negative effects on a target. This can take both the form of an effect within the virtual world or in the physical world depending on the malware in question.

PROGRAM DURATION

While programs behave similar to a spell might, they do not have a duration unless specifically stated. When a program is launched on a computer system, network or Tendril Access Processor (TAP), the program will run until it gets deleted or quarantined. A character can set the program to run for any length of time she wants, but she must decide how long the program will run before she launches it.

BLASTER WORM

Level 4+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard Action
Targets: Device, Network or TAP
Save: None
Effect: Blaster worms are aggressive programs that assault the stability of a computer system, making it increasingly difficult for the target to stay operational. A blaster worm virus does a number of stability boxes worth of damage equal to half its item level every round it runs on the system. To stop the damage, the program must either be deleted or quarantined.

BOOM_SYN

Level 1+

Access Level: Unsecured Access
Type: Restricted Malware
Launch: Standard Action
Targets: Device, Network or TAP
Save: None
Effect: A BOOM_SYN program constantly floods the target system with SYN (synchronization) packets. These packets take priority and keep the system from dealing with other programs running on it. The target of a BOOM_SYN attack suffers a −2 to delete or quarantine program checks against other programs running on their system. This penalty worsens by −1 per 3 program levels beyond item level 1 for a maximum of −7 at 19th level.



CAN OF WORMS

Level 2+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard Action
Targets: Device, Network or Tap
Save: None
Effect: The CAN OF WORMS virus attempts to corrupt Active Memory Sectors on a system, rendering them unusable. A can of worms may successfully affect up to 1 AMS for every 2 item levels the program has. Each round the virus targets an AMS, destroying any program loaded in the slot. If all AMS slots are corrupted, the worm begins dealing 1 corruption damage to the stability boxes of the target each round.

C4SC4D3

Level 1+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard Action
Targets: Tendril Access Pass
Save: Will
Effect: C4SC4D3 is designed to overwhelm a target with a flood of hyper reality images that obscure the world and force the target to combat the flood of advertisements and other inputs triggered by this program. The program spoofs the target's L.O.S.T. protocols to spam the TAP as if the target is actively engaging with everything within the line of sight radius. C4SC3D3 causes a target to be dazed if they fail a Will save with a −2 penalty to the DC for every two item levels of this program.

CHAFF

Level 2+

Access Level: Secured Access
Type: Illegal Malware
Launch: Move Action
Targets: Device, Network
Save: None
Effect: This software package is used to confound tracing attempts. Chaff is a defensive program designed to scatter packet data across several nodes and send tracing programs running down false leads while the user tries to evade the detection. In some ways, this program resembles GISP spoofing, but its main purpose is to disrupt searches by rerouting data packets and using the node's location as the user's. Chaff provides adds a +1 to the DC to trace the user's location per 2 item levels.

CYNEX-L33T — Level 1+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard Action
Targets: Device, Network or Tap
Save: None
Effect: Cynex-L33t floods systems with false warnings, signals, and other interference. If successful, the system becomes lagged and takes a −2 penalty on its ability checks and skill checks it makes to affect it until the duration ends. Every 5 item levels the program imposes another −2 penalty, for a maximum −10 penalty at item level 20.

If the target of this virus is logged onto a network, Cynex-L33t will automatically attempt to infect other systems each round. If the virus is not deleted or quarantined in the first round, it will attempt to target another system. If it succeeds, the virus launches and begins to affect the system as described above. A Cynex-L33t virus can affect a number of systems equal to its item level.

DB C00PER — Level 2+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard action
Targets: Device or Tap
Save: None
Effect: DB C00PER corrupts databases, eats files, and spits out useless code. Rather than just steal a copy of the file, DB C00PER is designed to take the file, turn it into meaningless information, and lose it throughout a network. The program is a brute-force smash-and-grab that triggers countermeasures. DB C00PER can be coded to self-delete to help prevent tracing it back to the user, but it does so at the expense of speed, meaning it might not be able to extract and destroy the targeted databases. Every two item levels of this software increase the DC by +1 to restore a program or data file. Additionally, the data degrades beyond repair after 1d6 hours per tier of the device hit by DB C00PER.

DOM_FLOOD — Level 5+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard Action
Targets: Tendril Access Processor
Save: none
Effect: A Document Object Model (DOM) Flood program attacks the stability of a TAP by overwriting the code structure of the TAP's GUI (Graphic User Interface). The program continues to remove stability boxes every round until the program is deleted/quarantined, or the target's TAP is shut down. If a character's TAP gets shut down, she loses benefits gained from any linked-cybernetics or other devices such as weapons.

- **[Level 5]:** Every round an item level 5 DOM_Flood virus runs on a TAP the user loses 1 stability box.
- **[Level 10]:** An item level 10 version causes a loss of 2 stability boxes every round.
- **[Level 15]:** An item level 15 DOM_FLOOD virus removes 3 stability boxes every round.
- **[level 20]:** An item level 20 version removes 4 stability boxes every round.

FL1CK3R — Level 2+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard Action
Targets: Network or TAP
Save: None
Effect: FL1CK3r acts like a kid with a light switch. This malware program keeps linking and unlinking devices connected to at network or TAP. While annoying, the device is still useable by the owner, it's just hampered by the cyclic on/off of the linking issue. Every two item levels add a +1 to the DC for any checks using devices connected to the affected network or TAP.

FUZZY LOCK — Level 2+

Access Level: Root Access
Type: Restricted Malware
Launch: Standard Action
Targets: Device or Tap
Save: None
Effect: A Fuzzy Lock program causes a lag between the subject's Tendril Access Processor and Integrated battlefield Information System (IBIS), making it difficult for her to lock on to an opponent. The subject of the attack is considered off-target until the program is deleted or quarantined. The off-target penalty from this program worsens by −1 for every 2 item levels of the program.

M0EB1US — Level 4+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard Action
Targets: TAP
Save: None
Effect: Where some viruses work to eat up processing speed and memory, some are designed to keep systems tied up in endless problems that keep recurring. The program creates a situation where, when one condition is met, it causes another to revert to an unresolved state, making the system affected stuck in an unsolvable loop bogging it down.

M0EB1US keeps the system from being able to see the entire problem at once so that it is unable to recognize the system is compromised and blinded. The affected system tries to solve the problem with every 4 item levels of this program

using 1 AMS of the infected TAP. While this program runs, the affected Active Memory Sectors may not be used. If an AMS previously had a program installed, the program is removed.

NOW U S33 M3... — Level 4+

Access Level: N/A
Type: Restricted Malware
Launch: Standard Action
Targets: User
Save: none
Effect: You create hyper-real images of yourself and place them anywhere within line of sight of your character. These hyper objects are interactive, and mimic your movements, sounds and actions. The number of mirages you can create are based on the item level of the program. You can create 1d4 hyper objects at 4th level, 1d6 at 8th level, 1d8 at 12th level, 1d10 at 16th level, and 1d20 at 20th level. Every image you create imposes a –1 penalty to the notice use of Perception rolls to find your actual location.

OVERCHARGE — Level 5+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard Action
Targets: Device
Save: None
Effect: Overcharge disables the protocols that prevent devices from drawing too much power. This causes the electronics to heat up, damaging the equipment. Every five item levels cause 1d4 damage per round to the equipment that has its power regulators disabled. If used on capacitors or batteries, the program turns them into grenades causing 1d6 fire damage per item level of the device. If run on a TAP, the program causes 1d4 fire damage at 5th level, 1d6 at 10th level, 1d8 at 15th level, and 1d10 at 20th level.

SP1N4L — Level 1+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard action
Targets: Tendril Access Pass
Save: Fort
Effect: SP1N4L is designed to attack a victim's TAP by creating problems along the victim's spinal cord, making use of the TAP generate a general sense of unease and nausea. At the highest level, the victim's TAP is heated from the electrical overload that causes the damage along the nerves and brain.

- **[Level 1]:** The victim feels ill so long as they remain connected to a network or device, suffering a –2 to Computers checks.
- **[Level 4]:** An item level 10 program causes the victim to suffer from the sickened condition for a number of rounds equal to 1d4 + the user's Intelligence modifier.
- **[Level 7]:** An item level 15 program causes the victim to suffer from the nauseated condition for a number of rounds equal to 1d4 + the user's Intelligence modifier.
- **[Level 10]:** An item level 20 program will do 1d4 fire damage per round as long as the program runs, and another 1d4 rounds after the program is deleted or quarantined as the TAP cools.

V0M1T — Level 4+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard Action
Targets: TAP
Save: None
Effect: The program quickly explodes through a file system turning the rest of an infected system into a mess by spewing useless and self-replicating code throughout the TAP. Every file V0M1T comes into contact with is turned into another version of the program and speeds up the process of the device's demise. Once the files are corrupted, it attacks the system's AMS until it is rendered useless without reformatting. The item level of the program determines how quickly it spreads through a TAP.

- **[Level 4]:** The virus corrupts 1d4 AMS of the targeted TAP.
- **[Level 8]:** The item level 8 virus corrupts 2d4+1 AMS of the targeted TAP.
- **[Level 12]:** The item level 12 virus corrupts 1d6+2 AMS of the targeted TAP.

W4Y & 110R — Level 2+

Access Level: N/A
Type: Restricted Malware
Launch: Standard Action
Targets: Device or Tap
Save: Will
Effect: W4Y & 110R reverses the horizontal & vertical coordinates of the target so that Line of Sight Triggers (L.O.S.T.) and tracking systems are thrown off, making it harder to compensate for the discrepancy in the information received by the optics and the target's motions.

The subject's hand-eye coordination thus suffers until the program is deleted or quarantined. The penalty to Dexterity-based actions from this program worsens by –1 for every 2 item levels of the program and lasts for 1d4 rounds.

W3DG3 — Level 3+

Access Level: Secured Access
Type: Illegal Malware
Launch: Standard action
Targets: Device, Network, TAP
Save: None
Effect: W3DG3 is designed to provide hackers with an easier way to get back into a system they've successfully broken into.

In effect, it's a tool to create a backdoor. W3dG3 is a useful tool to keep an exploit from being closed, but it requires the user hasn't tripped any countermeasures since the program can only be used when exiting the system.

The program effectively serves as an automated password authentication spoofer that runs automatically when the user returns to the system. Every three item levels provide a +1 to Computer checks to keep the backdoor open. Without any maintenance, the backdoor will be discovered and removed within 24 hours.

UTILITIES

Utility programs are not necessarily harmful like malware but are often used to protect against damage or attack. In general, utility programs perform tasks for the user while the user focuses on other things.

BLUDHOUND — LEVEL 4+

Access Level: Root Access
Type: Restricted Utility
Launch: Standard Action
Targets: TAP
Save: None
Effect: This program assists in tracking down a target no matter how much they try to fool countermeasures or attempts by sysops to pin down the GISP of an intruder. The program sifts through spoofed GISP addresses that prevent hackers from having their true locations discovered. BLUDHOUND deliberately keeps a low profile while running its trace protocols, providing a penalty to Computer checks to scan a computer system to detect BLUDHOUND.

- **[level 4]:** BLUDHOUND reduces the DC to trace a GISP address by 2. Computers DCs to detect BLUDHOUND increase by 2.
- **[level 8]:** At level 8, BLUDHOUND reduces the DC to trace a GISP by 4. Computers DCs to detect BLUDHOUND increase by 4.
- **[Level 12]:** At level 12, BLUDHOUND reduces the DC to Trace a GISP address by 6. Computers DCs to detect BLUDHOUND increase by 6.

BUG 3Y3Z — LEVEL 2+

Access Level: Root Access
Type: Illegal Utility
Launch: Standard Action
Targets: Computer system, Network or TAP
Save: None
Effect: BUG 3Y3Z takes the links of multiple cameras on a network and provides the user with all of those images at once. The software also compensates for the oversaturation of data that could otherwise paralyze the user with to many stimuli at once. BUG 3Y3Z lets the user view multiple angles without disorientation equal to 1 additional source per two item levels of this program. The user can thus oversee an area and provide lookout and avoid surprises, and gains a +1 bonus to Perception per 2 levels of the program.

ECHOLOCATION — LEVEL 4+

Access Level: Secure Access
Type: Restricted Utility
Launch: Standard Action
Targets: Device or Network
Save: None
Effect: ECHOLOCATION homes in on a single sound or category of sounds to triangulate the position of the source. Given the difficulty to isolate sounds within the cacophony of the urban sprawl, this software provides a +2 circumstance bonus for every four item levels to a Perception check to find the desired target within 1d4 meters of the target.

ENLIMN — LEVEL 2+

Access Level: Root Access
Type: Restricted Utility
Launch: Standard Action
Targets: Device or TAP
Save: Will
Effect: One of the great benefits to living in a world where everything is connected to the Global DataNet is that everything is accessible, at least up to a point. ENLIMN just takes this maxim to the next degree by literally making a target accessible to the user's vision by painting a hyper object glow around it. The user still has to hack into the system to paint the target, but if successful the target will be "visible" even through walls, allowing the use to track and target them.

3N1GM4 — LEVEL 5+

Access Level: Root Access
Type: Unrestricted Utility
Launch: Standard Action
Targets: N/A
Save: None
Effect: The only thing more secure than an encryption key is an encryption system that requires an encryption key to decrypt a file. 3N1GM4 does this, but it is based on much more than a single key that can be changed for each file. Rather 3N1GM4 wraps files in an algorithm that actively shifts the information around in a complex pattern that uses a two-fold security lock that requires the correct encryption and pass keys that allow the file to be accessed. 3N1GM4 works in reworks with real-time environments as well, providing a sophisticated digital form of frequency hopping. The item level determines how convoluted the algorithm is, adding a +4 to the DC to decrypt the file for every 5 item levels of this software to find the encryption key.

G31N1

LEVEL 1+

Access Level: Root Access
Type: Restricted Utility
Launch: Standard Action
Targets: Device, Network, or TAP
Save: None
Effect: With this package, your wish is its command — sort of. G31N1 is modeled on old school daemon programs that self-extract. The similarities end there as this program doesn't need direct input, it only needs the signal, message, or other pre-programmed trigger that sets its unpacking into motion. Until that time, it remains in residency drawing minimal resources to avoid detection. Once it receives the correct instructions to deploy, it unfolds like its mythical namesake arising from its lamp. G31N1 can contain a number of programs equal to its item level.

It takes one round for every 2 item levels worth of programs to extract all of the files. Each program begins running as soon as it extracts. When using this utility to extract files, the player must decide the order in which the programs extract. When a program is placed in G31N1 a Computers check to launch the program is made, the result of this check is the one used by the program when it is unfolded out of G31N1.

HERMEY

LEVEL 5+

Access Level: Secured Access
Type: Unrestricted Utility
Launch: Standard Action
Targets: Device, Network, or TAP
Save: None
Effect: A program might not be stopped from destabilizing a system, but a user can at least slow it down while trying to delete it. HERMEY might not be able to completely defang malware attacking the device or TAP, but it can reduce the amount of damage done and give the user a bit more time to deal with the problem. Every 5 item levels reduce the stability damage by 1 to a minimum of 1 point of stability damage per round.

M4PP3R

LEVEL 5+

Access Level: Root Access
Type: Unrestricted Utility
Launch: Standard Action
Targets: Device or Tap
Save: None
Effect: M4PP3R is a generic name for a common utility application used the world over to stay connected to friends and family. At least, that's the basic version of the program used every day by parents and anyone who wants to let people know where to find them. The program makes use of the user's GISP. As such, the user has to share that information with others to mark their location for their allies using publicly available map data, making spoofing attempts harder (add +5 to the DC).

This version of the program is more robust and in the right hands lets a user track individuals logged into a secure network. Higher levels of this program are commonly used by law enforcement and (para)military outfits to provide exceptional situational awareness. At item level 5 and higher, this program won't expose the user's actual GISP to anyone who hacks into the network.

- **[Level 5]:** As a tactical program, an item level 5 M4PP3R provides a +5 situational bonus to Perception checks to locate allies.
- **[Level 10]:** An item level 10 program provides flanking as long as your allies have line of sight on a target by sharing your allies' GISPs with one another.
- **[Level 15]:** An item level 15 program prevents allies from being surprised.
- **[Level 20]:** The 20th level version provides flanking at a distance of 30 ft.

NUDGE

LEVEL 2+

Access Level: Unsecured
Type: Illegal Utility
Launch: Standard Action
Targets: Device, Network, or TAP
Save: None
Effect: Sometimes a hacker just needs to probe the security defenses of a target before trying to actively crack them. This program is designed to do just that. The user scans a system to test its defenses and potential exploits without triggering any countermeasures. The system is fooled into thinking it is a standard test. Every two levels of this software adds 1 to the maximum tier this program can test. Failure by 5 or more still triggers countermeasures.

POCKET

LEVEL 4+

Access Level: Secured Access
Type: Restricted Utility
Launch: Standard Action
Targets: Device or Network
Save: None
Effect: Rather than trying to shunt a user into a shell when gaining access, this software does the opposite. It works like a capture trap so that when unauthorized users attempt to exit a system or access a file, they're dumped in a shell instead. The victims are unaware they have entered a shell until they try to either leave the system or move to another file — including the one they just left. When a sysop employs this program, it asks for authentication whenever the intruder attempts to do something in the system, acting like a firewall. Every 4 item levels of the program increase the DC to exit this shell by +2.

RX — LEVEL 4+

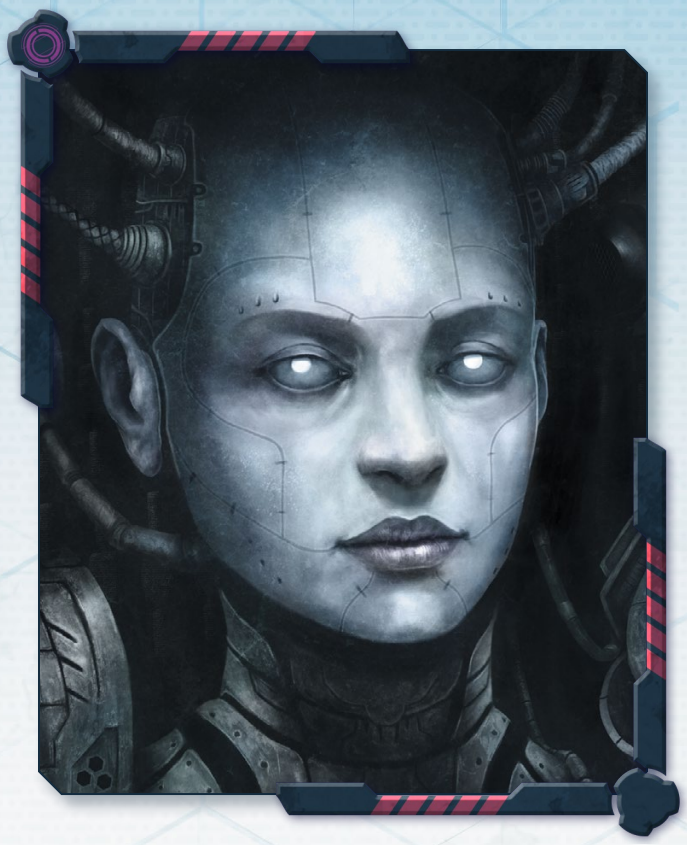
Access Level: Root Access
Type: Unrestricted Utility
Launch: Standard Action
Targets: Device, Network, or TAP
Save: None
Effect: When a virus attacks a system, there's not much hope to stop it without quarantining it and then deleting it as best as one can. Like an antibiotic, RX goes to work combating the quarantined intruder and attempting to delete it before it can break out of the containment to run rampant in the system. Every four item levels provides a +2 to the Computers check to delete the program.

S1FT3R — LEVEL 2+

Access Level: Secure Access
Type: Restricted
Launch: Standard Action
Targets: Device, Network, or TAP
Save: None
Effect: A S1FT3R program is designed to help speed up the process of digging through information on someone else's system. At their lowest level, they're simple programs that help search through a target's files to find the sought-after data so long as it isn't hidden or otherwise encrypted; at the higher end, they're designed using sophisticated algorithms to filter out unwanted/time consuming results. All versions provide a +1 to Computers skill checks for every 2 item levels to scan a system to find targeted data.

TORTO1SE — LEVEL 3+

Access Level: Secured Access
Type: Restricted Utility
Launch: Standard Action
Targets: None
Save: None
Effect: It might not be possible to save a system from being attacked, but that doesn't mean there aren't ways to prevent malicious software or countermeasures from trying their best to destroy a system from the inside out. Tortoise is an electronic equivalent to armor that makes it harder to take down a computer. Every three item levels provide a temporary stability box malware has to breach before the system is affected. These stability boxes last for a number of rounds equal to half the program's level.



TRIPWIRE — LEVEL 5+

Access Level: Secured Access
Type: Restricted Utility
Launch: Standard Action
Targets: Device, Network, or TAP
Save: None
Effect: Sometimes a brute force attack is the only way to break a system, but it does trigger the countermeasures. Since some systems are too secure, the hacker needs an edge against the machines. Tripwire gives the hacker a 1 round cushion before the countermeasures can interfere with the attempt to take over a system. this cushion increases by 1 round for every five item levels, for a 3 round cushion at item level 20.

THROTTL3 — LEVEL 5+

Access Level: Root Access
Type: Illegal Malware
Launch: Standard Action
Targets: Device, Network, or TAP
Save: None
Effect: THR0TTL3 induces lag in the target system, making it take longer to execute a program or respond to user input. Every five item levels of this software cause the affected system to take an additional round to launch a program or countermeasure. So, at 5th level, it takes an additional round, at 10th, 2 additional rounds, 3 at 15th, and 4 at 20th.



CHAPTER FOUR

EQUIPMENT

Technology has come a long way on the road to 2095. Things that were once the realm of science-fiction films and novels are commonplace, such as Tendril Access Processors (TAPs), the Global Datanet, and simulacrum. However, in many ways technology hasn't changed so much as evolved. Guns still, for the most part, fire bits of metal by explosive chemical reaction; cars and other vehicles by and large still look like their early century counterparts; and doctors still cut people open to perform surgery. People are still people — that hasn't changed, whether they're genetically enhanced, artificially constructed, or purely digital.

STARFINDER COMPATIBILITY

Unless specifically spelled out in an individual item's description or table line entry, all items in this chapter conform to the base rules for equipment laid out in the *Starfinder Core Rulebook*. If there is a difference, the entry in *Interface Zero* takes precedence.

SPECIAL MATERIALS

There are no equivalents for adamantine, mithril, or any other special materials available in Starfinder in the *Interface Zero* setting. Any mention of such materials in Starfinder should be treated as referring to normal polyalloys, cerametals, and so forth, but such materials do not grant any bonuses or penalties compared to any other metals unless spelled out in the *Interface Zero* rules.

STANDARD ISSUE FUNCTIONS

All firearms and every other item of gear where it would make sense or be useful, come with a TAP interface as standard issue. Weapons, vehicles, and equipment with the 'Analog' property do not have a TAP interface. This allows interfacing with an Integrated Battle Information System (IBIS; see Augments in the cybernetic section), ammunition tracking, power consumption tracking, remote viewing and even operation in some cases, and, of course, the ubiquitous Global DataNet connection that sends information back to the manufacturer, the unit armorer, and anyone else that has a reason to receive updates from the weapon — or has hacked it and added themselves to the list.

Standard Issue Functions include, but are not limited to:

- TAP-enabled safety that prevents anyone not authorized from firing a weapon and prevents it from firing at the owner or other authorized individuals.
- IBIS System connectivity if the IBIS System is installed.
- Power consumption tracking and estimated battery life.
- Various usage statistics displayable as graphics including such things as Estimated Service Life, Rounds Before Required Barrel Change, Inventory Displays, Playlists, Automatic Component Reordering (ammunition, spare parts), Tire Pressure, Automatic Contents Tracking and Ordering (refrigerators, coolers, and so on), and more.

Items with Standard Issue Functions enabled are subject to being hacked. See the Hacking rules for more on this, as well as guidelines for disabling functions.

STRIPPED GEAR

Weapons, vehicles, or equipment with the Stripped condition are normally-connected equipment that has had the Analog property applied to it by the removal of TAP connectivity. Such equipment lacks all TAP and Global DataNet connectivity, cannot interface with IBIS Systems, and does not receive any bonus(s) from a system or effect that requires such connectivity. It has no Standard Issue Functions enabled, or that can be enabled without repair work. On the up-side, it can't be hacked or suborned either, so it's not a total wash.

Correcting the Stripped condition is a process that is corrected in the same manner and at the same costs as repairing the Broken condition.

BONUSES

Unless otherwise stated, all bonus granted by equipment are circumstance bonuses, and are subject to the rules for such bonuses.

AMMUNITION

To keep things simple, ammunition costs are kept generic. The following table provides basic Prices. If you need a Price for something not listed, use this as a baseline and check with the GM on the final Price. Some weapons may list a specific cost for ammunition in their description which supersedes this chart.

TABLE 4-1: AMMUNITION

TYPE	LEVE.	PRICE	CHARGES/ CARTRIDGES	BULK
Arrows	1	50	20	L
Battery	1	60	20	—
Battery, Backpack	12	425	120	3
Battery, High-Capacity	5	330	40	—
Battery, Super-Capacity	15	390	80	—
Darts	1	20	25	L
Flare	1	5	1	—
Fuel Cell	15	650	200	14
Gyroc round	15	600	10	L
Mini Rockets	10	300	10	L
Petrol Tank, Standard	1	60	20	1
Petrol Tank, High-Capacity	8	280	40	2
Rounds, Small Arm	1	40	30	L
Rounds, Longarm & Sniper	1	75	25	L
Rounds, Heavy	4	90	20	L
Shotgun Shells	1	55	25	L

ITEM MODIFICATIONS

This section details both weapon and vehicle modifications (mods). These mods work similarly to one another, as detailed below. Item Modifications in *Interface Zero* replace Weapon Fusions from Starfinder.

Drone (used on both drones and turrets) and armor modification prices are listed below; they work as detailed in the *Starfinder Core Rulebook*.

ITEM LEVEL

Each modification has an item level. A mod can't be placed on an item that has a lower level than the mod's listed item level. Once a mod is attached to an item, the mod uses the item's item level for any of the item mod's level-based effects.

MULTIPLE WEAPON MODS AND MULTIPLE TARGETS

You can place multiple mods on the same weapon, but only if the weapon's item level is equal to or greater than the combined total of all the weapon's modifications' item levels. A weapon cannot hold or benefit from additional mods beyond this limit. A mod that applies an effect to attacks applies it to all targets for spread weapons, automatic fire, explode weapons, and other effects with multiple targets.

MOD PRICE

The price of an item mod depends on the item level of the item on which it is being installed. Installing a mod on a 7th-level item costs more than applying the same mod to a 6th-level item, for instance.

You can install a weapon mod on a grenade, a piece of ammunition, or another consumable item designed to cause damage. Some mods may be installed on other devices at the GM's discretion. Installing a weapon mod on a such a consumable item costs half as much as for installing a mod on an item of the same level. s and kits cost twice as much as weapon mods, but they are otherwise identical.

VEHICLE MODIFICATIONS

ARMOR PLATING, BODY — Level 1

Prerequisites: The vehicle must have partial cover or better.
Benefit: The vehicle's body is coated in thick armor plates which increase its KAC by 1.
Special: May be selected multiple times, but no more than once per 3 vehicle levels.

ARMOR PLATING, ENGINE — Level 1

Prerequisites: The vehicle must have partial cover or better.
Benefit: The vehicle's body near the engine is coated in thick armor plates which increase the vehicle's HP threshold to become broken by 1.
Special: May be selected multiple times, but no more than once per 5 vehicle levels.

ARMOR PLATING, WINDOW — Level 4

Prerequisites: The vehicle must have partial cover or better, and it must have windows.
Benefit: The vehicle's interior is coated in thick armor plates which increase its cover by one step. Passengers, including the pilot, take a –1 penalty to attacks made from inside vehicle.

TABLE 4.2 ITEM MOD PRICES

ITEM LEVEL	VEHICLE MOD PRICE	VEHICLE MOD KIT PRICE	WEAPON MOD PRICE	WEAPON MOD KIT PRICE	CONSUMABLE WEAPON PRICE	CONSUMABLE WEAPON MOD PRICE
1	240	264	120	132	60	66
2	720	720	360	396	180	198
3	880	968	440	484	220	242
4	1360	1496	680	748	340	374
5	1440	1584	720	792	360	396
6	2080	2288	1040	1144	520	572
7	3120	3432	1560	1716	780	858
8	4600	7060	2300	2530	1150	1265
9	5200	5720	2600	2860	1300	1430
10	7160	7876	3580	3938	1790	1969
11	9760	10736	4880	5368	2440	2684
12	13840	15224	6920	7612	3460	3806
13	19520	21472	9760	10736	4880	5368
14	23400	25740	11700	12870	5850	6435
15	35600	39160	17800	19580	8900	9790
16	54000	59400	27000	29700	13500	14850
17	81000	89100	40500	44550	20250	22275
18	120600	132660	60300	66330	30150	33165
19	180000	198000	90000	99000	45000	49500
20	27000	297000	135000	148500	67500	74250

BACKUP FUEL SOURCE — Level 3

Prerequisites: None.
Benefit: The vehicle possesses a second fuel source, doubling its fuel capacity. Passengers, including the pilot, take a –1 penalty to attacks made from inside vehicle.

BODY SPIKES — Level 3

Prerequisites: The vehicle must be a vehicle that can be boarded.
Benefit: The vehicle is covered in sharp spikes, which deal damage to boarding creatures. Whenever a creature attempts to board the vehicle, they take piercing damage equal to half the vehicle's collision damage unless their Acrobatics or Athletics check beats the vehicle's KAC +10.

IMPROVED ACCELERATION — Level 3

Prerequisites: The vehicle must have Increased Speed.
Benefit: The vehicle is much better at accelerating, and the pilot gains a +4 to Piloting checks made to race or speed up.

INCREASED SPEED — Level 3

Prerequisites: The vehicle must have partial cover or better.
Benefit: The vehicle possesses the ability to move at a faster speed. Increase the vehicle's drive speed for one of its modes of movement by 5 feet, full speed by 50 feet, and overland speed by 10 mph. The vehicle's pilot also takes –1 penalty to Piloting checks, and passengers, including the pilot, take a –1 penalty to attacks at full speed.
Special: May be selected multiple times, but no more than once per 3 vehicle levels. Penalties do not increase for multiple selections.

OFF-ROAD SUSPENSION — Level 1

Prerequisites: The vehicle must not already have the off-road special quality, and it must have a land speed.
Benefit: The vehicle gains the off-road vehicle special quality. The pilot gains a + 1 bonus to Piloting checks in off-road environments.

OFF-ROAD TRACTION — Level 2

Prerequisites: The vehicle must have Off-Road Suspension.
Benefit: In an off-road terrain, increase the vehicle's drive speed by 5 feet, full speed by 50 feet, and overland speed by 10 mph. The pilot gains an additional +1 bonus to Piloting checks in off-road environments.

REINFORCED

Level 3

Prerequisites: The vehicle must have partial cover or better.
Benefit: The vehicle possesses reinforcement that makes it harder to damage, and it gains a +2 bonus to its hardness.

RAM BAR

Level 3

Prerequisites: The vehicle must have partial cover or better and no other Ram Bar mod.
Benefit: The vehicle possesses a heavy bar, or railing, across its front fender that increases its ability to damage other vehicles when ramming. Treat the vehicle's level as 2 higher for determining collision damage when ramming. The pilot gains a +2 to Pilot checks when ramming. This doesn't stack with any other increases to the vehicle's effective level for collision damage.

RAM BAR, PLOW

Level 5

Prerequisites: The vehicle must have cover or better and no other Ram Bar mod.
Benefit: The vehicle possesses a very large plow mounted on the front that increases its ability to damage other vehicles when ramming. Treat the vehicle's level as 4 higher for determining collision damage when ramming. The pilot gains a +5 to Pilot checks when ramming. This doesn't stack with any other increases to the vehicle's effective level for collision damage.

RAM BAR, SPIKED

Level 5

Prerequisites: The vehicle must have partial cover or better and no other Ram Bar mod.
Benefit: The vehicle possesses a heavy spiked beam across its front fender that increases its ability to damage other vehicles when ramming. Treat the vehicle's level as 3 higher for determining collision damage when ramming. The vehicle also deals both bludgeoning and piercing damage when ramming. The pilot gains a +4 bonus to Pilot checks when ramming. This doesn't stack with any other increases to the vehicle's effective level for collision damage.

WEAPON MOUNT, LEFT FLANK

Level 3

Prerequisites: The vehicle must have at least a 2-passenger capacity.
Benefit: The vehicle gains a ranged weapon mount on its left side. Any small arm, longarm, or heavy weapon can be mounted, and the weapon may be fired by a passenger adjacent to the mounted weapon.



Special: The vehicle may only have 1 weapon mount of each type, and it may have no more weapon mounts than its passenger capacity.

WEAPON MOUNT, RIGHT FLANK — Level 3

Prerequisites: The vehicle must have at least a 2-passenger capacity.
Benefit: The vehicle gains a ranged weapon mount on its right side. Any small arm, longarm, or heavy weapon can be mounted, and the weapon may be fired by a passenger adjacent to the mounted weapon.
Special: The vehicle may only have 1 weapon mount of each type, and it may have no more weapon mounts than its passenger capacity.

WEAPON MOUNT, FORWARD-FACING — Level 3

Prerequisites: None.
Benefit: The vehicle gains a ranged weapon mount on its front. This may be fired by the driver at a –2 attack penalty.
Special: The vehicle may only have 1 weapon mount of each type, and it may have no more weapon mounts than its passenger capacity.

WEAPON MOUNT, REAR-FACING — Level 3

Prerequisites: Vehicle must have at least a 2-passenger capacity.
Benefit: The vehicle gains a ranged weapon mount on its rear. Any small arm, longarm, or heavy weapon can be mounted, and the weapon may be fired by a passenger adjacent to the mounted weapon.
Special: The vehicle may only have 1 weapon mount of each type, and it may have no more weapon mounts than its passenger capacity.

WEAPON MOUNT, TOP TURRET — Level 4

Prerequisites: The vehicle must have at least a 2-passenger capacity.
Benefit: The vehicle gains a ranged weapon mount on the top that can aim and fire in any direction. Any small arm, longarm, or heavy weapon can be mounted, and the weapon may be fired by a passenger adjacent to the mounted weapon.
Special: The vehicle may only have 1 weapon mount of each type, and it may have no more weapon mounts than its passenger capacity.

WHEEL SPIKES — Level 2

Prerequisites: The vehicle must have wheels.
Benefits: The vehicle is harder to engage and disengage from. Enemies treat your KAC as 2 higher for the engage and disengage pilot actions. The pilot gains an additional + 1 bonus to Piloting checks in off-road environments.

WEAPON MODIFICATIONS

ACRID — Level 3

Prerequisites: May be applied to ammunition, explosives, and melee or ranged weapons which do not already deal energy damage.
Benefit: A weapon with this mod has had additional devices attached to it that dramatically alter the PH of the ammunition or the weapon itself as you attack. Half the weapon's damage is now acid damage. If the weapon is TAP connected, you may activate and deactivate this mod. If the weapon already deals two types of damage, you may choose one of the two to be replaced by acid damage.

BAYONET — Level 2

Prerequisites: May only be applied to a ranged weapon.
Benefit: A weapon with this mod may mount any weapon on the barrel, so long as that weapon deals slashing or piercing damage and is one handed with L bulk. The user may make a bayonet melee attack with the mounted weapon while wielding the ranged weapon.

BIPOD — Level 3

Prerequisites: May only be applied to a ranged weapon.
Benefit: A weapon with this mod gains a +2 circumstance bonus to attacks made while prone.

BORE — Level 8

Prerequisites: May only apply to explosives and grenades.
Benefit: An explosive with this mod gains a 30-foot burrow speed. When arming the explosive, the user decides if it should bore all the way through a surface or to a certain depth. The user also chooses if the explosive detonates once it does this or waits until remotely detonated.

A bore-modified weapon can burrow into and through any surface it strikes or is placed on, so long as that surface has a hardness less than twice the item level of the explosive. If the surface struck is a creature, the explosive attempts to bore into or through the creature, dealing 1d6 slashing damage per 2 item levels to the creature. A struck creature may make a Fortitude save to half the damage, and if they exceed the DC by 5 or more, they may attempt to throw the explosive before it detonates. If they fail to do so, the explosive automatically deals full damage to them (no Reflex save allowed).

CARBON EDGE — Level 5

Prerequisites: May be applied to ammunition, explosives, and melee or ranged weapons. The mod's target item must deal piercing or slashing damage.
Benefit: The weapon has an edge sharpened and hardened with advanced nanotechnology techniques. The weapon gains the bleed critical hit effect. The amount of damage

taken each round from this effect is equal to 1d6 per 5 levels of the weapon, rounded down. If the weapon already has a critical hit effect, when you score a critical hit, you may choose which effect to apply.

CAPACITY+ — Level 2

Prerequisites: May only be applied to ranged weapons with a usage lower than 50% of the item's total ammunition capacity.
Benefit: Increase the ammunition capacity of the weapon by 25% and the bulk by 1. If the item has no bulk, it becomes 1 bulk. For example, an Advanced Tactical Pistol has a Usage of 1 and a Capacity of 12 rounds; applying this mod is legal as 1 is less than 9, so the Capacity increases to 15 rounds. An RPG-17, however, has a Usage of 1 and a Capacity of 1; applying this mod is not legal, as 1 is not less than 50% of 1.

CONCEALABLE — Level 1

Prerequisites: May only be applied to L-bulk melee or ranged weapons, ammunition, or grenades.
Benefit: When using a weapon with this mod, you gain a circumstance bonus to sleight of hand checks made to conceal it to half of the item's level. Items with this mod gain the same bonus to Stealth checks made to hide them unattended.

CONCUSSION — Level 6

Prerequisites: May be applied to ammunition, explosives, and melee or ranged weapons which do not already deal energy damage.
Benefit: A weapon with this mod has had additional devices attached to it that dramatically increase the impact of ammunition or the weapon itself as you attack. Half the weapon's damage is now sonic damage. If the weapon is TAP connected, you may activate and deactivate this mod. If the weapon already deals two damage types, you may choose one of the two to be replaced by sonic damage.

DURABLE — Level 1

Prerequisites: May be applied to any melee or ranged weapon.
Benefit: A weapon with this mod has had additional sealants, lubricants, and hardening resins applied to it. When determining the weapon's hardness, Hit Points, and saving throws, treat the weapon as if it were 5 levels higher.

ELECTRO — Level 3

Prerequisites: May be applied to ammunition, explosives, and melee or ranged weapons which do not already deal energy damage.
Benefit: A weapon with this mod has had additional devices attached to it that electro-charge the ammunition or weapon as you attack. Half the weapon's damage is now electricity damage. If the weapon is TAP connected, you may activate and deactivate this mod. If the weapon already deals two damage types, you may choose one of the two to be replaced by electricity damage.

ELECTRO PULSE — Level 6

Prerequisites: May be applied to ammunition, explosives, and melee or ranged weapons.
Benefit: A weapon with this mod has had additional devices attached to it that cause it to deal electricity damage instead of its normal damage type. When it deals damage in this way, it deals an additional 1 die of damage.

ENERGY COUNTERMEASURE — Level 4

Prerequisites: May only apply to melee or ranged weapons.
Benefit: A weapon with this mod deals damage equal to its weapon damage to any creature that attempts to touch, lift, move, or disarm the weapon other than the weapon's owner. The type of damage is chosen (acid, electric, fire) when the mod is applied, and the damage type cannot be changed without removing and reapplying the mod. This mod may not be applied multiple times.

FORWARD HAND GRIP — Level 5

Prerequisites: May be applied to any longarm, sniper weapon, or heavy weapon.
Benefit: A weapon with this mod reduces the penalty for full attacks and auto fire by 1.

INCENDIARY — Level 3

Prerequisites: May be applied to ammunition, explosives, and melee or ranged weapons which do not already deal energy damage.
Benefit: A weapon with this mod has additional devices attached to it that alight the ammunition or weapon as you attack. Half the weapon's damage is now fire damage. If the weapon is TAP connected, you may activate and deactivate this mod. If the weapon already deals two damage types, you may choose one of the two to be replaced by fire damage.

KAMIKAZE — Level 7

Prerequisites: May only apply to explosives and grenades.
Benefit: An explosive with this mod gains a 30-foot movement speed and a 60-foot fly speed. It counts as a drone for the purpose of linking it to a VCI, having autonomous mode, and being directly controlled like a drone. The explosive also gains command strings as if it were a drone with a level equal to its item level. An item with this mod links to its user's VCI automatically, and it counts as half its item level for linking to VCI.

LASER SIGHT — Level 2

Prerequisites: May only apply to small arms, longarms, and sniper weapons.
Benefit: A weapon with this mod gains a +1 circumstance bonus to attacks made in the darkness against targets within the weapon's range increment.

LIGHTWEIGHT — Level 1

Prerequisites: The weapon must have a bulk of 2 or higher.
Benefit: This item has been stripped of excess parts, and some of its components have been replaced with lighter materials. Reduce its bulk by 1.

LOUD — Level 3

Prerequisites: May only apply to ammunition, explosives, small arms, longarms, sniper weapons, heavy weapons, and melee weapons. The target of the mod must deal bludgeoning, sonic, or ranged piercing damage. This mod may not be used in conjunction with the Silencer mod.
Benefit: A weapon with this mod is much louder than normal. Demoralize attempts made the same round you fire the weapon receive a circumstance bonus equal to half the weapon's level. The weapon also gains the deafen critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you may choose which effect to apply.

MONO-FILAMENT LACING — Level 10

Prerequisites: Ammunition, explosive, grenade, or melee weapon must deal slashing or piercing damage.
Benefit: The weapon tears the target on the molecular level. The weapon gains the severe wound critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you may choose which effect to apply.

NANO-MOLECULAR GRIP — Level 1

Prerequisites: Any weapon that isn't an explosive.
Benefit: A weapon with this mod has a grip that fuses with the wielder's hand on a molecular level. If the weapon is being wielded when its wielder is knocked unconscious, is panicked, or is stunned, it stays in your hand. It also grants a bonus to KAC against combat maneuvers to disarm the weapon equal to one-fifth the weapon's level (minimum +1).

NANO-SHARPENED — Level 7

Prerequisites: May only apply to ammunition, explosives, grenades, or melee weapons. The target of the mod must deal slashing or piercing damage.
Benefit: The weapon has an edge that is sharpened on the nano-scale. The weapon gains the wound critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you may choose which effect to apply.

NANO-SWARM — Level 5

Prerequisites: May only apply to explosives and grenades.
Benefit: An explosive with this mod has been divided into several small explosives which collectively function as a single weapon. All effects of the explosive remain the same, except that the target must make a Reflex save against each individual die of the explosive's damage.

PAINTER — Level 2

Prerequisites: May only apply to explosives and grenades.
Benefit: An explosive with this mod deals half normal damage, which is nonlethal damage, but splatters noxious-smelling and brightly glowing luminescent adhesive that crackles when dry on all affected creatures. These creatures take a penalty to Stealth checks equal to the explosive's item level, until they spend an hour cleaning the painter fluid off themselves and their equipment.

POWER+ — Level 1

Prerequisites: May only apply to ammunition, explosives, or melee or ranged weapons. The target of the mod must deal bludgeoning, piercing, or slashing damage.
Benefit: A weapon with this mod deals one die more of damage than normal.

PHYSICAL COUNTERMEASURE — Level 2

Prerequisites: May only apply to melee or ranged weapons.
Benefit: A weapon with this mod deals damage equal to its weapon damage to any creature that attempts to touch, lift, move, or disarm the weapon, other than the owner of the weapon. The type of damage is chosen (bludgeoning, piercing, or slashing) when the mod is applied, and it cannot be changed without removing and reapplying the mod. This mod may not be applied multiple times.

PROPELLED — Level 1

Prerequisites: May apply to melee or ranged weapons. The weapon must have a TAP Connection mod.
Benefit: This weapon has small thrusters which allow the weapon to fly very quickly for short distances to seek you out and return to your possession or fly to another allied creature you designate. Propelled weapons function while the weapon is within 100 feet of you.

REACTIVE — Level 6

Prerequisites: May be applied to ammunition, explosives, and melee or ranged weapons.
Benefit: A weapon with this mod has had additional devices attached to it that cause it to deal acid damage instead of its normal damage type. When it deals damage in this way, it deals an additional 1 die of damage.

REFLEX SIGHT — Level 1

Prerequisites: May only apply to ranged weapons.
Benefit: A weapon with reflex sights may be aimed as a movement action to gain a +2 circumstance bonus to attacks within 30 feet.

SILENCER — Level 2

Prerequisites: May only apply to ranged weapons that do not have the Loud weapon mod.
Benefit: A weapon with this mod allows your ranged attacks to make little noticeable sound and decreases the penalty on Stealth checks made for sniping to only –10.

SMART-LOCK — Level 0

Prerequisites: May only apply to weapons which have the TAP Connection mod.
Benefit: The weapon may only be fired by a user set at the time the mod is applied.

SPIDER — Level 5

Prerequisites: May only apply to explosives and grenades.
Benefit: An explosive with this mod gains a 30-foot movement speed and 30-foot climb speed. It counts as a drone for the purpose of linking it to a VCI, having autonomous mode, and being directly controlled like a drone. The explosive also gains command strings as if it were a drone with a level equal to its item level. An item with this mod links to its user's VCI automatically and counts as half its item level for linking to VCI.

STICKY — Level 2

Prerequisites: May only apply to explosives and grenades.
Benefit: An explosive with this mod may be thrown at a range of 20 feet and sticks to whatever it hits. The creature takes a penalty on its Reflex save against the explosive equal to half the explosive's item level.

SUPERHEATED — Level 6

Prerequisites: May be applied to ammunition, explosives, and melee or ranged weapons.
Benefit: A weapon with this mod has had additional devices attached to it that cause it to deal fire damage instead of its normal damage type. When it deals damage in this way, it deals an additional 1 die of damage.

SYNERGIZE MODS — Level 5

Prerequisites: May only apply to weapons which have two or more critical hit effects.
Benefit: A weapon with this mod has had its mods calibrated to work together. When you score a critical hit with a weapon with this mod, you may apply the effects of two critical hit mods.

TAP CONNECTION — Level 0

Prerequisites: None. Any item may receive the TAP Connection mod.
Benefit: The weapon is linked to the TAP, allowing you to know how much ammunition is remaining at all times, and giving you concrete data on misses and hits.

TARGET CORRECTION — Level 2

Prerequisites: May only apply to ranged weapons with the Tap Connection mod.
Benefit: A weapon with this mod can be corrected for misses. Whenever you miss with an attack against an enemy, and you attack that enemy again, you gain a +1 circumstance bonus to the attack. This bonus continues to accumulate as long as you continue to miss, and it increases up to a maximum bonus equal to one fourth the weapon's level. This bonus resets whenever you hit your target.

TAZING — Level 1

Prerequisites: May only apply to explosives and melee and ranged weapons. The mod's target item weapon must deal electricity damage.
Benefit: A Tazing weapon deals 1 additional point of electricity damage, and it can immobilize targets. This weapon gains the immobilization critical hit effect. Any target hit by the immobilization effect is paralyzed and cannot move from its square for 1d4 rounds. If the target is in a vehicle, they are immobilized in relation to the vehicle.

Other creatures can touch or move the target normally but take 1 electric damage per round of contact during the duration. If the weapon already has a critical hit effect, when you score a critical hit, you may choose which effect to apply.

TELESCOPIC SCOPE — Level 4

Prerequisites: May only apply to longarms or sniper weapons.
Benefit: A weapon with this mod doubles its range increment and increases its sniper range by an amount equal to the increased base range.

THUNDERCLAP — Level 6

Prerequisites: May be applied to ammunition, explosives, and melee or ranged weapons.
Benefit: A weapon with this mod has had additional devices attached to it that cause it to deal sonic damage instead of its normal damage type. When it deals damage in this way, it deals an additional 1 die of damage.

ARMOR

STARFINDER COMPATIBILITY

Armor in *Interface Zero* follows the same rules as outlined in the *Starfinder Core Rules* with the following exceptions. Unless otherwise stated or installed, the following options are not present on any suit of armor:

- zero-gravity anchoring
- environmental protection
- self-contained breathing
- radiation protection
- temperature protection

ARMOR UPGRADES NOT LISTED BELOW ARE NOT AVAILABLE.

Energy Armor Class

Energy weapons are highly uncommon in the *Interface Zero* setting. Accordingly, light armor below level 14 and heavy armor below level 10 do not provide more than a minimal EAC bonus.

Damage Resistance

Unlike armor in the *Starfinder Core Rulebook*, armor in *Interface Zero* provides damage resistance that applies to all forms of kinetic damage — bludgeoning, slashing, and piercing — to its wearer. See the description of damage resistance in the *Starfinder Core Rulebook* for specifics relating to damage resistance. Armor does not apply its DR versus energy damage. There are armor upgrades available that allow armor resist energy damage.

Powered Armor

Powered armor in *Interface Zero* uses the rules for powered armor from *Starfinder*, with the exception that access to the ability to use it is acquired through taking the Armor Proficiency (powered armor) feat.



FIRST RESPONDER ARMOR

Nonstandard Armor Options

Some armors have nonstandard options build into them. These are listed with the specific armor and are not options available to install on other armors.

Pre-Installed Armor Options

Some armors come with options pre-installed into them. These options are built into the armor and may not be removed, but their upgrade cost is not subtracted from the armor's listed upgrade slots.

LIGHT AND HEAVY ARMOR

ARMORED BUSINESS SUIT — Level 5

Plan your next corporate takeover in style and comfort without sacrificing protection! The suit is designed to hold and conceal a small pistol or knife in the sleeve, so you can quickly respond to an attacker and still maintain that all-important corporate image. Covers torso, arms, and legs.

- **Sleeve Holster:** Adds +2 to DC to detect a weapon of light (L) bulk or less.

ARMORED DUSTER — Level 2

A heavy leather or fabric long coat with light armor fabric lining. Adds it's DR to that of any armor worn underneath it which has a bulk of light (L) and ½ its DR to any clothing or armor with bulk 1. It has no effect other than looking cool on armor or clothing with bulk 2 or higher. Covers torso, arms, and legs.

ARMORED HOODIE — Level 1

Roll with style and protection. Covers torso and arms. If hood is up, there is a 75% chance of the head being covered as well.

BALAKLAVA — Level 2

Nothing, but nothing, strikes fear in the untrained as the ski mask look. Also protects your identity — especially important when participating in some illicit activities? Covers the head only. DR stacks with combat helmet and armored hoody, and with other armors that do not cover the head but does not stack with any armor providing full body coverage.

CERAMET PLATE VEST — Level 8

Covers torso. Does not stack with other armor.

- **Ceramet Plates:** Specialized construction adds +5 to saves resisting Wound effects, and +2 to rolls resisting Severe Wound effects that affect covered area.

COMBAT JACKET — Level 8

Covers torso and arms.

- **Concealed Holster:** +5 to Perception DCs to visually detect concealed weapon.

TABLE 4.3: ARMOR

ARMOR	LEVEL	PRICE	EAC BONUS	KAC BONUS	DR	MAX DEX	ARMOR CHECK	SPEED ADJUST	UPGRADE SLOTS	BULK
LIGHT ARMOR										
Armored Hoodie	1	500	+0	+1	2	+5	—	—	0	L
Biker Leathers	1	550	+0	+5	2	+4	—	—	0	1
Armored Duster	2	750	+0	—	+2	+4	—	—	0	1
Nanotube Daily Wear	3	1,200	+0	+6	0	+5	—	—	1	L
Armored Business suit	5	3,460	+2	+6	4	+4	—	—	3	1
Combat Vest	5	3,100	+1	+8	4	+4	-1	—	2	1
Undercover Vest	5	3,200	+1	+6	4	+5	—	—	1	L
Reinforced Biker Leathers	7	9,000	+4	+10	6	+5	-1	—	3	2
Ceramic Plate Vest	8	9,250	+3	+8	5	+4	-1	—	2	1
Combat Jacket	8	10,950	+4	+10	6	+3	-1	—	4	1
Gecko Suit	8	10,550	+4	+9	4	+6	-1	—	4	1
HEAVY ARMOR										
Scrap Plate	2	755	+0	+6	4	+2	-5	-10 ft.	0	4
First Responder Armor	3	1,350	+5	+8	8	+2	--4	-10 ft.	1	3
Security Armor	5	7,350	+3	+8	7	+3	-4	-10 ft.	3	3
EOD Armor	8	15,000	+4	+10	10	+0	-5	-15 ft.	2	8
POWER ARMOR										
Servo System	5	5,100	+0	+7	4	+0	-10	15 ft.	0	34
Work Suit	7	12,500	+0	+12	6	-2	-10	20 ft.	3	38
OTHER										
Balaklava	2	750	+0	+0	+1	—	—	—	0	L
Combat Helmet	5	1,500	+0	+0	+2	—	—	—	0	L

COMBAT HELMET — Level 5

The basic combat helmet issued to troops whose armor does not have head protection built in. Covers the head only. The DR stacks with combat balaclava and with other armors that do not cover the head, but does not stack with any armor providing full body coverage.

COMBAT VEST — Level 5

Covers torso. Does not stack with other armor.

EOD ARMOR — Level 8

EOD (Explosive ordinance Disposal) armor is a massive, bulky suit used by bomb disposal technicians when defusing explosive devices deemed too complex or dangerous for remote-operated disposal systems. Includes an internal communications array, with "officer down" biosensor uplink and shoulder-mount camcorder with uplink. Covers entire body.

- **Hardened (medium)**
- **Blast Buffering:** Has an additional +10 DR versus explosions.
- **Internal Communications Array:** Equivalent to Special Forces Communicator

FIRST RESPONDER ARMOR — Level 3

First responder armor is used by primary back-up units, first responders are linked to the "officer down" system; they know they need to be ready when it hits the fan. Includes an internal communications array, with "officer down" biosensor uplink and shoulder-mount camcorder with uplink. Covers entire body.

- **Hardened (medium)**
- **Internal Communications Array:** Equivalent to Indian Special Forces Communicator

GECKO SUIT — Level 8

Nothing climbs better than a gecko, except maybe the gecko climbing suit. Utilizing amazing nanotubes, the smallest imperfection allows the suit to stick. Climb glass buildings in the rain after oil wrestling; it's that easy! Covers entire body.

- **Nanotube Climbing Assist:** +5 to Athletics rolls to Climb

NANOTUBE DAILY WEAR — Level 3

Covers the entire body, although individual parts may be left off for sectional coverage.

REINFORCED BIKER LEATHERS — Level 7

Covers the entire body, although individual parts may be left off for sectional coverage.

SCRAP PLATE — Level 2

Sometimes, there's no school like old school. Scrap plate is straight-up, old school metal plate armor forged from metal scrap that's available everywhere. It's heavy, bulky, and loud—but it will still protect you. It has the Analog and Archaic qualities so it's better against knives than bullets, but any port in a storm?

- **Archaic Armor:** DR and KAC are half value against any weapons with a level higher than 5

SECURITY ARMOR — Level 5

Issued to corporate security officers in high threat areas, high-end private security teams, and the most dangerous criminal gangs. Includes an internal communications array, with "officer down" biosensor uplink and shoulder-mounted camcorder with uplink. Covers entire body.

- **Hardened (medium)**
- **Integral IFF Transponder:** Has an integral IFF Transponder III
- **Internal Communications Array:** Equivalent to Special Forces Communicator



SERVO SYSTEM

POWERED ARMOR

SERVO SYSTEM — Level 5

A ServoSystem is a partial exoskeleton utilizing a power cell backpack to power a hydraulic boost system. The exoskeleton was originally designed to assist disabled persons; now the hydraulic power is being used to boost the strength of a user for lifting and carrying purposes. The system attaches to wrists, elbows, neck, waist, knees and ankles; it includes reinforced gloves with bulky oversized manipulators and heavy stabilizer boots for the full body system. The batteries provide enough power for 4 hours of continuous operation. (The battery power pack includes 4 batteries for full system, 2 for upper body, 2 for lower body.) The system may not be adapted to armor systems.

- **Enhancements:** +4 circumstance bonus to STR; Carry Capacity figured as if wearer were a quadruped.

WORK SUIT — Level 7

A full body suit of powered armor used by industrial sites, first responders, and budget-conscious agencies who need an entry-level suit of powered armor.

- **Strength Enhancements:** +4 circumstance bonus to STR; carry capacity figured as if wearer were a quadruped.
- **Weapon Slots:** 1
- **Damage:** 1d10 B
- **Size:** Medium
- **Capacity:** 20
- **Usage:** 2/hour
- **Filtered Rebreather (integral, no upgrade cost)**

ARMOR UPGRADES

Armor Upgrades not listed below function as per the *Starfinder Core Rules*. Any armor upgrades from the *Starfinder Core Rules* not present on Table 4.4 Armor Upgrades, on page 142 are not available in the *Interface Zero* setting. Any armor upgrade marked with an 'S' at the end of their name on Table 4.2 Item Mod Prices, has its description found in the *Starfinder Core Rules*.

EMPBLOK — Level 10

This upgrade is designed to blunt the effects of EMP-based weaponry. The Penetrating effect pf EMP weapons does not apply to armor with this upgrade, use the full value of the EMPBlok to defend against any EMP attacks, applying the penetrating effect to other DR as normal.

- **Mk 1:** EMPBlok 5
- **Mk 2:** EMPBlok 10
- **Mk 3:** EMPBlok 15

TABLE 4.4 ARMOR UPGRADES

UPGRADE	LEVEL	PRICE	SLOTS	ARMOR TYPE	BULK
Infrared Sensors (S)	1	200	1	Any	L
Quick-Release Sheath (S)	1	325	1	Any	L
Radiation Buffer (S)	1	200	1	Any	L
Tensile Reinforcement (S)	1	150	1	Any	—
Automated Loader (S)	2	750	1	Powered	1
Jump Jets (S)	2	2,000	1	Light, Heavy	1
Backup Generator (S)	4	2,100	1	Any	L
Exit Pod (S)	4	1,750	1	Heavy, Powered	2
Targeting Computer (S)	4	2,250	1	Any	L
Jetpack(S)	5	4,100	2	Light, Heavy	2
LazOff. mk 1	5	3,600	1	Any	—
NullSound, mk 1	5	3,600	1	Any	—
Chill, mk 1	5	3,600	1	Any	—
Insul8, mk 1	5	3,600	1	Any	—
Hardened, light	5	7,750	1	Light, Heavy	L
Filtered Rebreather	6	4,600	1	Any	L
Hardened, medium	7	10,750	2	Any	L
EMPBlok mk 1	10	21,500	1	Any	—
Hardened, heavy	10	20,850	3	Heavy, Powered	1
LazOff, mk 2	10	13,000	1	Any	—
NullSound, mk 2	10	13,000	1	Any	—
Chill, mk 2	10	13,000	1	Any	—
Insul8, mk 2	10	13,000	1	Any	—
Full Environmental	10	27,550	2	Any	2
EMPBlok mk 2	13	29.500	1	Any	—
LazOff, mk 3	15	35,250	1	Any	—
NullSound, mk 3	15	35,250	1	Any	—
Chill, mk3	15	35,250	1	Any	—
Insul8, mk 3	15	35,250	1	Any	—
EMPBlok mk 3	15	35,200	1	Any	—

LAZOFF

Level 5

This upgrade is designed to defend against laser-based attacks using reflective materials and other techniques, providing DR that only works versus laser weapons (provides no defense against fire damage). The amount depends on the type as shown below:

- **Mk 1:** Laser Resistance 5
- **Mk 2:** Laser Resistance 10
- **Mk 3:** Laser Resistance 15

NULLSOUND

Level 5

This upgrade is designed to defend against sonic-based attacks using baffling layered construction and other techniques, providing DR that only works versus sonic-based weapons. The amount depends on the type as shown below:

- **Mk 1:** Sonic Resistance 5
- **Mk 2:** Sonic Resistance 10
- **Mk 3:** Sonic Resistance 15

CHILL

Level 5

This upgrade is designed to defend against fire-based attacks using thermally reflective materials and other techniques, providing DR that only works versus fire-based damage (provides no defense versus lasers). The amount depends on the type as shown below:

- **Mk 1:** Fire Resistance 5
- **Mk 2:** Fire Resistance 10
- **Mk 3:** Fire Resistance 15

INSUL8 — Level 5

This upgrade is designed to defend against electrical-based attacks such as those from charged particle beams, using insulation and other techniques, providing DR that only works versus weapons doing electrical (provides no bonus versus stun attacks) damage. The amount depends on the type as shown below:

- **Mk 1:** Electrical Resistance 5
- **Mk 2:** Electrical Resistance 10
- **Mk 3:** Electrical Resistance 15

HARDENED — Level 5

This upgrade is designed to negate critical hits and precision damage attacks by giving a percentage chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect, or precision damage is negated and not taken. You roll your fortification percentage chance before the critical hit's damage is rolled. The percentage chance depends on the type as shown below:

- **Light:** Provides light fortification, granting a 25% chance to negate critical hits and precision damage attacks such as sneak attacks.
- **Medium:** Provides medium fortification, granting a 50% chance to negate critical hits and precision damage attacks such as sneak attacks.
- **Heavy:** heavy fortification, granting a 75% chance to negate critical hits and precision damage attacks such as sneak attacks.

FILTERED REBREATHER — Level 6

This upgraded rebreather supplements your armor's ability to provide fresh air and filters out common toxins and poisonous vapors. Armor with this upgrade can provide fresh air for a number of hours equal to its level before a new filter cartridge needs to be swapped out (a move equivalent action).

FULL ENVIRONMENTAL — Level 10

Functions as described under 'Environmental Protections' in the Armor section of the *Starfinder Core Rules*, except that duration is 1 hour per level of the armor.

COMMUNICATIONS

COMSCIENCE SIGNAL JAMMER

This suitcase-sized device is used by corporations and criminals alike. Signal jammers are available at any item level from 1 to 20 and can be purchased for a price equal to 100 × jammer level squared in cryptodollars. When activated, a signal jammer interrupts broadcast signals within 2 miles. If attached to a larger broadcasting station (such as those found aboard a vehicle or in a building), the range increases to 8 miles.

A signal jammer blocks all communication devices from sending and receiving broadcasts. Each signal jammer is designed to affect one specific broadcasting medium (such as radio or wireless). You can attempt a Computers or Engineering check to bypass a signal jammer's effects or to determine the location of the jammer.

The DC to bypass a signal jammer is 15 + the signal jammer's level, and attempting this check takes 1 minute. The signal jammer requires a generator or building power hookup.

DISPOSABLE MINI-COMM

Now being fully wired in doesn't mean you have to carry an awkward handset, or look like a geek with an ear-bud. The mini-comm sticks to your skin behind either ear (+10 to Perception DCs to spot visually), and is a fully functional audio transmitter/receiver, with a 30 yard range.

SIGNAL STRENGTH AND DISTANCE

Some items, like communications gear, and detonators, can remotely interact with other objects via signals. Signals have a maximum range set by the device. Furthermore, a signal cannot penetrate solid barriers well. A signal is blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter. Signal boosters and signal jammers can also affect signal range.

TABLE 4.5: COMMUNICATION EQUIPMENT

NAME/MODEL	LEVEL	PRICE	HANDS	BULK	CAPACITY	USAGE
Personal Comm Unit	1	15	1	L	80	1/hour
Disposable Mini-Comm	5	500	—	—	12	1/hour
Signal Booster	8	8,500	—	2	10	1/hour
Comscience Signal Jammer	8	9,750	—	5	See description	See description
Indian Special Forces Communicator	14	10,000	1	L	120	1/hour

Available in a variety of skin tones. Each is good for 12 non-rechargeable hours of use, and when you're done just toss it in the trash!

INDIAN SPECIAL FORCES COMMUNICATOR

The same rugged, high-security transmitter used by India's legendary Garud Commando Force, now available thanks to a container that got misrouted to Singapore. The communicator includes military-grade encryption software, low-observance signal usage to reduce the chance of detection, time-delay broadcast, an emergency beacon, and effective range of 10 miles. They don't make 'em better than these!

- **Security Features:** Add +10 to the DC of any attempt to detect usage, and +10 to the DC of any attempt to decrypt the transmissions.

PERSONAL COMM UNIT

Useful for those times when you don't want your TAP connected to a call, or if you're one of the unfortunates that doesn't have a TAP implanted. A personal comm unit is pocket-sized device that combines a minor portable computer (treat as a tier-0 computer with no upgrades or modules) and a cellular communication device, allowing wireless communication with other comm units in both audio- and text-based formats at a 5-mile range, extended to planetary range provided satellite access is available.

A personal comm unit also includes a calculator, a flashlight (increases the light level one step in a 15-foot cone), and several entertainment options (including games and non-VR access to the DataNet). You can upgrade a personal comm unit to function as some other devices (such as full computers and scanners) by spending cryptodollars equal to 110% of the additional device's price. Non-portable versions exist that function at a base of planetary range (bulk 10) or even at system-wide (bulk 40; typically, only available to governmental and corporate sources) ranges; they run on power linkages to a structure or include built-in generators that provide the necessary amount of power. Short-term use of these more powerful units can be purchased at a rate of 5 cryptodollars per minute for planetary-wide access and 20 cryptodollars per minute for system-wide access.

SIGNAL BOOSTER

This spherical object is the size of a human head. When it's activated, several panels on its surface fold back and extend dozens of arms tipped with cup-shaped flashing lights. Once activated, a signal booster amplifies the strength of any signal-based technology effect within 600 feet, doubling the effective range of the signal. For example, a personal comm unit normally has a range of 5 miles, but in the area of effect of a signal booster, this range increases to 10 miles. Its internal batteries are good for 10 hours before needing replacement.

SECURITY TECHNOLOGY

SECURITY RESTRAINTS

All restraints are designed to bind a Medium creature.

Binders are simple, single-use, resin-cord restraints that can be placed only on helpless, pinned, or willing creatures (a standard action). A pair of binders immobilizes two limbs of your choice. A creature can escape binders with a successful Acrobatics check (DC = 20 + 1 – 1/2 × your level).

Manacles are reusable wrist or ankle restraints made of hardened metal or ceramics and keyed to open with a key, security chip, code, or voice command (determined when they are manufactured). Manacles can be placed only on helpless, pinned, or willing creatures (a standard action). Manacles prevent two arms from holding or using any object if placed on the wrists, and subtract –10 ft. from the ground movement

TABLE 4.6: SECURITY TECHNOLOGY

NAME/MODEL	LEVEL	PRICE	HANDS	BULK	CAPACITY	USAGE
Securities Standard Binders	1	5	—	—	—	—
Basic Area Detection Warning System	1	200	—	20	See description	See description
Basic Locking Mechanism	1	100	2	L	—	—
Security Systems Override Kit	2	500	2	L	—	—
Hi-Threat Manacles	3	500	—	—	—	—
Standard Area Detection Warning System	3	2,000	—	30	See description	See description
Standard Locking Mechanism	3	1,000	2	L	—	—
Improved Area Detection Warning System	6	7,200	—	40	See description	See description
Improved Locking Mechanism	6	3,600	2	L	—	—
Cyber-Threat Manacles	8	1000	—	1	—	—
Hi-Security Locking Mechanism	14	60,000	2	L	—	—
Hi-Security Area Detection Warning System	14	120,00	—	50	See description	See description

of a wearer if placed on the ankles. A humanoid character may have no more than two sets of manacles applied, one to each set of limbs (typically one to their arms and one to their legs). A creature can escape manacles with a successful DC 30 Acrobatics check; this increases by +10 if two sets of manacles are applied.

Add the cost of the lock you want to the price of the manacles.

LOCKING MECHANISMS

Locking mechanisms can be as simple as an old-fashioned padlock, or as advanced as a computerized keypad with a 20-digit release code. The DC to open a lock with the Engineering skill depends on the lock's quality: Basic (DC 20), Standard (DC 25), Improved (DC 30), or Hi-Security (DC 40).

The normal locking mechanism is simply released by application of the key, whether that key is a physical key, swipe card, or keypad-entry passcode. Locks can have additional security features added to them to increase security, usually in the form of various types of biometric data, TAP tokens, or similar methods. Each additional security feature adds +2 to the Engineering DC, 1 to the weight, and 50 to the cost of the lock to a maximum of five additional features. If someone trying to bypass does not have access to one or more additional items necessary (lacks a retinal print of the owner, etc.), add +5 to the DC for each item missing.

Example: *An Improved Locking Mechanism with retinal verification, voiceprint verification, and a TAP-delivered token added to it has a DC of 36, a weight of 4, and a cost of 350 cryptos. If Jun Gong tries to open the lock and has a copy of the retinal and voiceprint needed but not the TAP token, the DC will be 41.*

AREA DETECTION WARNING SYSTEM

Basic systems use infrared beams or lasers, Standard systems use those plus motion-sensing detection systems, Improved systems use all the previous options plus passive thermal background differential detection technology, and Hi-Security Systems use all of the previous options plus passive sound and radar-based technologies. The system can be set to sound an alarm, notify security personnel or law enforcement, activate defense mechanisms, and more.

The Perception DC to detect, and the Engineering DC required to defeat, an area detection system in operation is based on the system's quality: Basic (DC 20), Standard (DC 25), Improved (DC 30), Hi-Security (DC 35).

The higher the quality of system, the more area it can cover: Basic (15 ft. cone, line, or radius), Standard (20' cone, line, or radius), Improved (30' cone, line, or radius), or Hi-Security (40 ft. cone, line, or radius).

All area detection warning systems require a hookup to a generator or building power to function.

SECURITY SYSTEMS OVERRIDE KIT

This kit contains lockpicks, specialized electronics tools, programs and other tools you need to use the Engineering skill on mechanical and electronic locks and security systems. It provides a +4 bonus to Engineering checks open locks or to arm or disarm traps.

AUGMENTATIONS

The streets are cutthroat, pal. There's always someone who's got sleeker, faster, 'warez, and only the best get the most lucrative jobs. To compete, you need to get chromed with State Of The Art gear. In short, you need Malmart.

Many individuals upgrade themselves with cybernetic or biological gear called augmentations. These are modifications to your body that give you special abilities and bonuses. Once installed, they become a part of your body and generally can't be affected by abilities that destroy or disable objects or target technological items or creatures. As far as attacks and abilities are concerned, a cybernetic or vat-grown arm is no more (or less) vulnerable than your original biological limb.

SYSTEM

All augmentations have a system entry indicating the part of the body into which it must be installed. You can't have more than one augmentation on the same part of your body. In some cases, such as with augmentations installed in limbs, you can install an augmentation into a single general type of body part, such as any single one of your feet or hands. In these cases, the augmentation lists the acceptable body parts into which the augmentation can be installed. You can install a single augmentation on each limb of which you have multiples. For example, a dog could have a separate augmentation installed on each it's four paws, so long as each of those augmentations required only a single hand.

If an augmentation requires multiple limbs for installation — such as climbing suckers, which require all feet, or a speed suspension, which requires all legs — the augmentation's systems entry indicates that requirement. The augmentation's description will also indicate whether a limb-based upgrade requires the replacement of a limb or the augmentation of an existing limb. In the case of augmentations that specifically replace a lost limb, such as a polyhand or a prosthetic limb, you cannot attach such an augmentation to an existing limb, due to the way these upgrades are manufactured.

- **Common Systems:** Although exceptions do exist, most augmentations require installation into one of the following body systems: arm (or all arms), brain, ears, eyes, foot (or all feet), hand (or all hands), heart, leg (or all legs), lungs, spinal column, skin, and throat.

Implantation

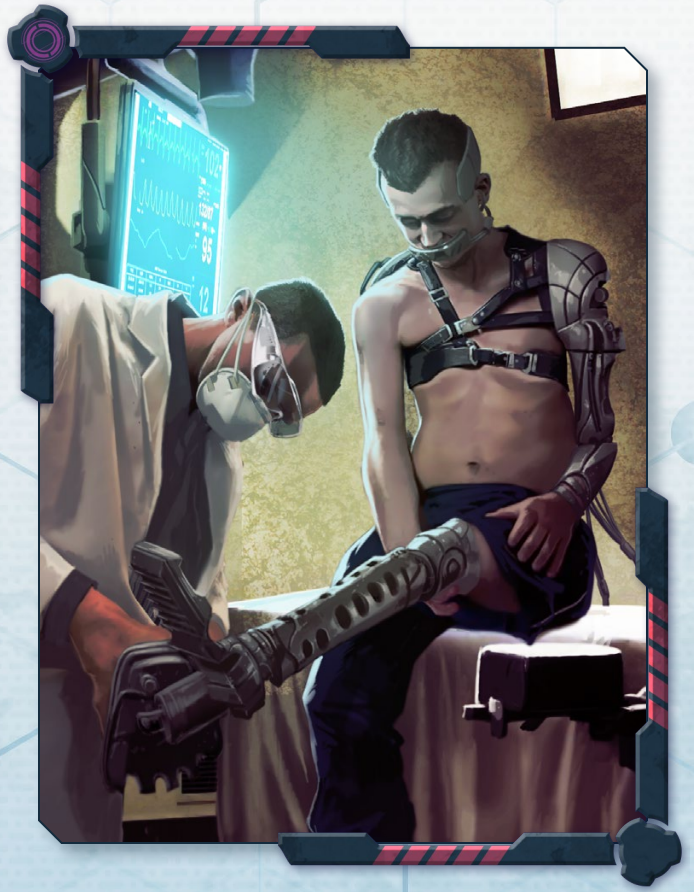
Getting an augmentation installed requires the services of a professional cybernetic surgeon or someone with ranks in Medicine equal to the level of the augmentation. A session with a cybernetic surgeon usually takes 1 hour per level of the augmentation. The price of such implantation procedures is included in the prices listed for each augmentation.

Removing Augmentations

You might want to have an augmentation removed, usually because you want to install a different one in the same system of your body. This removal usually occurs during surgery to install new cybernetics. Biotech usually kills off the old augmentation while it's integrating with your body, allowing you to purge the dead biotech naturally. Because augmentations are coded to your body, it's not possible to resell an old augmentation, nor can you re-implant one into a different person. The Price of a new augmentation includes the Price and time to remove the old augmentation.

Activation

Most augmentations work continuously. Those requiring some degree of control are plugged into your nervous system, and you can turn them on or off as a standard action unless otherwise noted. For example, you could activate or deactivate cybernetics in your eyes to observe different visual phenomena.



CYBERNETICS

Cybernetic augmentations use machines and circuitry integrated with the flesh and bone of the recipient. In most cases, cybernetics must be installed into the body by a trained surgeon — a process that takes 1 hour per level of the augmentation and the Price of which is covered in the Price of the cybernetic. Cybernetics are more than just machine implants: they are complex meldings of technology and the living host's own organs. This allows them to be hardened against assaults that affect other technologies in ways robots can't. Cybernetics are not subject to any effect or attack that targets technology unless it specifies that it affects cybernetics.

BIOTECH

Functioning similarly to cybernetics, biotech items include modifications to your DNA combined with implants of biological origin that integrate into your physiology. Biotech mostly operates by the same rules as cybernetics and uses the same implantation slots.

PERSONAL UPGRADES

Personal upgrades are a special class of augmentation that do not follow the normal system-limitation rules. Instead, these are broad upgrades that make changes across your entire body, while still allowing for other augmentations. The TAP is a personal upgrade, for example, as are datajacks, and vehicle control interfaces. Personal upgrades may be cybernetics, biotech upgrades, nanite enhancements, or various other forms of enhancement. Some are as simple as a nanotattoo, and other as complex as system-wide alterations to your body. Some even permanently grant you additional ability score points. Using any of these sorts of items counts as a personal upgrade, but personal upgrades do not occupy augmentation slots like normal augmentations.

You can gain a total of three personal upgrades which increase statistics (but an unlimited number of other personal upgrades that do not), regardless of the source. Each personal upgrade item has a model number: mk 1, mk 2, or mk 3. A mk 1 personal upgrade grants you +2 points to a single ability score, a mk 2 personal upgrade grants +4 points to a single ability score, and a mk 3 personal upgrade grants you +6 points to a single ability score.

Each of your personal upgrades must be a different model number (for example, you cannot have three mk 1 upgrades, but you can have a MK 1, a MK 2, and a MK 3). You can boost an existing personal upgrade by paying the difference in price between the current model and the next higher model. For example, if you have a mk 1 synaptic accelerator granting you +2 points of Strength, you could increase that to a mk 2 synaptic accelerator granting you a total +4 points of Strength by paying 5,100 cryptodollars (the difference in price between the MK 1 and MK 2 models). Be sure to keep track of what upgrades you have applied to which ability scores.

Other personal upgrades with levels may only be upgraded to the next level, you may not, for example, install 2 basic

lifesaver systems, or 2 mk 1 VCIs. Nanotattos, cyberart, and cosmetic makeovers are the exception to this rule; you may have as many Nanotattos as your skin's surface area will physically hold, and you may have any number of cosmetic makeovers as you desire, but only one to any given area of the body at a time. If you have dental implants to give you perfect pearly whites, and later decide that you want vampire-looking eyeteeth, you pay the price a second time and the vampire eyeteeth permanently replace the perfect pearly whites.

STARFINDER COMPATIBILITY

Not all augmentations in the *Starfinder Core Rules* are appropriate for the *Interface Zero* setting. The following augmentations from the *Starfinder Core Rules* are not allowed in the *Interface Zero* setting: Climbing Suckers, Dragon Gland, Wildwise, Ability Crystal, and Synergizing Symbiote

AUGMENT LIST

CYBERNETICS

ADDITIONAL CYBEREYE

SYSTEM Eyes

PRICE 300 **LEVEL** 1

You gain an additional eye, usually located on the back of the head, that allows you to see in all directions. Creatures only gain +1 flanking bonus against you instead of the normal +2.

ADRENAL DAMPENERS

SYSTEM Brain

PRICE 600 **LEVEL** 2

You gain +2 circumstance bonus to saves against any Fear effect, or effect that would cause you to become Cowering, Frightened or Shaken. Demoralize attempts against you have their DC's increased by +2.

AMPHIBIOUS LUNGS

SYSTEM Lungs

PRICE 300 **LEVEL** 1

You gain a nano-fiber mesh in your lungs that interface with your vascular tissues to filter oxygen out of water, allowing you to breathe water as easily as air.

ANTI-TOXIN SYSTEM

SYSTEM Eyes

PRICE 750 (MK1) **LEVEL** 1
PRICE 3,150 (MK 2) **LEVEL** 5
PRICE 9,750 (MK 3) **LEVEL** 9

The character's liver is enhanced to process toxins more effectively, while nanite colonies are implanted in the blood stream programmed to lock onto foreign chemical substances and remove them. The ATS gives a character +2 on saves versus Poisons at Mk 1, +4 at Mk 2, and +6 at Mk 3.

CHEMICAL INJECTOR

SYSTEM Eyes

PRICE 6,250 **LEVEL** 6

The creature's fingers come equipped with retractable syringes. The creature can store 3 separate compounds within its arm, for 3 full doses.

The character can administer to itself as a free action; however, if it wishes to use it in combat, the creature must succeed in an attack roll and do enough damage to penetrate the target's DR. This counts as an armed attack. Chemicals, drugs, poison, or viruses must be purchased separately.

CLIMBING CLAWS

SYSTEM Hands

PRICE 300 **LEVEL** 1

You gain small, retractable claws which grant you a +4 circumstance bonus to Athletics checks made to climb, and allow you to make natural attacks with them. The claws deal 1d4 Stamina damage.

CYBERSKULL, PROTEAN

SYSTEM Skull

PRICE 8,000 **LEVEL** 6

The creature's skull contains numerous small nano-plates that allow it to modify its face, making it harder to recognize in a crowd. The nano-plates are constantly shifting, changing its appearance once every 4 hours. People looking for it increase the DC of Perception rolls to locate it by +5, and the DC of Survival rolls to track it by +5.

CYBERSKULL, ENFORCER

SYSTEM Skull

PRICE 5,750 **LEVEL** 6

This replacement hardens the edges of the creature's face, giving it a more brutal aspect, and granting a +5 bonus to Intimidation attempts and DR 1/ –that stacks with other DR. The downside is that due to its obvious nature the creature looks at best thuggish. As a result, an Extra's attitude from the Reaction table is at best "Neutral."

DRONE HAND

SYSTEM Hand

PRICE 8,000 **LEVEL** 7

A VCI is required to use this augment. The creature's hand is capable of detaching and becoming a spider-like drone controlled wirelessly. The drone comes equipped with a camera allowing the character to view what the drone sees through their TAP. The drone hand operates as a spy drone in the *Starfinder Core Rules*, but uses the stealth drone as modified to be Tiny in size.

EMP SHIELDING, BASIC/ADVANCED

SYSTEM Skin

PRICE 65,850 **LEVEL** 14

The character is shielded against the debilitating effects of an EMP weapon. The character's TAP and cybernetics gain EMP Resistance 4 at Basic and EMP Resistance 8 at Advanced.

EQUILIBRIUM ENHANCEMENT

SYSTEM Ears

PRICE 200 **LEVEL** 1

You gain an enhanced sense of balance. You gain a +2 circumstance bonus to Acrobatics checks made to Balance.

FIGHT OR FLIGHT SYSTEM

SYSTEM Spine

PRICE 5,500 **LEVEL** 6

Fight or Flight grants the creature the Lightning Reflexes feat.

GECKO HANDS

SYSTEM Hands

PRICE 7,250 **LEVEL** 7

Gecko Hands give the character a Climb speed of 10, allowing the character to move up vertical surfaces.



INTEGRATED BATTLE INFORMATION SYSTEM

SYSTEM Eyes

PRICE 2,000 (Basic) **LEVEL** 3
PRICE 12750 (Advanced) **LEVEL** 9

The Integrated Battle Information System, or IBIS, interfaces with linked weapons systems and displays targeting information in Hyper Reality through the user's TAP, improving interfaced weapons systems to hit rolls by +1. The advanced IBIS system grants a +5 bonus instead.

INTERFACE FINGERTIPS

SYSTEM Hands

PRICE 300 **LEVEL** 1

Your fingertips can extend rapidly, telescoping and retracting at incredible speed. You can interact with any physical or digital user interface more quickly, granting you a +2 circumstance bonus to Computers checks involving such a user interface.

LOCKING HAND

SYSTEM Hand

PRICE 300 **LEVEL** 1

Your cybernetic hand locks in place at will, granting you a +2 circumstance bonus to KAC against Disarm combat maneuvers.

REINFORCED EXOSKELETON

SYSTEM Skeleton

PRICE 6,150 **LEVEL** 7

The creature increases their carrying capacity, multiplying its load limits by ×2.

SMART-HEART COAGUNIT

SYSTEM Heart

PRICE 400 **LEVEL** 1

You gain small node that connects to heart's valves, and uses fluctuations in blood pressure, and heart rate, and blood content to detect distress. This unit grants you a +2 circumstance bonus to saves against any effect which would inflict bleed damage, and reduces any bleed damage you receive by 1.

REDUNDANT HEART

SYSTEM Heart

PRICE 200 **LEVEL** 1

You gain a second heart. Your EAC and KAC count as +2 higher when determining if a natural 20 is a critical hit.

SPUR BLADE

SYSTEM Feet

PRICE 200 **LEVEL** 1

You gain retractable blades on your heels which allow you to make natural attacks with them. The spur's deal 1d4 S damage

TACTICAL COMPUTER

SYSTEM Brain

PRICE 14,000 **LEVEL** 10

TABLE 4.7: AUGMENTS

CYBERNETICS	LEVEL	PRICE	SYSTEM
Additional Cyber Eye	1	300	Eyes
Amphibious Lungs	1	300	Lungs
Anti-toxin System Mk 1	1	750	Liver
Climbing Claws	1	300	Hands
Equilibrium Enhancement	1	200	Ears
Interface Fingertips	1	300	Hands
Locking Hand	1	300	Hands
Redundant Heart	1	200	Heart
Smart-Heart Coagunit	1	400	Heart
Spur Blade	1	200	Feet
Tactile Tendril	1	200	Arms
Adrenal Dampeners	2	600	Brain
Thermal Sensitive Vision	2	550	Eyes
Visual Dampeners	2	550	Eyes
Infrared Capacitors, Standard	3	1,750	Eyes
Integrated Battle Information System, Basic	3	2,000	Eyes
Anti-Toxin System, Mk 2	5	3,150	Liver
Fight or Flight System	6	5,500	Spinal column
Chemical Injector System	6	6,250	Hand
Cyberskull, Protean	6	8,000	Skull
Cyberskull, Enforcer	6	5,750	Skull
Drone Hand	7	8,000	Hand
Reinforced Exoskeleton	7	6,150	Skeleton
Gecko Hands	7	7,250	All hands
Infrared Capacitors, Advanced	8	9,000	Eyes
Integrated Battle Information System, Advanced	9	12,750	Eyes
Anti-Toxin System, Mk 3	9	9,750	Liver
EMP Shielding. Basic	9	9,500	Skin
Tactical Computer	10	14,000	Brain
Infrared Capacitors, Long-Range	13	48,950	Eyes
EMP Shielding. Advanced	14	65,850	Skin

Creatures with a tactical computer gain the Improved Initiative feat

TACTILE TENDRIL

SYSTEM Arm

PRICE 200 **LEVEL** 1

You gain a retractable tendril which has a camera, as well as a tactile sensitive three digit pincer. This allows you to perform any action that could be performed with one hand and one eye at a range of 10ft. This can also allow you to peek around corners. If you have one Tactile Tendril installed in both arms, you can perform two hands and eyes worth of actions at a range of 10ft.

THERMAL SENSITIVE VISION

SYSTEM Eyes

PRICE 550 **LEVEL** 2

You gain the ability to see temperature differences. You gain a +2 circumstance bonus to sight based Perception, and to Survival checks made to Follow Tracks less than an hour old.

VISUAL DAMPENERS

SYSTEM Eyes

PRICE 550 **LEVEL** 2

You gain +2 circumstance bonus to saves against any effect that would Blind or Dazzle you.

TABLE 4.8: PERSONAL UPGRADES

BIOTECH	LEVEL	PRICE	SYSTEM
Bloodhound Olfactory Cluster	4	3,500	Nose
Teaser Pheromones	6	6,850	Skin
PERSONAL UPGRADES	**LEVEL**	**PRICE**	**ABILITY**
Cyberart/Nanotattoo	1	200	See description
Vehicle Control Interface, Mk 1	1	500	See description
Lifesaver System, Basic	3	1,600	See description
Cosmetic Makeover	4	5,000	See description
Vehicle Control Interface, Mk 2	5	5,500	See description
Courier Node	6	5,500	See description
Implanted Skill Module, Basic	10	12,750	See description
Vehicle Control Interface, Mk 3	10	15,000	See description
Lifesaver System, Advanced	10	12,750	See description
Implanted Skill Module, Advanced	10	12,750	See description

BIOTECH

BLOODHOUND OLFACTORY CLUSTER

SYSTEM Nose

PRICE 3,500 **LEVEL** 4

The character is capable of detecting individual chemicals even better than a drug-sniffing police dog. With proper training and skill, the character can identify explosives, narcotics or a host of other things. The character gains the Sense Through (scent) ability with a range of 10 ft. per point of Constitution Modifier.

TEASER PHEROMONES

SYSTEM SKIN

PRICE 6,850 **LEVEL** 6

Teaser pheromones provide a +5 bonus to Bluff, Diplomacy, and Intimidate skill checks when dealing with organic sentient beings.

PERSONAL UPGRADES

COSMETIC MAKEOVER

This is a catch-all category for simple cosmetic surgery to change hair color, perform liposuction, straighten teeth, provide breast implants, darken or lighten skin tones, and so on. It does not substantially alter the character's appearance or provide any bonuses to CHA-based skills intrinsically (see Synaptic Accelerators for that), although it might be good for a situational circumstantial bonus of +1 to +2 in cases where the character's new appearance plays to someone's proclivities, i.e. a contact has a known thing for redheads, and so forth.

COURIER NODE

The Courier Node allows the person to download virtually any amount of data to a secured, non-wireless hard drive implanted within her body. The Courier Node enhancement can be implanted anywhere on the character's body and concealed but does not count against a body slot for purposes of whether an augmentation will fit there. The only way to release the data is through a wired access port and the appropriate code.

CYBERART/NANO-TATTOO

Essentially hyper advanced tattooing, cyberart can glow softly if desired, providing illumination equal to that provided by a candle. Some cyberart is animated, providing a short looping scene that replays over and over. Cyberart is installed in a body with a small metallic stylus that injects low-grade nanites into a body part; the quality of the art relies on the installer's Profession (tattoo artist) check. It is easily and simply removed, allowing for new images and styles to be applied frequently. While (obviously) occupying the skin slot, it does not take up a slot for purposes of whether another augmentation will fit there. Cyberart and nano tattoing are also available for artificial limbs at the same cost.

IMPLANTED SKILL MODULE

An Implanted Skill Module, or ISM, allows the creature to access a single INT, CHA, or WIS-based skill of its choice at 10 ranks at the basic level, and 15 ranks at the advanced level (statistic bonus is added as normal). This skill can only be raised by upgrading to the advanced skill module or increasing the appropriate statistic bonus. This Augment can be taken multiple times, each time applying to a different skill, to a limit of the recipient's INT bonus in modules. Replacing a basic module with an advanced module of the same skill does not use a new slot. While occupying the brain slot, skill modules do not take up a slot for purposes of whether another augmentation will fit there.

LIFESAVER SYSTEM, BASIC

The lifesaver system reinforces the creature's organs, adds nanites which can repair tissue, and similar enhancements to stabilize the creature and help it heal faster. The creature heals 2 × their level per day instead of their level.

LIFESAVER SYSTEM, ADVANCED

The latest generation of nanites in this lifesaver system work to limit blood loss using new Platetech™ technologies. A creature with this Augment reduces any bleeding effects by 3 per round.

VEHICLE CONTROL INTERFACE I-III

The VCI is a series of neural transceivers and nerve enhancements placed throughout the body which provide an even greater control over vehicles. Each level of the VCI imparts a number of control slots based on the creature's Intelligence bonus. Control slots are explained in the Drones and Robots section below. Additionally, each level of the VCI gives the user +1 to all vehicle operation rolls, as the closer connection to the vehicle imparts greater control. Level one also allows the vehicle's acceleration to multiply by 1.5, while levels two and three double a vehicle's acceleration. Additionally, level three allows the driver to ignore the unstable platform penalty when firing vehicle mounted weaponry.

DRONES

Drones in *Interface Zero* are far more ubiquitous than they are in the Starfinder universe; they're everywhere, and everyone has one (or two). In *Interface Zero*, drones come in two varieties, standard drones and the drones that are part of the drone jockey's class features. The differences are outlined below.

STANDARD DRONES

Standard drones are mass-produced devices configured to allow individuals — including drone jockeys — to operate them as if they were a Level 1 Drone Jockey. They are assembled from off-the-rack parts and components and lack the cutting edge hardware and software to allow for more precise controls, and while they may be repaired, they may not be upgraded with more advanced components to allow for more advanced control.

Standard drones have fixed statistics, bonuses, and levels and do not gain levels; they are what they are from the moment they roll off the assembly line until they go down in flames, or are broken down for parts. In addition to their ability to be controlled, drones may accept a limited number of preset 'command strings' that allow them to act autonomously provided their command strings cover the situation at hand. Standard drones in autonomous mode function as vehicles and use the vehicular combat rules as outlined in the *Starfinder Core Rulebook*.

DRONE JOCKEY DRONES

The drones that are part of the drone jockey class, on the other hand, are bleeding-edge constructions that allow their drone jockey operators to enhance their performance in a constant rebuilding and improvement cycle that grants them improvements in functionality and performance as their designer/operator increases in level.

Command Strings

A drone with an Intelligence score of 1 can carry a maximum of 5 command strings in its memory, while a drone with an Intelligence score of 2 can carry a maximum of 10 command strings. Changing out command strings is a simple operation requiring a move action and a DC 10 Computers check for a single command string, or a standard action and a DC 15 Computers check for a database style command string. Uploading a new command string erases one or more command strings previously in memory if there is not space enough to hold the new command string; the character uploading the new command string chooses which command strings are removed.

A command string taking up more than one slot must be completely removed. A 'partial' command string or command string database may not be left installed. Executing a command string requires the drone to expend an appropriate action or actions as required to complete the command string, just like a character would.



Example: *A drone executing the Tagalong command string is making Move Actions to stay with its target, or one executing the Attack command string is taking a Standard Action to make an attack.*

Possible command strings include, but are not necessarily limited to, the following.

ATTACK

The drone attacks designated enemies. An operator may designate a target by physically pointing, selecting it on a transmission from the drone, painting it with a laser or other designation system, or uploading an image or images of the target into the drone. Once the drone acquires a target by designation, or Perception roll in the case of an uploaded designation, the drone will attack with whatever weapon the operator selects, or whatever weapon was selected at the time of an uploaded designation. If no weapon is selected, the drone defaults to the most powerful weapon currently available.

A command string that designates all individuals of a certain class (individuals in a selected uniform, androids, enemy vehicles, individuals performing a specific action or actions, and so forth) or a list of up to 10 specific individuals per point of the drone's INT may also be uploaded. This type of database counts as a double-sized command string and takes up 2 command string spaces. If attacking autonomously, the drone must have the appropriate sensors to distinguish members of the designated target class.

TRAVEL

The drone travels to a designated waypoint or waypoints within its range, or returns to the operator.

Each potential waypoint is a separate command string, although a more complex movement database may be uploaded which allows for up to 10 waypoints per point of the drone's INT to be set; such a database takes up 2 command string slots. If a drone has no other command strings that activate upon reaching a designated position, it automatically goes into Guard mode and holds station there.

DEFEND

The drone defends the operator, even without any other command being given. Alternatively, the operator may command the drone to defend another specific character, or a designated item, or location. Unless specified as part of the defend command string, the drone selects the most powerful weapon available to it when doing so. Frequently paired with the Tagalong command string.

BREAK OFF

The drone breaks off from combat or otherwise backs down, but does not leave the area of combat unless further commanded to do so. If attacked and not given instructions to the contrary, it resumes combat to defend itself. A drone that doesn't know this command string continues to fight until it must flee (due to damage, lack of ammunition, or the like) or its opponent is defeated. The Travel command string is necessary to retreat to a different location.

RETRIEVE

The drone goes and gets something, subject to the limits of its manipulative ability, and returns to the operator or another designated location with it. If the operator does not designate



a specific item, the drone requests more information and goes into guard mode and waits for further instructions. The retrieve command string may also be issued in such a way that the drone goes to a set location (requires the Travel command string), waits for a package or packages to be loaded or presented for loading if it can load itself, and then return.

GUARD

The drone holds its position to the best of its ability and prevents others from approaching. It will challenge individuals approaching with its defined range — up to ½ the drone's sensor range — for a password, or other recognition signal, such as an IFF transponder, allowing individuals which have the correct codes, tokens, or so on, to pass unmolested.

TAGALONG

The drone follows the operator or a designated vehicle, person, or other item, closely, even to places where it normally wouldn't go, subject to the limitations of its design. If unable to follow the designated target, the drone defaults to the Stay, Trail, and/or Seek command string if it has them loaded until it can resume Tagalong. Frequently paired with the Defend command string.

PERFORM

The drone performs a variety of simple tricks, such as sitting up, rolling over, popping wheelies, dancing in place, aerial or aquatic acrobatics, and so forth.

SEEK

The drone moves into a designated area and looks around for either anything that is obviously alive or animate, or a specific target or targets previously designated, and transmits this information to the operator.

STAY

The drone stays in place, waiting for the operator or a designated Tagalong target to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

TRAIL

The drone follows a designated target to the best of its ability, keeping it within sensor range. It may, at the operator's option, transmit location and other information back to the operator.

WORK

The drone pulls or pushes a medium or heavy load, or performs some other labor-oriented task or tasks.

GENERAL PURPOSE DRONES

Rather than upload a list of command strings, drones may have dedicated databases installed that allow them to perform a set, general purpose. Essentially, a drone's purpose represents a preselected set of known command strings that fit into a common scheme, such as guarding or heavy labor. The drone must meet all the normal prerequisites for all command strings included in the general-purpose database. If the database includes more than three command strings, the drone must have an Intelligence score of 2 or higher.

A drone may hold only 1 general-purpose database, though if capable of holding additional command strings (above and beyond those included in its general purpose), it may do so.

Sample general-purpose databases include:

Combat

A drone with this database is prepared for combat and a variety of typical duties associated with it. The database contains the attack, break off, defend, guard, travel, and seek command strings. Upgrading the attack and travel command strings to databases is a common modification, as is adding a second attack database with expanded targeting information.

Guardian

A drone that has this database loaded is typically tasked to protect an individual, vehicle, item, or location. Its database contains the tricks defend, tagalong, break off, stay, trail, and seek if the drone is expected to follow its designated subject, or defend, break off, and guard if assigned a stationary location.

Heavy Labor

A drone with this database is trained for a specific heavy labor task and possesses a pre-loaded appropriate Profession skill at +8. More advanced models may allow the Profession skill to be remotely swapped out as needed. Examples include Profession (gardener), Profession (manual laborer), or Profession (construction worker). This database contains the travel, retrieve, and work command strings.

Servant

Typically loaded into household drones that assist their owners in day-to-day life, the servant database possesses a pre-loaded Profession skill at +8. More advanced models may allow the Profession skill to be remotely swapped out as needed. Examples include Profession (cook), Profession (maid), or Profession (personal assistant). This database contains the work, stay, retrieve, and seek command strings if confined to a house or office, and the tagalong, retrieve, stay, seek, and work command strings if loaded into a drone that accompanies its owner.

Transport

This database is designed for drones that are used to ferry cargo or personnel from place to place. They will have an appropriate skill to pilot themselves at +8, and the database contains the travel, retrieve, stay, and work command strings.

DRONE PRICING

Drone Prices below include all weapons listed in their entries unless otherwise indicated.

TABLE 4.9: DRONES

NAME/MODEL	LEVEL	PRICE
BK Sidekick	2	1,550
Helios Hover-Eye	3	2,400
Helios Eye Borg	5	6,400
SAGEIT Vari-ex Work Drone	5	Varies, see entry
Helios Oracle	6	6,400
AGA Lone Star	8	14,950
BK War Horse	8	15,900
Shogun Samurai	8	29,400
Aquarius Raptor	10	79,195

DESCRIPTIONS

All drones are Constructs with the technological and drone subtypes, and share the following traits:

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Standard visual and auditory sensors equivalent to human ranges, the ability to speak, and the ability to store and transmit sensory data.
- Low-light vision.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, paralysis, poison, and stunning.
- Cannot heal damage on its own but can be repaired using the Engineering skill.
- Not subject to ability damage, ability drain, fatigue, exhaustion, *energy drain*, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Proficient only with weapons mounted on it or any weapon mentioned in its entry. Any weapon listed as installed on a drone has had the 'Analog' special property removed if it would otherwise possess it.
- Proficient with no armor if humanoid in form, unless description states it wears it.
- Drones do not breathe, eat, or sleep.
- Vulnerable to Critical Hits: Whenever a drone takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. The drone remains immune to other sources of the stunned condition.
- Vulnerable to Electricity: Drones take 150% as much damage as normal from electricity-based attacks, unless they are immune to electricity via other special defenses.
- Able to be controlled by an operator as if that operator was a 1st level Drone Jockey, even if the operator is not a Drone Jockey, but may not be upgraded to a higher level of control.

AGA LONE STAR RECONNAISSANCE DRONE — Level 8

Act of God Armaments created the Lone Star Recon Drone for the famous Texas Rangers. Now, it sees use as a major recon and light fighter drone all over the world! The Lone Star is a VTOL drone meant for long distance recon over a large area. Its twin turbine fan design allows it to sport an impressive weapon mount capable of carrying a variety of lethal or nonlethal armaments.

PRICE 14,950

Medium air vehicle (5 ft. wide, 5 ft. long, 3 ft. high)
Speed 25 ft., full 850 ft., 375 mph (hover); **Range** 800 miles plus 12 hours loitering
EAC 14; **KAC** 19; **Cover** none
HP 50 (25); **Hardness** 8
Attack (Collision) 6d10 B (DC 18)
Attack (Front) light machinegun (2d10 P, ammo 150)
Modifiers initiative +2, +8 attack (+4 at full speed)
Systems Int 2; **autopilot** (Piloting +8), Perception +15, Stealth +10; planetary-range com unit

SPECIAL ABILITIES

Advanced Sensors (Ex) The drone is equipped with telescopic sensors (add +5 to PER; figured in above), and radar (allows PER rolls at 4000 feet + 400/ft. per level to determine Awareness of Location [see Senses in the *Starfinder Core Rules*]).
Flood Lights (Ex) Dual 360° floodlights can illuminate two 60 ft. cones in any direction.

AQUARIUS RAPTOR — Level 10

The Raptor is a flight-capable hunter-killer drone which sees widespread use throughout the United States. Raptor drones are used to patrol border areas, strike behind enemy lines, and in some cases to put down rioters and protestors across the nation. Its distinctive shriek is caused by the way wind whistles through its turbines and off its engines. The manufacturer offered to fix this "flaw" but the government enjoyed the psychological terror it caused in their enemies so much the shriek has remained. The Raptor has earned a reputation for being a tough, fast, heavily armed machine of death.

PRICE 79,195

Large air vehicle (10 ft. wide, 10 ft. long, 5 ft. high)
Speed 25 ft., full 875 ft., 280 mph (fly); **Range** 1200 miles and 18 hours loitering
EAC 14; **KAC** 19; **Cover** improved cover

HP 50 (25); **Hardness** 8
Attack (Collision) 9d10 B (DC 17)
Attack (Front) medium machinegun (3d10 P, ammo 250)
Attack (Front) 70mm rocket pod (as IMDS Missile Launcher and Tactical Missile) (Explode 6d8 B & P (30 ft.); **ammo** 4)
Modifiers +3 initiative, +10 attack (+5 at full speed)
Systems INT 2; **autopilot** (Piloting +10), Perception +10, Stealth +5; planetary-range com unit

SPECIAL ABILITIES

Advanced Sensors (Ex) The drone is equipped with telescopic sensors (add +5 to PER; figured in above), and radar (allows PER rolls at 4000 feet + 400 ft. per level to determine Awareness of Location [see Senses in *Starfinder Core Rules*]).



BLACK KNIGHT SIDEKICK — Level 2

Brought to you by BK, makers of the famous War Horse, the Sidekick is a scaled down and reimagined version of the War Horse, designed as a companion for the average family or individual on the go. The Sidekick is a roughly rectangular drone with 4 legs capable of traversing over any terrain and a 'head' to differentiate ends and make it more doglike.

PRICE 1,550

Small land vehicle (2 ft. wide, 5 ft. long, 3 ft. high)
Speed 15 ft., full 200 ft., 20 mph (ground); **Range** 10 miles and 10 hours loitering
EAC 4; **KAC** 10; **Cover** none
HP 10 (6); **Hardness** 4
Attack (Collision) 3d4 B (DC 15)
Attack (Turret) semi-auto pistol, tactical (1d6 P, ammo 9)
Modifiers +0 initiative, +2 attack (+1 at full speed)
Systems INT 1; **autopilot** (Piloting +5), Perception +2, Stealth +6, 10 mile range com unit

SPECIAL ABILITIES

Manipulator Arm (Ex) The front of the Sidekick has a manipulator arm with a three-digit hand (STR 8) capable of loading itself, and retrieving and dispensing items from its load if the proper command strings are running.
Load Bearing (Ex) The drone is the same size as a large dog and can carry up to 6 bulk (no more than 2 cubic feet). Properly loading the Sidekick takes 1 minute per 3 bulk loaded. The Sidekick cannot retrieve and dispense items unless they are properly loaded, and it is running the correct command strings.
Optional Cart (Ex) The Sidekick may be fitted with an optional towed cart that adds an additional 6 bulk (no more than 2 cubic feet) to its load. Use of the cart reduces the Sidekick's speed by 5 feet, it's full speed by 50 feet, its overland speed by 5 mph, and imposes a –2 penalty to the autopilot. Hitching and unhitching the cart is a standard action that the Sidekick can perform on its own. The Sidekick cannot load, unload, or retrieve items from the cart while it is attached, but may do so once it is detached. Cost of trailer is an additional 250 cryptos.



BLACK KNIGHT WAR HORSE — Level 8

The War Horse was originally commissioned for use by the GLU's military forces as a combination supply carrier and mobile weapons platform. The War Horse circulated throughout the rest of the world and is based on one of the oldest reliable drone designs around. The War Horse is a large box-like drone with 4 legs capable of traversing over any terrain. Its armored hide, combined with its large back and carrying capacity, means it can run fresh supplies into a battleground, or take the fight to the enemy with advanced weaponry.

PRICE 15,900

Large land vehicle (5 ft. wide, 10 ft. long, 6 ft. high)
Speed 20 ft., full 200 ft., 30 mph (ground); **Range** 400 miles and 24 hours loitering
EAC 13; **KAC** 16; **Cover** none
HP 40 (20); **Hardness** 8
Attack (Collision) 7d10 B (DC 16)
Attack (Turret) light machinegun (2d10 P, ammo 60)
Modifiers +2 initiative, +8 attack (+4 at full speed)
Systems INT 2; **autopilot** (Piloting +8), Perception +8, Stealth +8, 30 mile range com unit

SPECIAL ABILITIES

Manipulator Arm (Ex) The front of the War Horse has a manipulator arm with a three-digit hand (STR 15) capable of loading itself, and retrieving and dispensing items from its load if the proper command strings are running.
Load Bearing (Ex) The drone is the same size as a large draft horse and can carry up to 100 bulk (no more than 30 cubic feet). Properly loading the War Horse takes 1 minute per 5

bulk loaded. The War Horse cannot retrieve and dispense items unless they are properly loaded, and it is running the correct command strings.

Optional Trailer (Ex) The Work Horse may be fitted with an optional towed trailer that adds an additional 100 bulk (no more than 30 cubic feet) to its load. Use of the trailer reduces the Work Horse's speed by 5 feet, it's full speed by 50 feet, its overland speed by 5 mph, and imposes a –2 penalty to the autopilot. Hitching and unhitching the trailer is a standard action that the Work Horse can perform on its own. The Work Horse cannot load, unload, or retrieve items from the trailer while it is attached, but may do so once it is detached. Cost of trailer is an additional 3,000 cryptos.



HELIOS EYE BORG — Level 5

Helios's eye borg is quickly becoming the first name in law enforcement spy drones. The eye borg is a spherical drone the size of a large gumball. The eye borg rolls at high speeds while a gyroscopic camera feeds a constant image back to its controller's TAP. The eye borg can climb any surface thanks to its nano-polymer grip, and given its small size, is often overlooked by hostiles.

PRICE 6,400

Fine land vehicle (0.2 ft. wide, 0.2 ft. long, 0.2 ft. high)
Speed 10 ft., full 50 ft., 15 mph (ground); **Range** 1 mile and 1-hour loitering time
EAC 0; **KAC** 8; **Cover** none
HP 5 (2); **Hardness** 0
Attack (Collision) 0 (DC 23)
Modifiers +4 initiative, +1 attack (+0 at full speed)
Systems INT 1; **autopilot** (Piloting +5), Athletics +4 (+12 Climb), Perception +8, Stealth +20, 2-mile com range.

SPECIAL ABILITIES

Advanced Sensors (Ex) The drone is equipped with telescopic sensors (add +5 to PER; figured in above).
Fine Size (Ex) The Helios Eye Borg is the size of a large gumball.
Wall Walker (Ex) The Helios Eye Borg has a Climb speed of 10.

HELIOS HOVER EYE — Level 3

Helios' most popular camera drone, used by civilians, reporters, and businesses all over the world for over 10 years and still selling strong! The Hover-Eye is a discoid-shaped mini-drone with two arrays of micro-fans that support a camera mount in the center of the drone. The charge is surprisingly long lasting, and its size makes it convenient to carry along on the family vacation. The camera mount can be adapted to hold other devices.

PRICE 2,400

Tiny air vehicle (2½ ft. wide, 2½ ft. long, 15 inches high)
Speed 10 ft., full 200 ft., 20 mph (hover); **Range** 1 mile and 5 hours loitering time
EAC 0; **KAC** 10; **Cover** none
HP 10 (5); **Hardness** 0
Attack (Collision) 2d4 B (DC 18)
Modifiers +2 initiative, +1 attack (+0 at full speed)
Systems INT 1; **autopilot** (Piloting +5), Perception +6, Stealth +10, 1-mile com range.

SPECIAL ABILITIES

Advanced Sensors (Ex) The drone is equipped with telescopic sensors (add +5 to PER; figured in above).
Reconfigurable Mount (Ex) An integrated gimbal that can hold a single device (typically a camera) up to bulk L. Price for device not included.

HELIOS ORACLE — Level 6

Helios' Oracle is the first in a wave of low-signature drones reaching the market for law enforcement and corporate security use. The Oracle is a VTOL drone meant for operations in urban and other environments where stand-off surveillance is not practical. The special construction of its three fans and their unique baffles when combined with their independently-developed optical camouflage system render it hard to spot and a hot seller.

PRICE 6,400

Medium air vehicle (5 ft. wide, 5 ft. long, 3 ft. high)
Speed 30 ft., full 450 ft., 65 mph (hover); **Range** 25 miles and 48 hours loitering time
EAC 9; **KAC** 16; **Cover** none
HP 45 (25); **Hardness** 5
Attack (Collision) 5d8 B (DC 15)
Modifiers +2 initiative, +4 attack (+2 at full speed)
Systems INT 2; **autopilot** (Piloting +5), Perception +10, Stealth +15, 25-mile com range.

SPECIAL ABILITIES

Advanced Sensors (Ex) The drone is equipped with telescopic sensors (add +5 to PER; figured in above).
Flood Lights (Ex) Dual 360° floodlights can illuminate two 30 ft. cones in any direction.
Stealth Configuration (Ex) The optical camouflage and specialized fan system give the Oracle a +8 modifier to its Stealth skill.

SAGEIT VARI-EX WORK-DRONE

Level 5

Tool drones have been in use since the turn of the millennium, back when they were used for remote explosive defusing and disposal. SAGEIT shows they're at the forefront of modern tool drones with the Vari-Ex. The Vari-Ex is pre-configured for specific tasks when ordered and comes ready to work straight out of the box. The most popular models are outlined below, but there are as many different configurations as there are customers. Each Vari-Ex comes with a patented dual-database module that runs two Heavy Labor databases in tandem. The Vari-Ex is also designed to be tough, able to take a beating while rolling into a dangerous area to get its work done.

PRICE varies by model, see below

Medium land vehicle (2 ft. wide, 4 ft. long, 6 ft. high)
Speed 20 ft., full 250 ft., 30 mph (ground); **Range** 5 miles and 12 hours loitering
EAC 13; **KAC** 16; **Cover** none
HP 30 (20); **Hardness** 6
Attack (Collision) 4d8 B (DC 15)
Attack (Melee) see below
Modifiers +0 initiative, +3 attack (+0 at full speed)
Systems INT 1; **autopilot** (Piloting +5), Perception +5, 5 mile range com unit

SPECIAL ABILITIES

Dual Databases (Ex) The proprietary dual database system hardwired into the Vari-Ex allows it to run two databases with three command strings each without conflict, exceeding the limit set by the drone's Intelligence safely.

Built in Tools (Ex) The Vari-Ex has a fully stocked array of tools and skills depending on the model selected:

- **Bomb Disposal:** An array of tools that count as a Demolitions Kit (+2 to appropriate rolls), plus an Interior Bomb Disposal Bay (a 2-cubic foot sealed compartment to store unexploded ordnance; Hardness 30). Loads two specialized Heavy Labor databases with Engineering +8 and Physical Science +8 for issues relating to bomb disposal and identification. Cost: 11,500
- **Surgical:** An array of specialized surgical tools that count as a Surgical Kit (+2 to appropriate rolls), that do 1d4 P or S if used as weapons, plus a specialized compartment for storing drugs and transplant organs that holds 50 doses of common medical drugs and up to two small (heart, kidney) or one medium (lung) organs for 48 hours before tissue degradation sets in. Loads two specialized Heavy Labor databases with Medicine +8 and Life Science +8 for issues relating to medicine, surgery, pharmacology, and other related fields. Cost: 12,000
- **Construction:** Comes with a set of general construction tools including a small arc welder (2d6 F; Penetrating, Melee); assorted tools (2d4 B, Melee); and a rivet gun (2d6 P; ammo 20, Penetrating, Melee). It's dual databases typically have Engineering +8 and Profession (construction worker) +8 installed. Cost: 12,000
- **Repair:** This model comes with a complete tool kit for working on the selected item (car/truck, boat, aircraft, electronics, etc.) as well as a specialized repair parts bay that can 3D print up to 3,000 cryptodollars worth of Tiny or smaller parts before needing to be reloaded. Typically loaded databases for an auto shop model are: Engineering +8 and Profession (auto mechanic) +8. Cost: 11,500
- **Landscaping:** A popular model with homeowners, it comes with an array of landscaping and gardening tools (2d4 B & S, Melee); an extendible arm with a mounted powered diamond-microsaw (2d4 S, Penetrating, Reach); and an open debris/plant hopper. Typical skills loaded in the twin databases are Profession (gardener) +8, and Life Sciences +8. Cost: 11,500

Sensor Suite (Ex) Equipped with the latest sensors, the Vari-Ex gains +4 Perception vs. sound, motion, strong chemicals, radiation, or electrical fields up to 500 yards. (Not figured in above)

Tracked (Ex) The tool-bot can ignore difficult terrain. However, it is unable to negotiate obstacles higher than 2 feet in height.



SUBURASHII SHOGUN SAMURAI

Level 8

The Shogun Samurai is one of the highest-rated gladiator drone models. Gladiator models are full sized anthroform drones often used in sports entertainment for living viewers. The shogun appears as a 10 foot tall samurai in full steel armor in a variety of designs and colors. The Shogun is known for its speed, strength, and mono-katana which it wields with incredible skill. While it's been a few years since a Shogun model has claimed the yearly drone gladiator championship, Shoguns consistently rank in the top 10 finalists at each tournament.

PRICE 29,400

Large land vehicle (4 ft. wide, 3 ft. long, 10 ft. high)
Speed 30 ft., full 200 ft., 20 mph (ground); **Range** 5 miles and 6 hours loitering

EAC 13; **KAC** 16; **Cover** none
HP 50 (20); **Hardness** 8
Attack (Collision) 7d10 B (DC 16)
Attack (Melee) see below
Modifiers +2 initiative, +7 attack (+3 at full speed)
Systems INT 2; **autopilot** (Piloting +8), Perception +8, 5-mile range com unit

SPECIAL ABILITIES

Dual Attacks (Ex) The Samurai's programming grants it the Cleave feat.
Melee Weapon (Ex) The Samurai carries a size Large Miyamoto K-Tana that does 2D10 S, Bleed 2D6

ROBOTS

Like drones, robots are much more ubiquitous in the *Interface Zero* setting than they are in Starfinder. While many robots and drones overlap abilities and responsibilities in the world of *Interface Zero*, and utilize many of the same rules and nomenclatures, robots are distinct from drones in that they cannot be fitted with remote-operation soft and hardware to allow drone jockeys or other operators to improve their performance, and thus operate solely on their command strings.

TABLE 4.10: ROBOTS

NAME/MODEL	LEVEL	PRICE
Simpet, Lapdog	1	950
Maidbot	2	1,550
Personal Assistant	4	5,000
M-23 Surgeon	6	17,600

All robots are constructs with the technological and robot subtypes. They share the following traits:

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Standard visual and auditory sensors equivalent to human ranges, the ability to speak, and the ability to store and transmit sensory data.
- Low-light vision.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, paralysis, precision damage, poison, and stunning.
- Cannot heal damage on its own, but can be repaired using the Engineering skill.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Proficient with no weapons.
- Proficient with no armor.
- Robots do not breathe, eat, or sleep.
- Vulnerable to Critical Hits: Whenever a robot takes extra damage from a critical hit, it is staggered for 1 round. The robot remains immune to other sources of the stunned condition.
- Vulnerable to Electricity: Robots take 150% as much damage as normal from electricity attacks, unless they are immune to electricity via other special defenses.
- Vulnerable to EMP Weapons Robots take 150% as much effect as normal from EMP weapons after any EMP resistance is applied.

MAIDBOT — Level 2

The maid bot is a small tracked rectangular bot with four arms. It is programmed to perform basic cleaning functions, and make minor repairs to household items. It may stop and spend 2 minutes wirelessly swapping out Profession skills in its database as needed if within 100 ft. of a base unit or home computer system. It cannot repair complex technological items.

PRICE 2,550

Small land robot (3 ft. wide, 3 ft. long, 2 ft. high)
Speed 10 ft., full 40 ft., 5 mph (ground); **Range** 1 mile and 10 hours loitering
EAC 0; **KAC** 5; **Cover** none
HP 10 (6); **Hardness** 2
Attack (Collision) 1d4 B, Subdual (DC 8)
Modifiers +0 initiative, +1 attack (+0 at full speed)
Systems INT 1; **autopilot** (Piloting +5), Perception +5, 1-mile range com unit

SPECIAL ABILITIES

Safety First (Ex) The Maidbot has a sculpted exterior that has no angles or sharp edges and comes with exterior padding which renders its collision damage subdual damage. Additionally, it has avoidance tracking software that makes its movements careful and deliberate, and it announces movement when within range of other individuals, reducing its DC to avoid a collision by −5 (factored in above), and reducing its collision damage to 1d4 (factored in above).
Tracked (Ex) The Maidbot ignores difficult terrain and is able to navigate stairs and climb over objects that are less than 1/3 its height.
Multi-Armed (Ex) The Maidbot has four extendible arms with four-fingered hands (STR 8), which allows it to wield and hold up to four hands' worth of equipment and gives it a reach of 10 feet. Additionally, it may use multiple hands to increase the effective Strength it can bring to bear when

lifting and manipulating items, adding +2 effective Strength per additional arm used, to a maximum Strength of 14.

Supply Bay (Ex) The robot has an internal bay that stores 1 bulk (up to 1 cubic foot), holding a variety of chemical cleaners, rags, brushes, and small tools.

M-23 SURGEON

Level 6

A standard medical robot, used to supplement human medical care and provide emergency care in situations where human physicians are not available. Military models are obviously non-human, but civilian models take pains to present a more humanlike appearance to ease stress on patients.

PRICE 17,650

Medium land robot (2 ft. thick, 3 ft. wide, 6 ft. high)

Speed 15 ft., full 50 ft., 10 mph (ground); **Range** 2 miles and 10 hours loitering

EAC 4; **KAC** 6; **Cover** none

HP 15 (8); **Hardness** 4

Attack (Collision) 2d4 B, Subdual (DC 10)

Modifiers +0 initiative, +2 attack (+1 at full speed)

Systems INT 1; **autopilot** (Piloting +5), Perception +6, 2-mile range com unit

SPECIAL ABILITIES

Safety First (Ex) The M-23 has a sculpted exterior that has no angles or sharp edges and comes with exterior padding which renders its collision damage subdual damage. Additionally, it has avoidance tracking software that makes its movements careful and deliberate, and it announces movement when within range of other individuals, reducing its DC to avoid a collision by –5 (factored in above), and reducing its collision damage to 2d4 (factored in above).

Human Appearance (Ex) The civilian model of the M-23 appears 80% human with synthetic skin, hair, and eyes, staying safely on the good side of the uncanny valley, while appearing human enough to ease patient stress.

Advanced Medical Programming (Ex) The M-23's programming gives it the Medical Expert feat.

Optics Suite (Ex) The robot comes equipped with microscopic visual sensors for examining injuries, tissue samples, and so forth.

Medical Gear (Ex) Equipped with a medical kit and various drugs.

PERONAL ASSISTANT

Level 4

A basic robot with an anthropomorphic frame. Most are found in offices, where use of a robot is more cost-effective than employing humans.

PRICE 5,000

Medium land robot (2 ft. thick, 3 ft. wide, 6 ft. high)

Speed 15 ft., full 50 ft., 10 mph (ground); **Range** 2 miles and 10 hours loitering

EAC 4; **KAC** 6; **Cover** none

HP 15 (8); **Hardness** 4

Attack (Collision) 2d4 B, Subdual (DC 10)

Modifiers +0 initiative, +2 attack (+1 at full speed)

Systems INT 2; **autopilot** (Piloting +5), Perception +6, 2-mile range com unit

SPECIAL ABILITIES

Safety First (Ex) The Personal Assistant has a sculpted exterior that has no angles or sharp edges and comes with padding which renders its collision damage subdual damage. Additionally, it has avoidance tracking software that makes its movements careful and deliberate, and it announces movement when within range of other individuals, reducing its DC to avoid a collision by –5 (factored in above), and reducing its collision damage to 2d4 (factored in above).

(Mostly) Human Appearance (Ex) The Personal Assistant appears 80% human with synthetic skin, hair, and eyes, staying safely on the good side of the uncanny valley, while appearing human enough to ease the stress of interacting with it physically.

Human Appearance (Ex) Some owners prefer a human-looking model. This upgrade gives a Personal Assistant a full human appearance and vocal range, even to the point of duplicating a specific appearance and voice (option increases the cost by 1,000 cryptos; specific appearance adds an additional 1000 cryptos cost and requires a DC 15 Perception check to penetrate).

Language Suite (Ex) The Personal Assistant has hardwired, dedicated space to hold programming to speak 6 languages. Exchanging a language is a DC 10 Computer check and takes a move action. This does not use up a command string slot.

Internal Storage (Ex) Personal Assistants come with a variably-located Courier Node installed.

SIMPET, LAPDOG

Level 1

All the entertainment and companionship benefits of having a pet, but without the messy details of "walkies" or changing the litterbox. The Lapdog is the most popular "breed" of Simpet, though countless variations exist of domestic, exotic, and even mythical little animal buddies. Collect them all!

PRICE 950

Tiny land robot (2.5 ft. long, 1 ft. wide, 1 ft. high)

Speed 10 ft., full 35 ft., 10 mph (ground); **Range** 5 miles and 10 hours loitering

EAC 5; **KAC** 5; **Cover** none

HP 10 (6); **Hardness** 4

Attack (Collision) 1d4 B, Subdual (DC 10)

Modifiers +0 initiative, +0 attack (–2 at full speed)

Systems INT 1; **autopilot** (Piloting +5), Perception +2, Stealth +2, 5-mile range com unit

SPECIAL ABILITIES

Safety First (Ex) The Simpet has a sculpted exterior that has no angles or sharp edges and comes with padding which renders its collision damage subdual damage. Additionally,

it has avoidance tracking software that makes its movements careful and deliberate, and reduces its DC to avoid a collision by −6 (factored in above).

Animal Sculpting (Ex) Simpets are designed to replicate a specific type of animal, and have a dedicated, hardwired database that stores information on behavior, movement, personality, and other traits to assist in this. This database makes the Simpet's presentation require a DC 20 Perception check to penetrate. This database does not use up a command string slot.

Alternative Movement (Ex) Depending on the type of animal replicated, Simpets may possess alternative types of movement, such as a climb speed (monkeys, some lizards, cats), flight (birds), or swim speed (beavers, alligators, dolphins). A Simpet with an alternative movement mode increases the cost by an additional 500 cryptos.

Noncombative (Ex) While they mimic animals, and may bark, growl, hiss, swat, or otherwise mimic their animal's threat displays, Simpets are hardwired to never actually attack a character. They may, however, perform activities such as hunt mice, catch fish, or even brawl with other animals if their mimicked animal would act in such a fashion.

Varying Size (Ex) The smallest Simpet currently achievable that can interact with humans in a normal way is Tiny, representing small dogs, cats, large birds, and other similarly sized animals. Larger simpets are available that replicate bigger animals, albeit at a rapidly increasing cost (increase cost by ×5 for each size increase up to large).

TECHNOLOGICAL ITEMS

The following items from the *Starfinder Core Rules* section of the same name are not available in the *Interface Zero* setting: Cable line, adamantine alloy; X-ray visor, Regeneration table. Some items present in the *Starfinder Core Rulebook* have different effects, or abilities, or mechanics in *Interface Zero*; refer to the entries in the *Interface Zero* equipment section to determine what those are. The *Interface Zero* version takes precedence over the *Starfinder* one in the event of a conflict.

TABLE 4.11: ACCESSORIES & ELECTRONICS

GEAR	LEVEL	COST	BULK
Hyperbook	1	10	L
Interface Goggles and Gloves	2	1,550	L
Chemical Scrubber	5	2,250	1

Hyper Book

Sometimes you just want to have the feel of a book in your hands; this Holoreader book interlinks with the TAP to project the book images onto the pages of the book. More of a gimmick, a throwback to the old days.

Interface Goggles And Gloves

These allow individuals without a TAP to access the Global Datanet. They are not as smooth an interface as a TAP is, so all Computers rolls using them have their DC increased by +5 and the user takes a −5 Initiative penalty. Hyper goggles have a base 4 AMS for programs and can have countermeasures and modules installed.

Chemical Scrubber

A Chemical Scrubber is a canister of nanites which, when activated, converts the chemicals on contaminated clothing or surface into harmless substances. Scrubs up to 10 square feet of surface area. Single use.

WEAPONS

Note: Many weapons can have computer systems installed as standard equipment. Unless otherwise listed as Analog, the Hack DCs for Computers rolls to penetrate the system are based on the item level of the weapon. See Table 3.9: Device Progression Chart, on page 118 for more information.

Any weapons with an "(S)" at the end of their name have statistics found in the *Starfinder Core Rules*.

GRENADES

In *Interface Zero* there are two types of grenades: launched and thrown. The two types have identical effects, but are not compatible with one another; a thrown grenade will not fit in a grenade launcher, and a grenade launcher grenade will not detonate if thrown.

LAUNCHED GRENADES

Launched grenades are 25mm grenades that essentially look like big, fat bullets which can be outfitted with various payloads, and are fired from grenade launchers, detonating on impact. Launched grenades use the range for their launcher, and have a minimum arming distance of 5 meters to guarantee the firer is out of their effect. If they strike an object or character within that time they will not detonate, but instead do 3D6 bludgeoning nonlethal, Knockdown from the impact. A grenade that does not detonate in this fashion renders itself inert and is not able to be reused. Launcher grenades do not come with the option for time delay detonation. Launched grenades are subject to scatter, just like thrown grenades. There are launcher versions of all the thrown grenades found in the Starfinder Core Rules, plus the tear gas grenade below. Molotov cocktails may never be launched grenades. The launcher statistics are found under Table 4.16: Heavy Weapons, on page 164.

TABLE 4.12 GRENADES

GRENADE	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
Molotov Cocktails	2	75	20 ft.	Drawn	L	Explode (1d6 F, 1d4 burn, 5 ft.), Analog
TAG-7 Tear Gas	3	75	20 ft.	Drawn	L	Explode (tear gas cloud* 1 minute, 20 ft.)

TABLE 4.13: ADVANCED MELEE WEAPONS

ONE-HANDED	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Shock Truncheon, Static (S)	8	9,150	1d12 E	Arc 1d4	1	Powered [capacity 20, usage 1], stun
Shock Truncheon, Aurora (S)	11	23,000	2d12 E	Arc 2d4	1	Powered [capacity 20, usage 1], stun
Monowhip (S)	15	107,000	10d4 S	Severe Wound	L	Analog, Disarm, Reach, Trip
Shock Truncheon, Storm (S)	16	80,200	3d12 E	Arc 3d4	1	Powered [capacity 40, usage 2], stun
Shock Truncheon, Tempest (S)	19	545,000	6d12 E	Arc 6d4	1	Powered [capacity 40, usage 2], stun
TWO HANDED						
Staff, Sentinel (S)	7	6,320	1d10 B	—	1	Block, Powered [capacity 20, usage 1], Stun
Staff, Repeller (S)	13	45,200	3d8 B	Knockdown	1	Block, Powered [capacity 20, usage 1], Stun

TABLE 4.14: PISTOLS

ONE-HANDED	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
FLAME									
Flare Gun, Survival (S)	1	90	1d3 F	30 ft.	Burn 1d6	1 flare	1	L	Analog, Bright
Flame Pistol (S)	2	470	1d4 F	20 ft.	Burn 1d4	20 petrol	4	L	Line, Unwieldy
PROJECTILE									
Light Pistol, Tactical	1	200	1d4 P	20 ft.	—	9 rounds	1	L	Analog
Semi-auto Pistol, Tactical (S)	1	260	1d6 P	30 ft.	—	9 rounds	1	L	Analog
Light Pistol, Advanced	7	5,000	2d4 P	50 ft.	—	12 rounds	1	L	
Semi-auto Pistol, Advanced (S)	7	5,500	2d6 P	60 ft.	—	12 rounds	1	L	
Light Pistol, Elite	10	17,500	3d4 P	50 ft.	—	12 rounds	1	L	
Semi-auto Pistol, Elite (S)	10	18,200	3d6 P	60 ft.	—	12 rounds	1	L	
Light Pistol, Paragon	13	43,200	4d4 P	50 ft.	—	16 rounds	1	L	
Semi-auto Pistol, Paragon (S)	13	45,200	4d6 P	60 ft.	—	16 rounds	1	L	
UNCATEGORIZED									
Needler Pistol (S)	1	105	1d4 P	30 ft.	Injection DC +2	6 darts	1	L	Analog, Injection



P-50 WATCHMAN HOLD-OUT



TABLE 4.15: LONGARMS

TWO-HANDED	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
FLAME									
Flame Rifle (S)	2	490	1d6 F	25 ft.	Burn 1d6	20 petrol	5	1	Line, Unwieldy
PROJECTILE									
Hunting Rifle (S)	1	240	1d8 P	90 ft.	—	6 rounds	1	1	Analog
Scattergun, Utility (S)	1	235	1d4 P	15 ft.	—	4 shells	1	1	Analog, Blast
Autotarget Rifle (S)	2	755	1d6 P	60 ft.	—	10 rounds	1	2	Analog, Automatic
SMG, Tactical	5	3,400	2d4 P	30 ft.	—	12 rounds	1	2 L	Automatic
Assassin's Rifle, Tactical	6	4,350	1d10 P	70 ft.	—	5 rounds	1	2	Sniper (500 ft.), Unwieldy
SMG, Advanced	7	5,500	2d6 P	40 ft.	—	20 rounds	1	2 L	Automatic
Scattergun, Snub (S)	8	8,300	1d12 P	15 ft.	—	8 shells	1	2	Blast
Assassin's Rifle, Advanced	9	11,800	2d10 P	70 ft.	—	6 rounds	1	2	Sniper (750 ft.), Unwieldy
Combat Rifle (S)	10	16,500	3d8 P	90 ft.	—	40 rounds	1	2	Automatic
SMG, Elite	10	18,000	3d6 P	40 ft.	—	25 rounds	1	2 L	Automatic
Scattergun, Impact (S)	12	30,400	2d12 P	15 ft.	—	12 shells	1	2	Blast
Assassin's Rifle, Elite	13	54,000	4d10 P	80 ft.	—	6 rounds	1	2	Sniper (1000 ft.), Unwieldy
SMG, Paragon	13	44,000	4d6	40 ft.	—	30 rounds	1	2 L	Automatic
Battle Rifle, Tactical	14	72,300	4d8 P	100 ft.	—	40 rounds	1	2	Automatic
Scattergun, Vortex (S)	15	91,900	3d12 P	30 ft.	—	12 shells	1	2	Blast
Assassin's Rifle, Paragon	17	243,000	6d10 P	80 ft.	—	6 rounds	1	2	Sniper (1000 ft.), Unwieldy
Battle Rifle, Advanced	17	242,500	8d8 P	120 ft.	—	50 rounds	1	2	Automatic
UNCATEGORIZED									
Needler Rifle	1	110	1d6 P	60 ft.	Injection DC + 2	12 darts	1	1	Analog, Injection
Underbarrel Grenade Launcher	1	250	By Grenade	60 ft.	—	4 grenades	1	2 L	—



MOSQUITO STORM SMG



FOLEY ARMS TAW 2022

THROWN GRENADES

Thrown grenades come in a wide variety of colors and shapes — spheres, discs, cylinders, etc. — that all perform identically. Thrown grenades have no minimum arming distance, and typically detonate on impact once thrown. Some grenades come with detonation timers that allow for up to 6 seconds before detonation; add +10% to a grenade's price for this option. There are thrown grenade versions of all the grenades found in the *Starfinder Core Rules*, and an additional two types below.

MOLOTOV COCKTAILS

An empty bottle, flammable liquid, and a rag. It's as easy as that to make an improvised fire bomb..

TG-7 TEARGAS

Nonlethal crowd control for over a hundred years.

Game Notes: Anyone caught in a Tear gas cloud must make a DC 15 Fortitude save or acquire the sickened condition. Each additional round within the cloud forces another roll with a cumulative −1 to the save. The condition persists for 1d6+6 rounds after exiting the affected area. Gas masks, lack of a need to breathe, and Full Environmental equipment provide protection from Tear Gas.

MELEE WEAPONS

Starfinder Compatability: Not all melee weapons in the Starfinder Core Rules are appropriate for the *Interface Zero* setting. All melee weapons in the Starfinder Core Rules weapons with the 'Analog' special ability that do not have the 'Powered" special ability are available in the *Interface Zero* setting. Unless listed on Table 4.13: Advanced Melee Weapons, on page 161 in this section, no weapons with the "Powered" Special Ability, or with "molecular rift," "dimensional slice," "dimensional blade," "hardlight," or "gravity" in their name from the Starfinder Core Rules are available in the *Interface Zero* setting.

SMALL ARMS

Starfinder Compatability: Not all small arms in the *Starfinder Core Rules* are appropriate for the *Interface Zero* setting. Unless listed on Table 4.14 or 4.15, no *Starfinder* weapons in this category are available in *Interface Zero*.

Small Arms Naming Conventions: For compatibility's sake, *Starfinder* weapons are listed under their *Starfinder* names, even though that is not how they are referred to in the world of *Interface Zero*. Scatterguns, for example, are simply called shotguns by *Interface Zero* characters. All generic *Starfinder* weapon names have a host of manufacturers producing essentially identical weapons under a plethora of individual brands and product identities.

PISTOLS

LIGHT PISTOL [TACTICAL, ADVANCED, ELITE, PARAGON]

Light pistols are smaller caliber weapons suited for home and personal defense as opposed to combat, and have greater concealment ability than standard handguns. All light pistols add +5 to the DC to perceive them when concealed.

RIFLES

UNDERBARREL GRENADE LAUNCHER

Designed to mount on a rifle, shotgun, or other longarm of bulk 2, the underbarrel grenade launcher provides extra options for the user by allowing them access to the full range of 25mm grenades available for grenade launchers.

SMG [TACTICAL, ADVANCED, ELITE, PARAGON]

Larger than a pistol, but smaller than a full-sized rifle, SMG's, or submachineguns, are designed to fire pistol ammunition, but at automatic weapon fire rates.

ASSASSIN'S RIFLE [TACTICAL, ADVANCED, ELITE, PARAGON]

The Assassin's Rifle is a.50 caliber rifle made entirely of polymers. Once the last round is fired, or by coded TAP or verbal command, the rifle will dissolve into a puddle of goo as the catalyzers in the weapon activate. Comes disassembled in a lightweight case made from recycled paper. It takes 4 rounds to assemble the weapon from the case.

BATTLE RIFLE [TACTICAL, ADVANCED]

Full-sized automatic rifles, battle rifles are designed to use heavier caliber ammunition than other automatic rifles, and are manufactured to be the most lethal cartridge-firing infantry weapons on the battlefield.

HEAVY WEAPONS

Starfinder Compatability: Not all heavy weapons in the *Starfinder Core Rules* are appropriate for the *Interface Zero* setting. Unless listed on Table 4.1, no *Starfinder* weapons in this category are available in *Interface Zero*.

Heavy Weapon Naming Conventions: For compatibility's sake, *Starfinder* weapons are listed under their Starfinder names, even though that is not how they are referred to in the world of *Interface Zero*. To *Interface Zero* characters, X-gen Guns are referred to as miniguns, Reaction Cannons are autocannons, and Stellar Cannons are called Flechette Launchers. All generic *Starfinder* weapon names have a host of manufacturers producing essentially identical weapons under a plethora of individual brands and product identities.

RPG-17 ROCKET PROPELLED GRENADE LAUNCHER

Wasteland Traders was able to get a hold of a large shipment of old RPG rocket launchers bound for destruction. Don't ask how we got them amigo, just know that Wasteland is looking out for you.

TABLE 4.16: HEAVY WEAPONS

TWO-HANDED	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
FLAME									
Flamethrower, Ifrit-Class (S)	2	780	1d6 F	15 ft.	Burn 1d6	20 petrol	4	2	Analog, Blast, Unwieldy
Flamethrower, Salamander-Class (S)	8	8,600	2d6 F	30 ft.	Burn 2d6	20 petrol	5	2	Blast, Unwieldy
Flamethrower, Hellhound-Class (S)	12	35,100	4d6 F	30 ft.	Burn 4d6	40 petrol	8	2	Blast, Unwieldy
Flamethrower, Firedrake-Class (S)	15	128,000	6d6 F	30 ft.	Burn 5d6	40 petrol	10	2	Blast, Unwieldy
Flamethrower, Phoenix-Class (S)	18	367,500	9d6 F	30 ft.	Burn 9d6	40 petrol	10	2	Blast, Unwieldy
PROJECTILE									
Machinegun, Squad (S)	4	2,060	1d10 P	60 ft.	—	40 rounds	2	2	Automatic
X-gen Gun, Tactical (S)	6	4,240	1d12 P	120 ft.	—	80 rounds	2	2	Automatic
Reaction Cannon, Tactical (S)	7	6,100	2d10 P	90 ft.	—	6 rounds	1	3	Penetrating
Machinegun, Light (S)	8	8,600	2d10 P	60 ft.	—	60 rounds	2	2	Automatic
X-gen Gun, Advanced (S)	9	13,100	2d12 P	120 ft.	—	100 rounds	2	2	Automatic
Reaction Cannon, Heavy (S)	10	16,750	3d10 P	100 ft.	—	6 rounds	1	3	Penetrating
Stellar Cannon, Light (S)	10	19,200	2d12 P	30 ft.	Wound	18 shells	6	2	Blast
Machinegun, Medium (S)	11	23,100		60 ft.	—	60 rounds	2	2	Automatic
X-gen Gun, Elite (S)	13	53,700	4d12 P	120 ft.	—	100 rounds	2	2	Automatic
Reaction Cannon, Advanced (S)	14	73,000	6d10 P	100 ft.	—	6 rounds	1	3	Penetrating
Stellar Cannon, Heavy (S)	15	122,800	4d12 P	30 ft.	Wound	32 shells	8	2	Blast
Machinegun, Heavy (S)	17	220,300	7d10 P	120 ft.	—	100 rounds	4	2	Automatic
Reaction Cannon, Elite (S)	17	244,000	8d10 P	100 ft.	—	6 rounds	1	3	Penetrating
Reaction Cannon, Paragon (S)	20	810,000	12d10 P	100 ft.	—	6 rounds	1	3	Penetrating
X-gen Gun, Paragon (S)	20	826,000	9d12 P	120 ft.	—	100 rounds	2	2	Automatic
UNCATEGORIZED									
NIL Grenade Launcher, Merc (S)	1	755	By Grenade	60 ft.	—	6 grenades	1	2	Analog
RPG-17 Rocket Propelled Grenade Launcher	7	4,500	—	60 ft.	—	1 shell	1	2	Explode 6d6 B (10 ft.), Penetrating

VEHICLES

VEHICLE STATISTICS

All vehicles can have computer systems installed as standard equipment. Unless otherwise listed, the Hack DCs for Computers rolls to penetrate the system are based on the tier of the vehicle's onboard computer system. The Computer system entry will list the onboard computers tier and it's associated Hack DC in parenthesis, like this: Computer Tier 5 (33). Some vehicles may have higher-tiered computer systems due to the nature of the vehicle. For instance, military or security vehicles might have advanced computer systems, even though the item level of the vehicle is lower. For a thorough list of computer system Hack DCs based on tier and item level, see Table 3: 4: Hac k DCs on page 114. Game Masters should feel free to adjust these tiers as they see fit.

Note: All vehicles not possessing the 'Analog' property and having an 'Autopilot entry in their 'Systems' entry possess basic autopilot capability, allowing them to drive themselves under normal (non-combat, non-stressed) operation with the equivalent of a +8 Piloting as appropriate by logging into a peer-sourced vehicle network. When logged into a network no Piloting checks are needed under normal circumstances. If there is no network to log into, the vehicle's skill is treated as +4. This capability can be toggled on or off by an operator as a move-equivalent action. Some vehicles possess a more powerful autopilot; this will be indicated in their write-up.

BICYCLES

Notes: A bicycle can be mounted or dismounted as a free action. It occupies one square and provides no cover to its rider. Piloting checks are necessary when moving over broken terrain, making a REF Save to avoid a hazard, or when riding in battle.

TRAILBOSS X-89 MOUNTAIN BIKE — Level 1

Trail Boss, the leader in off-road bicycle manufacture for the last six years has done it again with the X-89!-Rugged and stylish, this off-road bicycle is the King of the Hill!

PRICE 500

Medium land vehicle (5 ft. wide, 5 ft. long, 3 ft. high); **Bulk** 3 if carried
Speed 15 ft., full 5 × land speed of operator, 32 mph; **Range** CON of operator in hours, then fatigued. CON modifier in hours after that, then exhausted
EAC 0; **KAC** 10; **Cover** none
HP 4 (2); **Hardness** 2
Attack (Collision) 2d4 B Nonlethal (DC 12)
Modifiers –1 initiative, –2 attack (–4 at full speed)
Systems Computer Tier 1 (17)

SPECIAL ABILITIES

Off-Road Specialized (Ex) When traversing difficult terrain, the X-89 may ignore the movement penalties for up to two squares travelled through and grants a +3 on Piloting checks associated with movement through difficult terrain.

STREETCYCLE C-90 URBAN BICYCLE — Level 1

The urban division of the Trail Boss brand, the StreetCycle is a slick and smooth-riding bicycle designed expressly for the urban cyclist.

PRICE 500

Medium land vehicle (5 ft. wide, 5 ft. long, 3 ft. high); **Bulk** 3 if carried
Speed 15 ft., full 5 × land speed of operator, 32 mph; **Range** CON of operator in hours, then fatigued. CON modifier after that, then exhausted.
EAC 0; **KAC** 10; **Cover** none
HP 4 (2); **Hardness** 2
Attack (Collision) 2d4 B Nonlethal (DC 12)
Modifiers –1 initiative, –2 attack (–4 at full speed)
Systems Computer Tier 1 (17)

SPECIAL ABILITIES

Collapsible (Ex) Made from ultra-light composites that seldom need maintenance, the C-90 is hinged to fold into a Small object for easy storage and can be carried in an optionally sold backpack designed for the purpose (100 cryptodollars; bulk L without bike, bulk 2 with bike mounted. Collapsing or unfolding a C-90 is a full round action.
Urban Specialized (Ex) The C-90 is not designed for off-road operations and loses an additional 5 feet of movement for each square of difficult terrain it passes through.

MOTORCYCLES

HARLEY DAVIDSON-INDIAN IRON HORSE CRUISER — Level 2

The merger of Harley-Davidson-Indian; no one remembers which company bought the other, brought the two powerhouses of the old American motorcycle manufacturers together. The Iron Horse has been in production for 25 years running, and is sold in nearly every country. Well, the ones that can afford such a luxurious ride.

PRICE 5,000

Large land vehicle (5 ft. wide, 10 ft. long, 3 ft. high)
Speed 20 ft., full 500, 160 mph; **Range** 300 miles.
EAC 10; **KAC** 12; **Cover** none
HP 8 (4); **Hardness** 5
Attack (Collision) 5d4 B (DC 11)
Modifiers +2 Piloting, –1 attack (–3 at full speed)
Systems Autopilot, Computer Tier 2 (21); **Passengers** 1

TABLE 4.17: VEHICLES

VEHICLE	LEVEL	RANGE	COST	CREW
BICYCLE				
TrailBoss x-89 Mountain Bike	1	Special	500	1
StreetCycle C-90 Urban Bicycle	1	Special	500	1
MOTORCYCLES				
Harley-Davidson-Indian Iron Horse Cruiser	2	180 miles	5,000	1+1
Nakamura Motors Steel Wind Motorcycle	2	150 miles	5,000	1
Harlon Golden Eagle Cruiser	2	200 miles	15,000	1+1
Harlon LawBoss	2	175 miles	25,000	1
Toyota Locust Quad Turbo Jump Bike	2	165 miles	10,000	1
CARS/PICKUPS/SUVS				
Micron Super Economy Ground Car	1	100 miles	2,900	1
Samba Ecoline Electric	2	305 miles	3,500	1+1
Cherry Pure Elegance Luxury Sedan	3	465 miles	35,000	1+5
Kiwi Motors Virtuoso Armored Limousine	4	428 miles	85,750	1+6
Porsche 9035 SL	4	345 miles	110,000	1+1
Samba Marathon	4	442 (400) miles	30,000 (45,000)	1+6
Honda UPHL Delivery Vehicle	3	280 miles	22,000	1+1
Kiwi Motors Courier Armored Taxi	4	380 miles	30,500	1+3
Ravenlocke MK-II Patrol Police/Security Cruiser	4	400 miles	35,000	1+3
Wasteland Traders 'Whip Scorpion' Sand Rail	4	425 miles	35,000	1+3
AIRCRAFT				
Dragonfly Microlight Vehicle	2	265 miles	3,000	1
Samba Cirrus Luxury Transport Helicopter	6	725 miles	62,250	5
Samba Nimbus Patrol Helicopter	6	725 miles	85,250	5
VTOL CRAFT				
Cherry Automotive Light VTOL Car	4	335 miles	50,000	1+2
Kiwi Motors Albatross Armored V-Taxi	5	355 miles	180,000	1+3
Kiwi Motors Maestro Armored VTOL Limousine	5	325 miles	250,000	1+6
Ravenlocke MK-IX Interdictor Police Cruiser	5	385 miles.	275,000	1+1
WATERCRAFT				
Deep Blue Water Bug Personal Watercraft	2	145 miles	4,000	1+1
Deep Blue Flying Fish Foil Speed Boat	2	350 miles	12,500	1+5
Dolphin Inflatable Landing Craft	2	85	1,200	1+5
BUESSES AND TRUCKS				
AMC Armored Bus	6	200 miles	95,000	2+40
AMC Land Train Autonomous Shipping Vehicle	6	1000 miles	275,000	—

NAKAMURA MOTORSSTEEL WIND MOTORCYCLE — Level 2

The Steel Wind is by far the most well-known and beloved Nakamura Motors vehicle. With a top speed of 250 mph, the Steel Wind beats out the Vector Elite in both acceleration and top speed, though the Steel Wind is for real riders, as it has no TAP interface or computer-assist systems.

PRICE 5,000

Large land vehicle (5 ft. wide, 10 ft. long, 3 ft. high)
Speed 20 ft., full 500, 250 mph; **Range** 300 miles.
EAC 10; **KAC** 12; **Cover** none
HP 8 (4); **Hardness** 5
Attack (Collision) 5d4 B (DC 11)
Modifiers –2 Piloting, –2 attack (–4 at full speed)
Systems Computer Tier 2 (21)

SPECIAL ABILITIES

Analog (Ex) The Steel Wind has no TAP interface or other electronic systems installed; all controls, gauges, and monitors are purely mechanical.
EMP Immunity (Ex) As it has no electronic systems, the Steel Wind takes no damage from EMP-based attacks.

HARLON GOLDEN EAGLE CRUISER — Level 2

This is your chance to own the classic American bike. Built to 21st century specifications, the Harlon is a solid product built to stand the test of time.

PRICE 15,000

Large land vehicle (5 ft. wide, 10 ft. long, 3 ft. high)
Speed 20 ft., full 450, 200 mph; **Range** 300 miles.
EAC 10; **KAC** 12; **Cover** none
HP 8 (4); **Hardness** 5
Attack (Collision) 5d4 B (DC 11)
Modifiers +1 Piloting, –1 attack (–2 at full speed)
Systems Autopilot, Computer Tier 3 (25); **Passengers** 1

HARLON LAW BOSS — Level 2

A popular variant of the Golden Eagle for security forces. Three synched gyro stabilizers provide a stable law enforcement patrol vehicle. Provide justice like a LawBoss!

PRICE 25,000

Large land vehicle (5 ft. wide, 10 ft. long, 3 ft. high)
Speed 20 ft., full 450, 200 mph; **Range** 300 miles.
EAC 10; **KAC** 15; **Cover** none
HP 10 (6); **Hardness** 6
Attack (Collision) 5d4 B (DC 11)
Modifiers +2 Piloting, –1 attack (–2 at full speed)
Systems Autopilot +10, Computer Tier 4 (31)

SPECIAL ABILITIES

Mounted Weapon System (Ex) The Law Boss has an integral Medium Machinegun with 100 rounds installed, that may only fire in the direction of travel.

TOYOTA LOCUST QUAD TURBO JUMP BIKE — Level 2

Voted the hottest bike by Street Racer Weekly for the 4th straight year, the Toyota Locust Quad Turbo JUMP bike is a jump racer's dream come true! Our patented ACR Titan JUMP system comes standard on all Locusts and our titanium coil JUMP springs and sleek tri-foil chassis ensure a sweet landing, so you can be at the head of the pack.

PRICE 10,000

Large land vehicle (5 ft. wide, 10 ft. long, 3 ft. high)
Speed 20 ft., full 400, 180 mph; **Range** 320 miles.
EAC 10; **KAC** 15; **Cover** none
HP 8 (4); **Hardness** 5
Attack (Collision) 5d4 B (DC 11)
Modifiers +2 Piloting, –1 attack (–2 at full speed)
Systems Computer Tier 3 (25)

SPECIAL ABILITIES

JUMP System (Ex) ACR Titan JUMP system it allows jumps up to 100 ft. of horizontal and 50 ft. of vertical distance. Jumps require a Piloting roll using distance penalty modifiers as for a character jumping the attempted distance but allow the character to ignore penalties for movement over difficult ground for that round only.
ACR Titan Jump Assist (Ex) The ACR Titan Jump Assist system gives a +5 circumstance bonus to all Piloting rolls when making jumps.

CARS

MICRON SUPER ECONOMY GROUND CAR — Level 1

The car for today! Solar-powered micro car. When Mini decided to make the smallest car on the road, they succeeded by droves. The Micron meets or exceeds minimum safety requirements. Road & Sky calls it "A…pleasure…to drive…" and "Cheap and…well…built"

PRICE 2,900

Large land vehicle (5 ft. wide, 10 ft. long, 5 ft. high)
Speed 20 ft., full 300, 120 mph; **Range** 200 miles.
EAC 10; **KAC** 15; **Cover** partial cover
HP 12 (6); **Hardness** 5
Attack (Collision) 5d4 B (DC 11)



TOYOTA LOCUST QUAD TURBO JUMP BIKE

Modifiers +2 Piloting, –1 attack (–2 at full speed)
Systems Autopilot, Computer Tier 1 (17)

SPECIAL ABILITIES

Solar Recharge System (Ex) Solar recharge system recharges batteries at a rate of 20 miles of range per hour.
Improved Air Bags (Ex) Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.
Cargo Space (Ex) The Micron has 1 cubic foot of cargo space, which holds up to 2 bulk.

SAMBA ECOLINE ELECTRIC — Level 2

For the cost-conscious consumer, the Ecoline provides an economical alternative without sacrificing safety. Low fuel consumption, high reliability and megaplex friendly size make the Ecoline the ideal car for the young urban professional. A nice little 2-seater for a single earner or just to get you and your man from CribSec to club!

PRICE 3,500

Large land vehicle (5 ft. wide, 10 ft. long, 5 ft. high)
Speed 20 ft., full 300, 120 mph; **Range** 200 miles.
EAC 10; **KAC** 15; **Cover** partial cover
HP 15 (7); **Hardness** 5
Attack (Collision) 5d4 B (DC 11)
Modifiers +2 Piloting, –1 attack (-–2 at full speed)
Systems Autopilot, Computer Tier 2 (21); **Passengers** 1

SPECIAL ABILITIES

Improved Air Bags (Ex) Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.
Cargo Space (Ex) The Ecoline has 8 cubic feet of cargo space, which holds up to 20 bulk

CHERRY PURE ELEGANCE SEDAN — Level 3

Cherry Automotive luxury sedan has nearly the same performance profile as other sports cars, with the added luxury that only Cherry Motors can provide. Ride in style, live with style. Pure elegance, for today's discerning consumer of taste.

PRICE 35,500

Large land vehicle (10 ft. wide, 15 ft. long, 5 ft. high)
Speed 20 ft., full 300, 120 mph; **Range** 465 miles.
EAC 10; **KAC** 15; **Cover** improved cover
HP 24 (12); **Hardness** 6
Attack (Collision) 5d4 B (DC 12)
Modifiers +2 Piloting, –1 attack (–2 at full speed)
Systems Autopilot +10,Computer Tier 4 (31); **Passengers** 5

SPECIAL ABILITIES

Cargo Space (Ex) The Executor has 12 cubic feet of cargo space, which holds up to 36 Bulk.
Improved Air Bags (Ex) Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.

KIWI MOTORS VIRTUOSO ARMORED LIMOUSINE — Level 4

Even in hot spots, there are rich folks who want a classy ride — which is why we've created the Virtuoso: a car with the comfort of a limousine and the protection of a light tank. The luxurious interior features real wood paneling, authentic leather seats and adjustable lighting, as well as a refrigerator suitable for drinks and appetizers. Add to that adjustable seat firmness and a full communications suite with stereo and HR video, and you can create whatever mood feels right for the occasion.
An enhanced AI aspect chauffeur means you don't even need to worry about a driver. For comfort and protection…Kiwi Motors. Not nearly as fast as the Maestro, the Virtuoso for 2095 is definitely a mean machine, designed to get you to your destination in comfort. The integrated Encrypted HoloCam system lets you make your meeting and keep it secure, even if you're stuck in traffic.

PRICE 85,750

Huge land vehicle (10 ft. wide, 20 ft. long, 5 ft. high)
Speed 20 ft., full 300, 130 mph; **Range** 450 miles.
EAC 10; **KAC** 17; **Cover** improved cover
HP 60 (30); **Hardness** 7
Attack (Collision) 6d6 B (DC 11)
Modifiers +2 Piloting, –1 attack (–2 at full speed)
Systems Autopilot +12, Computer Tier 4 (31), HoloCam System; **Passengers** 6

SPECIAL ABILITIES

AI Chauffer (Ex) The Virtuoso has no manual controls installed. All driving is through TAP interface or done by the AI Chauffer. AI Chauffer system has +12 Piloting, and a +12 to operate the onboard weapon system.
Cargo Space (Ex) The Virtuoso has 12 cubic feet of cargo space, which holds up to 36 bulk.
Improved Air Bags (Ex) Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.
HoloCam System (Ex) System has planetary range and Hack DC 7 separate from vehicle's Hack DC.
Concealed Weapons System (Ex) Concealed, automated X-Gen Gun, Elite with 100 rounds, 360-degree firing arc.

PORSCHE 9035 SL — Level 4

Not produced by the original Porsche motor company, as that company disappeared in 2033, this new company is founded by a wealthy descendant, a modernized, hand-assembled version of the classic. Put your name on the waiting list, 10% down. Current wait is 6 months.

PRICE 66,750

Large land vehicle (10 ft. wide, 15 ft. long, 5 ft. high)
Speed 25 ft., full 300, 185 mph; **Range** 335 miles.
EAC 10; **KAC** 14; **Cover** improved cover
HP 45 (20); **Hardness** 5
Attack (Collision) 5d6 B (DC 11)
Modifiers +2 Piloting, –1 attack (–2 at full speed)
Systems Computer Tier 4 (31); **Passengers** 1

SPECIAL ABILITIES

Cargo Space (Ex) The Virtuoso has 6 cubic feet of cargo space, which holds up to 15 Bulk.
Improved Air Bags (Ex) Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.

SAMBA MARATHON — Level 4

The Marathon is an upper-class SUV that has a passenger capacity of 7 plus room for leisure gear. Its excellent performance and moderate price make it a good buy for young families. Available in liquid fuel and electric models, there are also numerous conversion options convert for the Marathon. The most popular conversion is the Thermopylae, with loads of armor, and a heavy roof turret, in addition to an inline weapon mount.

PRICE 30,750 (Thermopylae 45,000)

Large land vehicle (10 ft. wide, 15 ft. long, 5 ft. high)
Speed 25 ft. (Thermopylae 20 ft.), full 300 (Thermopylae 250), 125 mph (Thermopylae 105 mph); **Range** 442 miles (Thermopylae 400 miles)
EAC 10; **KAC** 16; **Cover** improved cover
HP 45 (20) (Thermopylae 60 (30); **Hardness** 5 (Thermopylae 7)
Attack (Collision) 5d6 B (DC 11)
Modifiers +1 Piloting, –1 attack (–2 at full speed)
SystemsComputer Tier 4 (31); **Passengers** 1

SPECIAL ABILITIES

Cargo Space (Ex) The Marathon has 10 cubic feet of cargo space, which holds up to 30 Bulk. The Thermopylae has 8 cubic feet, which holds up to 20 Bulk.
Improved Air Bags (Ex) Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.
Mounted Weapon Systems (Ex) The Thermopylae has a roof-mounted turret [360-degree arc of fire] that can hold 1 weapon and up to 100 rounds of ammunition (maximum 3 Bulk), and a fixed forward-firing mount that holds 1 weapon and up to 100 rounds of ammunition (maximum 3 Bulk) installed. No weapons included in purchase Price.
Off-Road Capable (Ex) When traversing difficult terrain, the Marathon and the Thermopylae may ignore the movement penalties for up to six squares travelled through, and grant a +3 on Driving rolls associated with movement through difficult terrain.

HONDA UPHL DELIVERY VEHICLE — Level 3

The UPHL "uphill" is a simple ground vehicle, designed for a singular task: delivery. Armored models are also available for deliveries in dangerous areas, or for any valuable cargo!

PRICE 22,250

Huge land vehicle (10 ft. wide, 20 ft. long, 8 ft. high)
Speed 25 ft., full 275, 130 mph; **Range** 485 miles
EAC 10; **KAC** 14; **Cover** improved cover
HP 55 (25); **Hardness** 6
Attack (Collision) 5d6 B (DC 10)
Modifiers –1 Piloting, –1 attack (–2 at full speed)
Systems Com Unit (500 miles) Computer Tier 3 (25); **Passengers** 1

SPECIAL ABILITIES

Cargo Space (Ex) The UPHL has 1,190 cubic feet of cargo space, which holds up to 3000 Bulk.
Improved Air Bags (Ex) Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.

KIWI MOTORS COURIER ARMORED TAXI — Level 4

Taxicabs are common all over, mate, but some spots are hotter than others. Defense is the primary concern with the Courier. Heavy armor will keep your fares safe and gun ports enable you to defend yourself in an emergency. Add airbags, nimble handling, and a powerful electric motor, and you've got yourself one fine ride. For comfort and protection…Kiwi Motors.

PRICE 35,250

Large land vehicle (10 ft. wide, 15 ft. long, 5 ft. high)
Speed 20 ft., full 275, 95 mph; **Range** 385 miles
EAC 10; **KAC** 18; **Cover** improved cover
HP 55 (25); **Hardness** 7
Attack (Collision) 5d6 B (DC 10)
Modifiers –1 Piloting, –2 attack (-4 at full speed)
Systems Com Unit (500 miles), Computer Tier 5 (36); **Passengers** 3

SPECIAL ABILITIES

Cargo Space (Ex) The UPHL has 8 cubic feet of cargo space, holding up to 20 bulk.
Improved Air Bags (Ex) Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.
Off-Road Capable (Ex) When traversing difficult terrain, the Waste Cruiser may ignore the movement penalties for up to six squares travelled through, and grant a +3 on Driving rolls associated with movement through difficult terrain.
Concealed Weapons System (Ex) Concealed, automated X-Gen Gun, Elite with 100 rounds, 360-degree firing arc.

RAVENLOCKE MK II PATROL POLICE/SECURITY CRUISER

Level 4

The Mark II Patrol cruiser, Ravenlocke Security's primary patrol cruiser. The passenger area can be sealed; locked from the exterior for prisoner transport.

PRICE 35,250

Large land and air vehicle (10 ft. wide, 15 ft. long, 5 ft. high)
Speed 25 ft., full 275, 95 mph; **Range** 385 miles
EAC 13; **KAC** 19; **Cover** improved cover
HP 55 (25); **Hardness** 7 (light fortification)
Attack (Collision) 5d6 B (DC 10)
Modifiers –1 Piloting, –1 attack (–2 at full speed)
Systems Com unit (500 miles), Computer Tier 6 (39); **Passengers** 3

SPECIAL ABILITIES

Cargo Space (Ex) The MK II has 8 cubic feet of cargo space, holding up to 20 Bulk.
Improved Air Bags (Ex) Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.
Hover Vehicle (Ex) The MK II can reach a maximum ceiling of 10 ft. and is able to ignore all difficult terrain modifiers as appropriate.
Mounted Weapon System (Ex) The MK II has a forward-firing Tactical Reaction Cannon with 10 rounds installed.

WASTELAND TRADERS "WHIP SCORPION" SAND RAIL

Level 4

Four-wheel steering, independent all-wheel drive, and coaxial pintle mount all standard with the WORG. It is oversized for use as power-armored ground transport.

PRICE 35,250

Huge land and air vehicle (10 ft. wide, 20 ft. long, 6 ft. high)
Speed 25 ft., full 275, 95 mph; **Range** 385 miles
EAC 10; **KAC** 17; **Cover** improved cover
HP 60 (28); **Hardness** 8
Attack (Collision) 6d6 B (DC 11)
Modifiers +0 Piloting, –2 attack (–4 at full speed); **Passengers** 2
Systems Computer Tier 4 (31)

SPECIAL ABILITIES

Mounted Weapon System (Ex) The Whip Scorpion has a turreted [180-degree forward] Tactical Reaction Cannon with 10 rounds installed.
Cargo Space (Ex) The Whip Scorpion has 10 cubic feet of cargo space, holding up to 30 Bulk.
Off-Road Capable (Ex) When traversing difficult terrain, the Whip Scorpion may ignore the movement penalties for up to six squares travelled through and grant a +3 on Driving rolls associated with movement through difficult terrain.

AIRCRAFT

DRAGONFLY MICROLIGHT VEHICLE

Level 2

A single engine propeller-driven aircraft. Easily broken down and reassembled in approximately 1 hour. Maximum load is 250 lbs.

PRICE 2,600

Large air vehicle (10 ft. wide, 5 ft. long, 5 ft. high)
Speed 20 ft., full 200 ft., 60 mph; **Range** 60 miles
EAC 10; **KAC** 10; **Cover** none
HP 12 (6); **Hardness** 2
Attack (Collision) 4D4 B (DC 11)
Modifiers –1 Piloting, –4 attack (–8 at full speed)
Passengers none
Systems Computer Tier 2 (21)

SPECIAL ABILITIES

Modular Assembly (Ex) The Dragonfly's lightweight structure and modular construction makes it easy to assemble with 1 hours' time and a DC 10 Engineering check.

SAMBA CIRRUS LUXURY TRANSPORT HELICOPTER

Level 6

The Cirrus is everything that you want in a transport vehicle: quiet, luxuriously appointed with hand-stitched leather seating and tastefully accented in rich wood paneling with your



choice of four different precious metal highlights. A compact minibar and expansive entertainment system ensure that your trips will get you in the right mindset for business or help you decompress from a long day.

PRICE 65,250

Gargantuan air vehicle (45 ft. wide, 63 ft. long, 15 ft. high)
Speed 35 ft., full 600, 250 mph; **Range** 725 miles
EAC 13; **KAC** 15; **Cover** improved cover
HP 90 (45); **Hardness** 6
Attack (Collision) 8d8 B (DC 10)
Modifiers –1 Piloting, –3 attack (–6 at full speed)
Systems Com System (500 miles), Computer Tier 4c (29); **Passengers** 5

SPECIAL ABILITIES

Cargo Space (Ex) The Cirrus has 15 cubic feet of cargo space, holding up to 45 Bulk.

SAMBA NIMBUS PATROL HELICOPTER — Level 6

Based on our fast-selling Cirrus line, the Samba Nimbus is everything that you want in a transport vehicle: quiet, luxuriously appointed with hand-stitched leather seating and tastefully accented in rich wood paneling with your choice of four different precious metal highlights. A compact minibar and expansive entertainment system ensure that your trips will you in the right mindset for business or help you decompress from a long day.

PRICE 85,250

Gargantuan air vehicle (45 ft. wide, 63 ft. long, 15 ft. high)
Speed 35 ft., full 600, 250 mph; **Range** 725 miles
EAC 13; **KAC** 15; **Cover** improved cover
HP 90 (45); **Hardness** 10 (light fortification)
Attack (Collision) 8d8 B (DC 10)
Modifiers –1 Piloting, ––2 attack (––4 at full speed)
Systems Com System (500 miles), Computer Tier 7 (41); **Passengers** 5

SPECIAL ABILITIES

Cargo Space (Ex) The Nimbus has 15 cubic feet of cargo space, holding up to 45 Bulk.

Advanced Sensors (Ex) The drone is equipped with telescopic sensors (add +5 to PER), and radar (allows PER rolls at 4000 feet + 400/ft. per level to determine Awareness of Location [see Senses in *Starfinder Core Rules*]).

Flood Lights (Ex) Dual 360° floodlights can illuminate two 30 ft. cones in any direction.

Modular Weapons System (Ex) Two pintle mounts (one each located on either side of the airframe aft of the flight deck) are installed, each capable of holding a medium or heavy machinegun and 200 rounds, or a, X-Gen Gun (Elite) with 200 rounds. Weapons not included in purchase Price.

VTOL CRAFT

Most turn-of-the-century ground vehicles now have a VTOL variant. Because of their steep price tags, VTOL vehicles are far more common in wealthy, developed nations and the largest cities of North America, China, Brasilia and the Eurasian Union. VTOL vehicles share many of the same features as their ground counterpart, including optional AI Pilots and VCI rigs..

CHERRY AUTOMOTIVE LIGHT VTOL CAR — Level 4

The light, compact VTOL craft is a small personal transport that is found on both the civilian and military market. Feel like a marine when you drive this beauty through the countryside! The Cherry Light comes with the typical options you would expect for a car, such as full environmental control, ballistic armor protection and ejection seats. All Cherry Automotive VTOLs come standard with advanced Vehicular AI to prevent aerial crashes.

PRICE 45,250

Large air vehicle (10 ft. wide, 16 ft. long, 5 ft. high)
Speed 30 ft., full 600, 185 mph; **Range** 625 miles
EAC 13; **KAC** 15; **Cover** improved cover
HP 50 (25); **Hardness** 7
Attack (Collision) 5d6 B (DC 13)
Modifiers –1 Piloting, –3 attack (–6 at full speed)
Systems Com System (500 miles), Computer Tier 4 (31); **Passengers** 1

SPECIAL ABILITIES

Cargo Space (Ex) The Iron Pegasus has 8 cubic feet of cargo space, holding up to 20 Bulk.

Ejection System (Ex) Ejection System automatically safely ejects pilot and passenger to descend safely by parachute in event of the aircraft losing all of its HP.

Advanced Autopilot (Ex) The autopilot system has +12 Piloting.

KIWI MOTORS ALBATROSS ARMORED V-TAXI — Level 5

When you need to get somewhere fast, call an Albatross VTOL Taxi. Faster than our Courier Ground taxi, the Albatross can get in and out of even the hottest landing zones on the planet!

PRICE 40,750

Huge air vehicle (10 ft. wide, 20 ft. long, 8 ft. high)
Speed 25 ft., full 500, 155 mph; **Range** 325 miles
EAC 13; **KAC** 15; **Cover** improved cover
HP 70 (35); **Hardness** 10 (light fortification)
Attack (Collision) 6d8 B (DC 11)
Modifiers –1 Piloting, –3 attack (–6 at full speed)
Systems Com System (500 miles), Computer Tier 6 (39); **Passengers** 3

SPECIAL ABILITIES

Cargo Space (Ex) The Iron Pegasus has 15 cubic feet of cargo space, holding up to 45 Bulk.

Improved Air Bags (Ex) Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.

Advanced Autopilot (Ex) The autopilot system has +12 Piloting.

KIWI MOTORS MAESTRO ARMORED VTOL-LIMOUSINE — Level 5

Kiwi Motors is proud to present the VTOL version of the popular Virtuoso Armored Limousine. The Maestro carries all the class of the Virtuoso with the VTOL capabilities that keep the rich off the streets. If you want to avoid the unwashed masses, the Maestro has the same luxurious interior features as the Virtuoso; real wood paneling, authentic leather seats and adjustable lighting, and a refrigerator suitable for drinks and appetizers. Add in adjustable seat firmness and a full communications suite with stereo and HR video, and you can create whatever mood feels right for the occasion. A standard flight capable AI Aspect chauffeur means you don't even need to worry about a pilot. For comfort and protection... Kiwi Motors.

PRICE 65,250

Huge air vehicle (10 ft. wide, 20 ft. long, 8 ft. high)
Speed 25 ft., full 475, 125 mph; **Range** 325 miles
EAC 13; **KAC** 15; **Cover** improved cover
HP 70 (35); **Hardness** 10
Attack (Collision) 6d8 B (DC 11)
Modifiers –1 Piloting, –3 attack (–6 at full speed)
Systems Com System (500 miles), Computer Tier 6 (39); **Passengers** 3

SPECIAL ABILITIES

Cargo Space (Ex) The Iron Pegasus has 20 cubic feet of cargo space, holding up to 55 Bulk.

Improved Air Bags (Ex) Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.

Advanced Autopilot (Ex) The autopilot system has +12 Piloting.

Concealed Weapons System (Ex) Concealed X-Gen Gun, Elite with 100 rounds, In a 360-degree top-mounted turret.

RAVENLOCKE MK-IX INTERDICTOR POLICE CRUISER — Level 5

New for 2095, the Mark 9 Interdictor has been specifically designed for use by law enforcement corporations. Exceptionally robust, and with a high carrying capacity cargo area that can be configured to hold 500 cubic feet of cargo or up to 7 prisoners or strike team members. A must for your high threat security forces!

PRICE 60,250

Huge air vehicle (10 ft. wide, 20 ft. long, 10 ft. high)
Speed 305 ft., full 400, 175 mph; **Range** 385 miles
EAC 10; **KAC** 15; **Cover** full cover
HP 70 (35); **Hardness** 10 (light fortification)
Attack (Collision) 5d8 B (DC 11)
Modifiers –1 Piloting, –2 attack (–4 at full speed)
Systems Com System (500 miles), Computer Tier 8 (61); **Passengers** 1 + up to 7 (see below)

SPECIAL ABILITIES

Cargo Space (Ex) The MK-IX has 500 cubic feet of cargo space, holding up to 1000 Bulk. Outfitting for passengers reduces available cubic feet by 10 and available bulk by 25 for each passenger the MK-IX is configured to carry, to a maximum reduction of 120 cubic feet and 300 Bulk.

Advanced Autopilot (Ex) The autopilot system has +12 Piloting.

Ejection System (Ex) Ejection System automatically safely ejects pilot and passenger (extra passengers in cargo area must bail out manually) to descend safely by parachute in event of the aircraft losing all of its HP.

Roof Turret (Ex) The MK-IX comes with a top-mounted turret (360-degree fire arc) mounting a X-Gen Gun, Elite with 100 rounds.

Chin Cannon (Ex) The MK-IX has a fixed mount, forward-Tactical Reaction Cannon with 10 rounds installed.

WATER CRAFT

DEEP BLUE WATER BUG PERSONAL WATERCRAFT — Level 2

The motorcycle of the waterways. Anywhere the sun is shining, and the water is calm, the Water Bug is a common sight. Waterborne combat is common enough that the Water Bug comes with an optional Plug n' Slay weapon port.

PRICE 2,150

Large water vehicle (5 ft. wide, 10 ft. long, 3 ft. high)
Speed 20 ft., full 210, 35 mph; **Range** 145 miles.
EAC 10; **KAC** 10; **Cover** none
HP 8 (4); **Hardness** 5
Attack (Collision) 5d4 B (DC 11)
Modifiers –2 Piloting, –2 attack (–4 at full speed); **Passengers** 1
Systems Computer Tier 2 (21)

SPECIAL ABILITIES

Optional Weapons Port (Ex) The Water Bug comes with the factory option of a forward-firing weapons port that will hold a weapon up to Bulk 1 with 100 rounds of ammunition. Add 200 cryptos to Price for this option. Weapon not included in Price.

DEEP BLUE WATER SPIDER TWIN-HULL SPEEDBOAT — Level 2

The Water Spider is a generic speed boat, with uncommon weapon options.

PRICE 27,500

Large land vehicle (5 ft. wide, 15 ft. long, 5 ft. high)
Speed 25 ft., full 310, 65 mph; **Range** 225 miles.
EAC 10; **KAC** 15; **Cover** partial cover
HP 34 (17); **Hardness** 6
Attack (Collision) 5d4 B (DC 11)
Modifiers +2 Piloting, –2 attack (–5 at full speed); **Passengers** 3
Systems Computer Tier 2 (21)

SPECIAL ABILITIES

Mounted Weapon System (Ex) The Water Spider has a pintle-mounted [360-degree arc of fire] Medium Machinegun with 100 rounds installed.

Cargo Space (Ex) The Ecoline has 25 cubic feet of cargo space, which holds up to 60 Bulk.

DOLPHN INFLATABLE LANDING CRAFT — Level 2

Inflatable Landing Craft, for insertion missions into hostile territory via ship. It has a small sub-surface induction turbine motor.

PRICE 1,200

Large water vehicle (5 ft. wide, 10 ft. long, 3 ft. high)
Speed 20 ft., full 210, 30 mph; **Range** 50 miles.
EAC 10; **KAC** 10; **Cover** none
HP 8 (4); **Hardness** 3
Attack (Collision) 5d4 B (DC 11)
Modifiers +2 Piloting, –2 attack (–4 at full speed); **Passengers** 5
Systems Computer Tier 2 (21)

SPECIAL ABILITIES

Inflatable (Ex) The Dolphin is self-inflating and deflating thanks to a small integral pump. It takes 30 minutes to inflate or deflate. When deflated, Dolphin and all components stow into 10cubic feet and take up 30 bulk.

BUSES AND TRUCKS

AMC ARMORED BUS — Level 6

Atlantica Motor Corporation has been making public transport vehicles for nearly twenty years, and the Armored Bus is the preferred vehicle for many transit authorities. The economical engine can run on either synthetic fuels or electricity (although "Red Line" style buses require an in-road system to run), and Dura-Plast™ ceramic plating protects the passengers without significantly affecting performance. The view for passengers may be considerably reduced, but they can rest assured that they are well-protected from any external threat. For additional protection, a copilot seat has been installed on our Armored Bus to provide room for a security guard.

PRICE 100,000

Gargantuan land vehicle (10 ft. wide, 40 ft. long, 10 ft. high)
Speed 30 ft., full 400, 80 mph; **Range** 200 miles.
EAC 12; **KAC** 17; **Cover** total cover
HP 100 (50); **Hardness** 10 (light fortification)
Attack (Collision) 7d10 B (DC 10)
Modifiers –2 Piloting, –2 attack (–5 at full speed)
Systems Com Unit (500 miles), Computer Tier 6 (37) ; **Passengers** 40

AMC LAND TRAIN AUTONOMOUS SHIPPING VEHICLE — Level 6

The AMC Land Train is designed for long distance shipping. This vehicle is focused on long haul transportation. The Land Train can, thanks to its immense drivetrain and powerful gearing, pull up to four fully-loaded 50-ft. trailers without losing any top speed. On the long-haul roadways, up to a dozen Land Trains will link u in their own closed driving network to maintain top speed, while extending their overall range by up to 20%. An AI driving and gunnery system keeps the cargo safe and sound, and on schedule.

PRICE 100,000

Gargantuan land vehicle (10 ft. wide, 40 ft. long, 10 ft. high)
Speed 30 ft., full 300, 100 mph; **Range** 1000 miles.
EAC 12; **KAC** 17; **Cover** total cover
HP 100 (50); **Hardness** 10 (medium fortification)
Attack (Collision) 7d10 B (DC 10)
Attack (Roof Turret) Elite X-Gen Gun (
Modifiers +2 Piloting, –2 attack (–5 at full speed)
Systems Com Unit (500 miles), Computer Tier 7 (41); **Passengers** 38

SPECIAL ABILITIES

Solar Recharging (Ex) Solar panels recharge 10 miles of range per hour.

Roof Turret (Ex) The Armadillo comes with a top-mounted turret (360-degree fire arc) mounting a Elite X-Gen Gun with 300 rounds.

AI Driven (Ex) The Land Train has no human operator or manual controls. Its AI autopilot system has +12 Piloting and a +12 when firing the Roof Turret.

Roof Turret (Ex) The Land Train comes with a top-mounted turret (360-degree fire arc) mounting a Elite X-Gen Gun with 300 rounds. Rules of engagement typically lock weapon in non-firing ode while in populated areas.



CHAPTER FIVE

GAMEMASTERING

NARRATING A SERIES

"Storytelling reveals meaning without committing the error of defining it."
~ Hannah Arendt

GUIDING THE STORY

The art of storytelling is nearly as old as stories themselves. In times long past, people would gather in their homes or around a fire and tell tales to one another. These stories could be entertaining or frightening, or both. They could, like a parable, impart some great insight, or be so abstract as to resemble a dream.

In *Interface Zero*, the Game Master has the job of presiding over the story's development but does not have a monopoly on the story being told. The Game Master serves as her players' senses — a cinematographer of the mind's eye, if you will. When the heroes open a door into a dirty back alley, it is the Game Master's duty to describe the alley and clue the characters into why it is so dirty. The way you describe it (dark and claustrophobic or piled with reeking sun-ripened garbage) will go a long way to determining the mood of the game.

While players only have one part to play — their hero — you, as the Game Master, have the responsibility of playing everyone else in the series' cast and trying to make them all distinct. You are charged with coming up with their looks, mannerism, motives, and goals. If the nefarious corporate agent provocateur comes up with a plan to expose the hero's real allegiances, you must come up with the plan.

If that weren't enough, you are also charged with being entertaining as well. Give your players options and the freedom to take the story places you hadn't thought of. Help them get more attached to their characters by rewarding them with opportunities to shine, and not just because of their character's skills, but because of their character's personalities and backgrounds. Put them in situations that test their morals as well as their abilities.

Ultimately, the Game Master has a lot of control over the story's direction, but you should not take that to mean that you control the story. Use narration to guide the characters along, rather than forcing them along the story's path. Nothing hurts a game more than the idea that there is a forgone conclusion and that ultimately it doesn't matter what the characters do or what rolls they get. The characters are the story and should be the ones making the difference.

THE CYBERPUNK GENRE

Interface Zero is a game set in the cyberpunk milieu. If you are unfamiliar with cyberpunk genre it is strongly suggested that you check out some of the recommended reading and viewing located in the Appendix, all of which contributed to the content of this book. At the core of the cyberpunk experience is a feeling of hopelessness and apathy born of disenfranchisement, the idea that the systems we know (government, progress, technology and capitalism) is broken and out of control, barreling down the tracks like a runaway train. It is the sense of hopelessness as the rich get richer at the cost of their neighbors, and the politically connected who can boldly lie to their fellow man and not suffer more than bad poll numbers or a slap on the wrist.

Mixed into this social decay is the rapid and often dehumanizing advancement of technology. The effect of new tech and the commercial marketing that supports it drown people in wave after wave of the next big thing, that, for some reason, we must buy. The drive to advance, ascend, and horde has made humankind blind at times to the destruction it has wrought in its wake. Whole species and habitats have been driven to extinction as have human cultures, whole societies, and health. Humanity has become one with its technology, integrating it into the fabric of its being via pharmaceuticals, communications equipment and personal micro-computers. The destabilizing effect — the sheer culture shock — drives many to tradition and religion in search of some deeper meaning to what deep down many see as a meaningless, existence in which mankind is slave to the technology it has birthed.

Life in this world is cheap, while living life for most is intolerably expensive. Here, the adults have all sold out or become

bitter and cold like the walking dead, while the newest generation, with no obvious future path, rebel against their destined inheritance and live their life to the fullest like torches, most of whom will burn out all too soon.

If you are unfamiliar with the genre, then you might look into some of the titles in the Appendix you might not have seen before. Otherwise, use the media as inspiration you're your own adventures and characters. Play the role of a battle-hardened cyborg, bounty-hunting detective, ruthless crime boss, pop icon, fugitive replicate, virtual reality gamer, artificial intelligence, or anything else you can imagine.

CREATING A SERIES

Think of creating a series in the same way that you might were you a television producer creating a drama for TV. Most popular TV series today are broken into seasons with some overarching plot, which are then further broken down into several episodes. Each episode further details the stories of the show's principal protagonists, while slowly advancing the season's overarching plot (or at the very least, not derailing it). An *Interface Zero* series can be broken down the same way using the following elements.

Setting

Stuff has to happen somewhere, and your choice of setting often determines the sort of stories you are going to tell. An *Interface Zero* game can be as large as you like, from several major cities to the inside of a studio apartment or even someone's head.

It is important that the setting stays consistent, and by that we mean that the corner bar should not suddenly appear ten miles away in the next town during the next game, unless there is an in-game reason for such a change (like the adventure is all happening in VR for instance). If the setting becomes inconsistent, players start wondering more about geography than what their characters are going to do next.

Most series are probably going to be set in a large city, for convenience's sake. Because the *Interface Zero* world is much like our world, one easy way to ensure consistency and score some interesting locations for adventure is to purchase a city map or travel guide, or if you happen to live in the city you wish to set your series in, try your local visitor's bureau. Remember, though, that things are likely to have changed a lot in the intervening 70+ years, so extrapolate a little. At the same time, alter things to fit your chosen mood and theme. Plot out a few locations that your player's characters are likely to visit (a homeless shelter, the local street doctor, the residence of the local deputy lodge master, a high-class restaurant and the Kenta Cyberdynamics LIVEFAC in Chicago), mixing a few real locations from our world updated to 2095.

Theme

The theme in terms of a series is best described as an unanswered (and perhaps unanswerable) question posed repeatedly over the course of one or more episodes. The various episodes within the series, as well as the series' arc, pose the question in a variety of ways, and it is the heroes' actions that ultimately answer it. The theme can be nearly anything, though it should pose a question that is difficult to answer (such as: "What is it to be human?" "Why do people hate?" or "Does wealth bring happiness?"). Each story within the series should touch on, if only subtly, the overall thematic question from as many angles as possible.

CHOOSING A GENRE

Interface Zero can be played using many different genre styles. The three discussed below all had an influence on creating the setting and are therefore considered the "ideal." However, the rules are open enough to allow for nearly anything, and enterprising Game Masters are welcome to try their hand at creating their own.

Cyberpunk

This is a dystopian future world dominated by powerful conglomerates, emergent AIs, virtual reality, and mean streets filled with outcasts willing to do anything to achieve their goals. The rapid advance of technology has alienated the citizens of the world from their own humanity. Life is cheap here but staying alive can be expensive. Death often comes quickly and from unexpected quarters in cyberpunk settings. Protagonists of the genre tend to be disaffected outsiders with very little chance of making it out of their current desperate existence and joining mainstream society. Sometimes they don't even want to, preferring instead to live life on the edge.

- **Sources:** (Literature) William Gibson's Sprawl Trilogy, (Film) *Bladerunner*

Anime

Much of the early cyberpunk ethos continues to thrive in anime; a tribute to how beloved the genre is in Japan (and to a lesser extent, the United States). Anime-style cyberpunk tends to be faster, more violent, and more action-packed than the original source material, while still adhering to the desperation and vibrancy of the setting. Technology is usually more advanced than in traditional cyberpunk, featuring a preponderance of cybernetics, sophisticated power armor, and digitized consciousness. As is the case in much of anime, the cost of war is usually present in some fashion. Often, the story's setting has just suffered through a horrible conflict or other calamity and mixes in a number of post-apocalyptic motifs, such as the rationing of fuel and supplies or the ruins of a once great metropolis.

- **Sources:** (Anime and Manga) *Akira*, *Appleseed*, *Battle Angel: Alita*, *Cowboy Bebop*, *Ghost in the Shell*.

Post Cyberpunk

Post cyberpunk is a continuation of the cyberpunk theme and includes many of the same tropes. It adds elements

of transhumanism, high technology, and the world village. It integrates technology more thoroughly with the world. Governments tend to have more power in the post cyberpunk world than those in a pure cyberpunk setting and are often just as corrupt. Rather than outsiders, the protagonists of are more involved in their society within this genre and have vested interest in maintaining the status quo or at least slowing their world's decay. In this regard, post cyberpunk can appear very similar to contemporary dramas.

Sources: (Literature) *Snow Crash*, *The Diamond Age*, (Literature/Film) *Minority Report*

CONFLICT

Conflict is core to any story. Without it there is no story and certainly no interest. Adversity is the medium through which rise or fall. In *Interface Zero*, characters can be subject to all sorts of conflict, from internal moral choices to running gun battles. Here are a sampling of potential conflicts the characters might find themselves embroiled in during the course of a story.

Human vs. Non-Human

While every generation grapples with how technology and social progress redefines humanity, the world of *Interface Zero*, being home to simulacrums, artificial intelligences, uploaded digital personalities, enhanced humans and even human/animal hybrids, stresses it like never before. If a player chooses one of these races, creating a hero whom many regard as less than human or even an abomination immediately makes the issue a key element of the campaign. Conversely, pure-blood humans might also find themselves drawn into the debate, whether pro or con. The notion of playing a hero bravely pushing back against bigotry and calling for an expansion of civil rights to include these new sorts of people seems obvious and leaps immediately to mind. For this reason, a campaign taking the other tack, one devoted to keeping artificial life forms in check, presents itself as an interesting if controversial alternative.

Poor vs. Rich

The inequalities in wealth between the hyper rich and those just trying to break even are more pronounced. In an *Interface Zero* game, most government services are outsourced to corporate contractors and most taxes are now rolled into monthly subscription or pay-per-use fees. Generational debt, mass unemployment, and lack of opportunity all mean most people will live at the same economic level their forebears did, their only respite coming in the form of state and corporate-backed entertainment, inexpensive food assistance programs, or criminal activity.

Hero vs. Nature

This is a conflict that pits man against the elements. Humanity's rape of the natural world has brought about dangerous environments beyond those featured in the stories of Jack London. In 2095, the world is dotted with toxic-wastelands, radioactive fallout zones, polluted slums, deep ocean habitats, colonies throughout the solar system, as well as the deserts and mountains of today. The damage humans have inflicted on the ecosystem has been repaid with dangerously extreme weather patterns that make El Nino look like a passing spring rain.

Heroes vs. Megacorporations

So, you want to stick it to the Man? Feel they wronged you somehow and now you want justice? Or maybe you just a piece of the pie? It ain't as easy as it looks. The company has an army of corporate lawyers, media security specialists, AIs, and in many cases in the post-collapse world, their own private mercenary armies. Each company has its own way of defending its interests, so heroes might find themselves on the receiving end of anything from a subtle smear campaign to a simulacrum murder squad. Or, if they are company men themselves, they might be the troubleshooters.

Corp vs. Corp

The profit line is all that matters in a game of competing megacorps. Companies will do whatever it takes to get and maintain the edge over their competition. Corporate espionage, cover-ups, insider trading, sabotage, embezzlement, and shifting alliances punctuate a conflict where loyalty is bought and sold like everything else. A series dealing with corporate warfare might see characters freelancing for one (or both?) of the corporations as deniable assets who gather all manner of information, steal prototypes, and even key employees as a way of destabilizing the target corps' infrastructure.

Nation State vs. Nation State

A series dealing with nations often revolves around ideologies and espionage. Characters might play spies, assassins or propagandists who spread disinformation in enemy territory. The characters might even be involved in an insurgent campaign with the goal of destabilizing the nation.

Law Enforcement vs. Crime

Whether as criminals, Bounty Hunters, sector cops, or corporate or private detectives, the heroes come face to face with many of the moral gray areas within the future legal system. Forensics and investigation become intertwined with shadowy informants, evidence tampering, and the fine art of the double-cross.

Heroes vs. the System

In the end, it turns out there are no real heroes or villains in the world of the future — just products of a system so broken most take it for granted, like death and taxes. Such a series seeks to expose the dark side of so-called benevolent social constructs such as community, governance, love, wealth and even rationality. Heroes struggle against society as a whole

while being viewed as radical malcontents, or perhaps even criminally insane.

Hero vs. Self

Some of the most difficult battles are not against external forces, but our own inner demons. In such a conflict, the hero's own fears and vices might prove to be their worst enemies. In a world of digitalized memories, the heroes might also be pitted against AI aspects constructed from their own personalities or simulacrums built to be their equal. The only way defeat such external manifestations might be to face up to and then take advantage of their own shared flaws.

PLOT

The plot is the sequence of events within the series. Unlike traditionally created works, the Game Master does not have complete control over the course of the story. The players' input, and the randomness of the dice will invariably alter the story's progression. Still, the plot is in many ways the story and the Game Master will still need to at least thumbnail the rough events of the series before it is fit to present to the players at the game table.

How the heroes navigate the plot is what makes the story memorable. Plots have beginnings (which set the stage and offer the hook that invites the heroes into the situation), middles (that explore the theme), and ends (which resolve the plot). The plot tends to build up during the middle until, as the player in "Rosencrantz & Guildenstern Are Dead" states: Generally speaking, things have gone about as far as they can possibly go, when things have gotten about as bad as they can reasonably get. That's when we get a climax — the point of final decision within the story, followed by a denouement which wraps up the last few plot threads (or more commonly these days: the threads that will not be picked up until the next sequel). Each of these is a distinct phase of the plot, which we will briefly describe below.

In the Beginning...

Beginnings are foundation of the story. The place where you as the Game Master can put your first stamp on things and set the mood, tone, and direction of the story. This all requires a good deal of focused description, so don't be afraid to go a little overboard here. A well-set stage will have your players using the props, places and people you supply here for games to come. At this point, you need to establish the baseline of the world the series is set in. Show your players what "normal" looks like before you yank it all out from under them. Give them reasons to love or hate their setting, and want to protect, change, or flee from it. In general, you want to start your beginnings with a bit of bang. It doesn't have to be a "Bond" opening, but it should catch the players' and their heroes' attentions. This bang may or may not lead directly into the middle.

The Middle Ground

Middles are very often the most difficult phase of design, because so much can happen here. The middle is a maze of choices where subplots sit like landmines waiting to be tapped. Because you are not navigating it yourself, but relying on the players to do so, it can become very complex. My only advice on this is to try and remain as flexible as possible, while at the same time offering the players a bread crumb trail of clues or alternate paths — perhaps with unexpected twists and challenges of their own — should they lose their way to the climax.

While progressing along you should build up the stakes. The risks and challenges should both grow and become more personal to the heroes until the adventure draws near its climax. This the time to spring all your sorted twists and reversals, slowly increasing the pressure on the party.

In a role-playing game, the middle is the most fluid point. Heroes are generally given several options at this point, and they may take the adventure in any number of unforeseen directions. As the Game Master, you must choose whether to go with the flow or nudge the group back in place. To be extreme in either direction is to risk your game. Players like direction from time-to-time, but they also enjoy their freedom. The trick is to know which one to employ and when. That comes from experience and knowing your group.

The End (Climax)

The climax. The final showdown. The big reveal. Here the heroes finally confront their foe and give him what for, or perhaps die in the attempt. All the major action should lead (or at least appear to lead) to this point, and if that means you have to alter your previously scripted grand finale because of something unexpected that transpired in the middle, so be it. Don't make this scene too easy for the group. They should have a good solid plan for dealing with their nemesis or the problem at hand. They should also have to overcome a twist or two along the way. Ultimately, it is the Game Master's responsibility to provide the necessary keys to the heroes' success during the middle. Whether the heroes take the Game Master's clues and hints or use the key in the right fashion or instead go their own way is another story, but once again the Game Master needs to be adaptable. If the characters come up with a reasonable way of dealing with the climax, you should consider the option.

MOOD

Mood and motif (see below), are the spice of the series. Mood is the feel or emotion invoked by the story in the players, and by default, their characters. Invoking a mood is one of the harder parts of Narrating, but it's well worth the effort. A well-invoked mood allows for deeper immersion into the game world by touching upon an emotional thread, like fear, hope, wistfulness, or fun.

Think about mood in the same way a movie director might. In a passionate romance, sets are often dimly lit and filled

with deep reds, the music is pitched at a certain tone, and the movements of the actors flow like a dance. A horror film, in contrast, includes long periods of suspenseful buildup punctuated by sudden discordance. The shadows are cold and isolating, rather than cozy and warm.

Interface Zero can play to any number of moods (including the aforementioned examples), the following are just a few more to get you started.

Adventurous

There are new, never-before-seen horizons to explore. Sudden dangers are present around every corner in a series with an adventuresome bent. A hero cannot advance without taking daring risks, and everything seems boldly colored and over the top. Mooks (minions) are aplenty, as are cliffhangers and skin-of-your teeth rescues. Everything happens in just the nick of time, or if you prefer, not a moment too soon.

Decay

The toxins in the air eat at man's cities, and at humanity itself. The world is slowly rotting and dying around the heroes, as evidenced by the destruction of the ecosystem, wastelands, ruins, and the rusted shells of cars that dot them. Everyone is sick here in one way or another. Entropy is everywhere, as are the items used to ward it off. Everything seems to be falling apart, morals included.

Frenetic

Everything is constantly in motion and no one really knows what the future holds. This is the mood of the Singularity, the shifting neon landscape of the virtual world, the constant background buzz of information. The world is one filled with sleepless nights of racing thoughts, and uncertainty. Travel and high-speed chases are a hallmark of this mood. Change is everywhere, but not always visible. All the characters in the frenetic world (Game Master and player alike) tend to act without too much forethought, flying by the seat of their pants, and living off of fear and adrenaline. Never sit down when Narrating a frenetic adventure.

Idealistic

The world is filled with lofty ideas and noble purposes, a stark contrast to the usual cyberpunk setting. Things are bright, and shiny, and new, like a blazing dawn as seen from a penthouse or Olympus on high.

Mysterious

Things are not all that they seem to be when this mood is in effect. The world is a balance of shadow and light. No one seems to have all the answers. The heroes themselves should probably never piece it all together (at least not now). Instead they'll have to rely on themselves to fill in the missing puzzle pieces as they navigate a world of lies, half-truths and secret agendas.

THE REAL END

When a series comes to an end (as all good stories should) you should have a plan, and here, in the planning stage is where you should start formulating it. It should be big and worth remembering by the players: something they will tell stories of in the years to come. It is very likely that you will not reach the resolution point via the path you had first imagined, but you should have the end in mind all the same.

As events occur within the course of the series, make whatever minor course corrections you need to get you to there. It is entirely possible that the heroes' actions might even suggest a better end, in which case, feel free to make changes as logic permits. Even still, you should always have a finish line in sight, and be actively working toward it. Without that goal, your series might very well wither on the vine and die amid a maze of subplots and side quests. So, remember: keep your eye on the prize.

Oppressive

The world seems claustrophobic, brooding, crushing down on the backs of the characters. Big Brother seems to always be watching. People toil like robots and the future seems unchanging. Everyone here seems tired and worn taskmasters on down. Only the super affluent seem unaffected.

Visceral

It's all about blood, sweat, sex, and the drive to survive at any cost in the face of the impending Singularity. In a visceral setting, humanity is an animal with all the powers and flaws of his primitive ancestors trapped in a cage of his own making. Modern society, logic, and advanced technology play the parts of jailor, tamer, and cell that fence in our mostly hidden organic urges. This mood plays up those blood instincts in the face of cold technological indifference.

Violent

Death is swift, messy, and almost arbitrary in a game where the mood of violence holds sway. There are periods of brooding punctuated by sudden flares of aggression like an angry red light flashing in the shadows on an oppressively summer's night. Fights tend to resemble Tarantino movies rather than bloodless 1950s westerns, and the vicious tools of bodily harm seem to be everywhere. Most characters hold physical confrontation as the first, last, and only means of conflict resolution, and many are maimed in some way because of it.

THE SPRAWL

In many ways, the city the PC's inhabit is the main character of your game. It has a life of its own. Its body is composed of concrete and steel; its roads, subways and back alleys the veins pumping the masses of people through it like blood. The sprawl can be relatively healthy with most people living their lives without too much trouble, or it can get sick to the point where violence, corruption and oppression become cancers that threaten to kill it.

Unlike our modern cities — some of which are huge and populated by tens of millions of people — the sprawl of the future that spans for miles and miles in almost every direction, growing with every town and suburb it consumes and incorporates into its concrete mass. The sprawl is a child of industry and unchecked growth grown into a morbidly obese adult whose limbs are not aware of the whole body. Indeed, many sprawlers live their whole lives without ever having seen the entire city. In this sense, the sprawl is not just a city, but an entire nation unto its own.

As a game master, you want to bring your city to life. This section will give you all of the tools you need to make diverse megasprawls and populate them with interesting people, creatures, and places.

ZONE GRAFTS

One of the keys to building a megasprawl is diversity; not in the people per se', but in the areas/neighborhoods the sprawl contains. As the characters move from one area to another, they become subject to unwritten "rules" for the particular zone. Cops might not respond as quickly to violence in one zone, but get into firefight in a wealthy sector, and you might find they are on the scene in a few short minutes. Playing a zeek, or an android? Certain neighborhoods or businesses might not be so friendly. To handle all of these situations (and others), you can use Zone grafts.

Zone grafts allow you to apply an effect to a city, neighborhood, or even a specific location. This might come in the form of a bonus or penalty to certain skill checks, or maybe even some other effect. You can take these grafts and quickly drop them into an area. While the characters are in that area, they are subject to the effects of the graft.

Note: The effects of Zone grafts can stack. In other words, a Hacker in an area under the influence of both 'Brown Out Zone' and 'Corrupted Zone' would have a −4 penalty to his Computers checks while trying to use the Global DataNet. If you add Zone Grafts to specific locations and have some discrepancy between grafts remember that in the case of conflicting events, the smaller area supersedes the larger.

Zone Graft Properties

Zone grafts have a few properties which are described below:

- **Security:** This describes the level of danger in a zone, as well as the police or power bloc response you can expect in the area. This also describes the typical equipment loadout of the response forces. These color codes are just guidelines, and any zone can have any security level if the story suits it. These are described in the next section.
- **Skills:** This describes the bonuses or penalties certain skill checks gain in the area. This can also explain special circumstances in which you need to make skill checks in this zone.
- **Goods:** This describes goods that can be found, bought or sold based on the zone.
- **Encounters:** This describes the npc attitudes, and the particular factors in interacting with npcs and other creatures in the zone.
- **Risks:** Few areas are truly safe, and this describes the risks imposed by this zone graft. Most risks only occur when you Roll a 1 on a particular type of skill check.

Zone Graft Descriptions

ABANDONED ZONE

Population losses, lack of infrastructure, or urban planning have left some areas of once prosperous cities as empty urban wastelands. Many of these have suffered from some environmental calamity that makes even the homeless and dispossessed stay away. Those who live here, if it can be called living, eke out a bare existence far from the mainstream society. There are no services here, not even water or electricity. Garbage collection stopped long ago. What few wild animals remain in the world tend to congregate here, and the residents are nearly, if not more, feral.

- **Security:** Red
- **Skills:** Bluff and Diplomacy used with the residents in the zone take a −4 penalty due to their inherent suspicion of outsiders and desire to stay away from society. Stealth gains a +2 bonus as there are plenty of places to hide.
- **Goods:** There are no stores or other places to purchase goods here, though some of the residents can be negotiated with to trade or barter for services. If you like roasted rat on a stick, this is the place to go.
- **Encounters:** The starting attitude of all NPCs in this zone are one step worse. The residents don't want anything to do with strangers and perceive outsiders and each other as threats, and others visiting the zone are likely to be wary of anyone here. Encounters with swarms of rats, feral dogs, and even rather large feral cats are possible. Here and there something as large as a small bear might be able to forage for food in some way, and certainly does not want to be disturbed. People from other areas might come

here to hunt wild animals and the lowest dregs of society, make anonymous deals in privacy, or just gaze upon the wasteland. Sometimes the truly desperate slummers come here to loot the shattered buildings of low value resources such as copper wiring, scrap metal, or the rare valuable artifact of happier days.

- **Risks:** A roll of 1 on an Acrobatics, Athletics, or Stealth check results in the character coming into contact with something truly nasty. This could be a minor cut that leads to a superbug infection, puddle of toxic waste, polluted dust, dirty needle, or a bite from a lurking wild animal. The GM should apply Bubonic Plague, Leprosy, or Shakes disease except the DC 13. The GM can feel free to replace these diseases with an appropriate affliction from the Starfinder Roleplaying Game Core Rulebook.

BLACK MARKET ZONE

This area is thriving with commerce dealing in illegal and illicit goods and services, which means it's a lot easier to find these things — or get into trouble. This graft most often applies to specific locations or neighborhoods, although some cites may have it as well; it would be rare, though not impossible, for an entire nation to have the graft. Black Market generally affects how easy it is to find and acquire restricted items, although it can lead to other effects.

- **Security:** Green, Blue, Yellow, and Orange
- **Skills:** Charisma based skill checks involving the purchase or sale of illegal goods or services are made with a +2 bonus, and many illegal goods may be purchased here alongside normal goods.
- **Encounters:** The starting attitude of all NPC's in the area are one step worse towards any character who is perceived to represent 'the Law' (in whatever form).
- **Risks:** If a character is alone and rolls a 1 on any Charisma based skill check the area, he may find himself cornered somewhere by a group of thugs who are bent on 'removing him from the picture'.

BROWN OUT ZONE

This area has problems with its power grid, making anything requiring electricity a bit unreliable. This graft can apply to almost any type of location — a nation might be a Third World country; a neighborhood may have bad transformers; a building could just have old wiring… or maybe no one paid the power bill. Brown Outs can have diverse effects, although they are largely environmental.

- **Security:** Any
- **Skills:** The unstable power affects communications and computers. Computers checks are all made at a –4 penalty unless the character is directly accessing a terminal, in which case the penalty is –2.
- **Goods:** Because they are a premium resource, batteries bought here cost 50% more, and use of recharging stations costs as twice as much. Use of a recharging station for more than an hour costs an additional 50 cryptos per hour, and in the case of an Android recharging overnight, the cost is 100 cryptos per hour to compensate for the loss of use of the station.
- **Encounters:** The starting attitude of all NPC's in the area are one step worse towards any character who is an Android, wearing power armor, or who is otherwise perceived as being a 'power sink' and wasting precious resources.
- **Risks:** A roll of 1 on a Computers or Engineering skill check for any skill involving gear that has to be connected to a power source results in a total loss of power until power can be restored. The area effected is one size smaller than the area normally suffering from Brown outs, so a country would lose power to a city, a city would lose power to a neighborhood, a neighborhood would lose power to a building, and a building would lose power to a room. This can take from 1d4 to 1d10 hours, depending on the size of the area affected. During this time, no gear can be used if it has to be connected to a power source (unless there is an available backup source), and penalties should be applied for darkness when indoors or outside at night. Any character who is Hacking when the power goes out is forcibly ejected back to reality, taking 2d6 non-lethal stamina damage from the sudden neural feedback due to loss of connection.

CIVIL UNREST ZONE

This area has become a hotbed of political resistance, making social interactions tense, and the locals sensitive to careless speech. Peaceful protest is possible, but Violence on both sides can flare up at any time if someone makes a wrong move.

- **Security:** Blue, Yellow, Orange, and rarely, Red
- **Skills:** Due to the political nature of the zone, many NPC's will attempt to determine what side you're on, or pressure you to choose a side handing out pamphlets or attempting to question you. Because of this, all Charisma based Skill checks made before you have clearly chosen a side are made with a –2 penalty. Because of the crowds, signs, and noise all perception checks in the area take a –2 penalty, and all Stealth checks gain a +2 bonus.
- **Encounters:** The starting attitude of all NPC's in the area is also one step worse toward any character perceived to not to be on their side of the civil unrest, and one step better toward any character perceived to be on their side.
- **Risks:** A roll of 1 on a Charisma based skill check in the area causes the character(s) surrounded by aggressive protestors, and possibly by police resistance. Each round they remain in the zone, the character who rolled the 1 rolls a D20. A roll of 1 results in a violent riot, which the

character(s) may be caught in. A roll of 20 results in the protests being peacefully dispersed.

COMBAT ZONE

This area is run-down and only loosely patrolled by law enforcement, making it more dangerous but fairly easy to move around unnoticed. This graft usually applies to a neighborhood or city, although it could also apply to specific locations or entire nations like China and Russia. Combat Zone mostly affects moving, hiding and combat situations.

- **Security:** Yellow, Orange, Red, and Black
- **Skills:** All skill checks made to locate an individual receive a –1 penalty, as it's easy to hide here. This works both ways, and anyone attempting to locate a character hiding here suffers the same penalties. Perception checks suffer a –2 penalty, as there is usually plenty of rubble or debris around.
- **Goods:** It is difficult to find any goods for sale, but many types of weapons and ammunition can be found discarded or on corpses.
- **Encounters:** The starting attitude of all NPC's in the area is Hostile towards any characters with visible weapons, and unfriendly toward all others. Movement is often difficult because of rubble or debris. Piloting checks made to move across the ground as well as any Dexterity based Skill check involving movement (such as acrobatics or stealth) suffer a –1 penalty, and 25% of terrain in any given area is considered difficult terrain. Cover is readily available.
- **Risks:** A roll of 1 on a Stealth check results in hostile forces being dispatched and the character(s) being stopped, asked for ID and perhaps even engaged in combat if the circumstances warrant it.

CORPORATE ZONE

This area is a corporate center, usually filled with the offices and outbuildings of various corporate interests, making this a great place for commercial endeavors. This graft most often applies to a single neighborhood, although it could also be occasionally used for a single location or an entire city. Though not impossible, it usually won't apply to entire nations. Corporate Zone will typically affect things where wealth and businessmen might be concerned.

- **Security:** Green, Blue, and Yellow
- **Skills:** Computers checks all enjoy a +1 bonus, as streams of data are readily available and accessible. Perception checks all suffer a –1 penalty due to the massive overload of lights,



sounds and hyper objects. Stealth checks to move about without being noticed gain a +2 bonus due to the massive overload of lights, sounds and hyper objects.

- **Encounters:** The starting attitude of all NPC's in the area are one step better towards any character who has the Corporate Shill theme.
- **Risks:** These sorts of people call the cops for almost anything. A roll of 1 on any Charisma based skill check results in the character(s) being stopped, asked for ID and perhaps even detained if the circumstances warrant it.

CORRUPTED ZONE

This area has become infested with malware, causing all hyper objects to become buggy and unreliable, and all digital connections a potential infection risk. This zone effect typically effects the risks involved in making computers checks in the area.

Security: Yellow, Orange, and rarely, Red

- **Skills:** Computers skill checks are made at a −2 penalty due to the unreliable nature of all digital technology. Due to the undependable Hyper objects, navigation can be particularly difficult. If a character isn't familiar with this area, the guiding character must make a Survival check each hour for Orienteering to keep from getting lost.
- **Goods:** All TAP connected goods found in this area have a 50% chance to be infected with the Corrupter Worm. Analog Goods are much more common in this area, and the only goods sold.
- **Encounters:** The starting attitude of all NPC's in the area are one step worse towards any character who use weapons or equipment which are not analog.
- **Risks:** Any failed Computers skill check results in risk of infection from the Corrupter Worm program, which you must immediately roll a Neural save against. The particular item level of the Corrupter Worm is always equal to your level. A roll of 1 on a Computers skill check roll by a character in the area results in immediate infection of that character with the Corrupter Worm program, and all characters who share a network connection with that character must immediately make a Neural save against the Corrupter Worm or become infected as well.
- **Special:** This zone can be modified for any other virus type malware program, in place of the Corrupter Worm, though it is the most common regional infection.

CRACKDOWN ZONE

The police have been called in and have arrived in force. It is not quite open warfare, but it is pretty close. Officers are stationed at every street corner, APCs armed with crowd control weapons are deployed on major roads, and command centers complete with pre-fabricated detention pens have been erected. Usually the police come in on one edge of the area, establish a fortified beachhead, and start sweeping building to building. They are not just in the streets; they are entering buildings and pulling people out. Anyone seen in the area is likely to be stopped, disarmed, and interrogated. The unlucky are sent to a detention pen for further processing.

- **Security:** Any
- **Skills:** Stealth and Sleight of Hand checks are made with a −2 penalty due to the number of police and surveillance drones. All Charisma based skill checks are at −4 due to the unwillingness of the locals to talk to anyone, and the outright hostility of the police.
- **Goods:** This is not a place to be shopping.
- **Encounters:** Residents are running in fear for their lives and unlikely to interact with anyone not able to help them escape. The police automatically have a hostile attitude to any but their comrades.
- **Risks:** A roll of 1 on a Charisma based skill, Stealth, or Sleight of Hand checks results in drawing police attention, arrest, detention, and possible prosecution.

DIGITAL ASSAULT ZONE

The Global Network in this area is currently under attack. This is not the malware that infests corrupted zones; this is a dedicated and strategic assault with a clear goal. Often this takes the form of attempts to hack into servers and other data caches and scoop out the juicy data inside. While the attack has a definite goal, diversionary tactics involve assaults on other non-target data caches, including those of the average citizen. During a digital assault no one is safe. The reply to these assaults is just as frustrating as code flies back and forth and hackers spars hacker in an ethereal realm of '1's and '0's.

There is another type of digital assault, namely that perpetrated by pranksters. Hyper objects are altered to fit a theme, such as turning all interfaces into a fantasy world or overlaying an image over hyper reality. Sometimes it is as simple as planting a bit of code that makes odd sounds emit at random. While annoying, these pranks can have deadly consequences as they add to the confusion of live and inhibit legitimate uses of connected technology.

- **Security:** Blue, Green, Yellow, rarely Orange
- **Skills:** Computers skill checks are made at a −2 penalty due to the interference from hackers. Due to the overlay on hyper reality Survival checks must be made every hour to avoid getting lost.
- **Goods:** Stores here are generally unable to make any sales except for cash, and even then, they are hesitant to do so. Many stores disconnect their systems as soon as the assault is known in order to prevent their data from being stolen.
- **Encounters:** The starting attitude for NPCs in the area is one step worse due to the annoyance and fear.
- **Risks:** Any roll of 1 on a Computers check draws the attention of the digital warriors duking it out in the Global Network. This can result in their attacks targeting the character, and if the offender's location is known police or governmental intelligence agents might be dispatched.

DISASTER ZONE

Something bad is happening here. It might be a wildfire, building collapse, or toxic leak. The area is hazardous and if of high enough security level, emergency response is either en route or already on site. Outsiders are turned away at the edges of the zone, looters are likely out in force, and the police take a dim view on anyone disrupting the work of the emergency response teams.

- **Security:** Any
- **Skills:** Survival checks to avoid environmental danger are at –2 here. Charisma based skill checks suffer a –4 penalty due to people's larger concerns. Perception checks suffer a –2 penalty due to the many distractions.
- **Goods:** This is neither the time nor place to do some shopping.
- **Encounters:** With people fleeing for their lives, the police trying to keep looters at bay, and emergency services responding to the wounded and trapped, the starting attitude of all NPCs in this zone are one step worse.
- **Risks:** The greatest risk in this area is being caught up in the disaster. Depending on the nature of the disaster anyone in the area not wearing protective gear suffers 1d6 damage per level as they are injured by the disaster. They may make a Fortitude or Reflex save against a save DC equal to 13 + the area CR to take half damage.

ENCLAVE ZONE

People tend to band together with like-minded individuals, such as in this zone. The residents are all from the same ethnic, religious, or other cultural group. They have formed a tight knit community that looks out for its own, and it is easy to determine if someone belongs here. This affords them protection against the majority culture and allows them to openly express their beliefs. For a member of this group the community zone is an oasis in an often uncaring and frequently hostile world.

While this might seem like a fine place to visit, the locals are not museum exhibit. They do not like outsiders, sometimes as a response to generations of victimization but equally a means to maintain internal solidarity by focusing anger outwards. The leaders here can be as parasitic and power hungry as any corporate climber, and loyalty to the group tends to be emphasized over personal interests of the individual residents.

- **Security:** Blue or Yellow
- **Skills:** All Charisma based skills take a –2 penalty for those not native to the zone or the group that resides here. For members of the in group, Diplomacy and Bluff gain a +2 bonus.
- **Goods:** Most goods can be purchased here, but outsiders are not welcome. Those not native to the area can expect prices to silently increase by 10%.
- **Encounters:** Most NPCs will be locals, and as such not welcoming to outsiders. The starting attitude of all NPCs is one step worse towards outsiders and one step better to those in the shared group.
- **Risks:** A roll of 1 on any Charisma based skill check results in drawing the attention of the local leaders. Depending on the nature of the enclave's cultural group this might result in a polite invitation to leave or an encounter with armed thugs.

ENFORCEMENT ZONE

This zone is under stricter controls than martial law. Tensions are high, and the local law enforcement is on heightened alert for any trouble. Stop and frisks are common, those entering who are not familiar to the local beat cops or who look like possible threats will have their papers checks and their purposes questioned. Regular random sweeps by heavily armed law enforcement officers round up any on the streets and bring them in for processing, questioning, and some light civil rights violating. A strict curfew is in place and anyone on the streets after dark is likely to get arrested.

Enforcement zones are usually enacted to avert the risk of riots or other civil unrest. Sometimes an enforcement zone is imposed on a disliked minority group by the powerful majority dominated government. Rarely these zones occur in response to some recent event such as a terrorist attack or major criminal activity. Truly despicable governments routinely place a neighborhood under an increased enforcement in order to intimidate the residents.

- **Security:** Yellow, Orange, or Red
- **Skills:** Bluff and Diplomacy used with the local residents take a –2 penalty. Intimidation likewise takes a –2 penalty unless the character convincingly appears as a police officer, and which case Intimidation gains a +2 bonus. Stealth checks are at –4 due to the presence of police officers and surveillance drones. Likewise, Sense Motive checks are at –2 as people in this zone are well aware that informants are everywhere and live guarded lives.
- **Goods:** The shops here are suffering from the curfew and lack of business, causing many to close until the situation resolves. All goods have increased by +25% in price, and weapons cannot be legally purchased.
- **Encounters:** All NPCs in this area see their starting attitude one step worse. Hostile NPCS will not resort to violence unless they are law enforcement. Most encounters in this zone will be with law enforcement personnel. The residents move rapidly from home to work or other destinations. Any gatherings of more than two or three people will attract official attention.
- **Risks:** A roll of 1 on any Charisma based skill with law enforcement or with Stealth will result in the character being arrested.
- **Special:** The smallest thing might ignite the powder keg that the crackdown is attempting to prevent. If the player characters start trouble, even something as minor as an argument, apply the Riot Zone graft.

FAMINE ZONE

This area has a severe food shortage, which has resulted in hostility and desperation among the populace.

- **Security:** Blue, Yellow and Orange
- **Skills:** Charisma based checks gain a +4 bonus if you supplement the check with a serving of food. Word travels fast, however, and subsequent Charisma checks made in the area without sharing food are made at a −2 penalty.
- **Goods:** Food is scarce in the area and sold and valued at 10× the normal cost.
- **Encounters:** The starving populace has become increasingly desperate.
- **Risks:** A roll of 1 on a Charisma based skill check in the area causes the character(s) surrounded by a mob of the starving populace all demanding food, and possibly even taking food by force, depending on the circumstances. Each round they remain in the zone, the character who rolled the 1 rolls a D20. A roll of 1 results in a violent riot, which the character(s) may be caught in. A roll of a 20 results in the mob being peacefully dispersed by intervening authorities, which may result in the character(s) being stopped, asked for ID and perhaps even detained if the circumstances warrant it.

FAT CAT ZONE

This area is inhabited largely by the wealthy and the people who cater to them, which often leads to a certain elitist attitude. This graft usually applies to a neighborhood or specific location, although in rare cases it could extend to an entire city, or even a small nation. The effects of Fat Cats largely impact interactions with the lesser people — the ones who cater to the wealthy.

- **Security:** Green, Blue, and Yellow
- **Skills:** Any character displaying any obvious signs of wealth receives a +1 modifier on all charisma based skill checks with merchants or service providers. Any character not displaying any obvious signs of wealth receives a −1 penalty on all charisma-based skill checks with merchants or service providers.
- **Goods:** Any character not displaying any obvious signs of wealth will always be charged 20% more for any purchase or activity, if at all possible.
- **Encounters:** The starting attitude of all NPC's in the area is also one step better toward any character perceived to be wealthy. The starting attitude of all NPC's in the area is also one step worse toward any character perceived to not be wealthy.
- **Risks:** These sorts of people call the cops for almost anything. A roll of 1 on any Charisma based skill check results in the character(s) being stopped, asked for ID and perhaps even detained if the circumstances warrant it.

HACKED TRAFFIC CONTROL

Hackers have broken into the traffic control network as well as the municipal signage in this area. Vehicular and pedestrians traffic is being directed into random and at times dangerous routes, intersections are a maze of screaming drivers and honking horns. The automated vehicle control system is entirely broken down and cars are being routed into circles or onto to collision courses. Adding to the mayhem, the municipal signage display false messages, wrong directions, or just laughing emojis.

Security: Green, blue, or yellow

- **Skills:** Charisma based skills suffer a −4 penalty in this zone as everyone is frustrated and angry. Stealth checks gain a +2 bonus due to the confusion and chaos. Computers checks to hack into the municipal signage or traffic control systems have their DCs increased by +5, and the hackers may have left behind some nasty surprises.
- **Goods:** While normal goods are still for sale, some shopkeepers will be closing early to avoid the confusion and havoc.
- **Encounters:** The starting attitude of NPCs in this zone is one step worse, no one likes being stick in traffic. The hackers might be around to watch their fruit of their handiwork or may have long gone. Sometimes this sort of hacking is done to provide cover for a crime of some kind, and the party might find itself caught up in a gunfight or chase.
- **Risks:** A roll of 1 on a Pilot check will result in the vehicle being caught in a collision. The other vehicle is likely a passenger car, but it could be a larger vehicle if the GM is feeling particularly vengeful.

HUMANS ONLY ZONE

This area is mostly occupied by people who subscribe to a human supremacist doctrine, or at the very least by people who fear anything different from themselves. This graft can apply to nearly any size of location — the smaller it is, though, the harder it will be for a non-human to integrate… as a building, it may even simply be an exclusive private club. Humans Only tends to be social in nature, potentially affecting a character's interactions with others.

- **Security:** Green, Blue, Yellow, and rarely Orange
- **Skills:** Charisma based skill checks made by humans in the area gain a +2 bonus. Charisma based skill checks made by non-humans in the area gain a −2 penalty. While Bioroids and Simulacra can pass for human, if somehow discovered, the attitude of any NPC in the area worsens by two steps.
- **Encounters:** The starting attitude of all NPC's in the area are one step better towards any character who appears to be human. The starting attitude of all NPC's in the area are one step worse towards any character who is an android, cyborg or hybrid. While Bioroids and Simulacra can pass for human, if somehow discovered, all charisma-based skill checks by them take a −4 penalty while in the area.



- **Risks:** A roll of 1 on a Charisma based skill check roll made by a non-human (or non-human sympathizer) results in a group of vigilantes bent on ejecting and/or harming the character.

HYBRIDS ONLY ZONE

This area is occupied by hybrids, and maybe a few other people who get on well with hybrids. This graft can apply to nearly any size of location — the smaller it is, though, the harder it will be for a non-hybrid to integrate… as a building, it may even simply be an exclusive private club. Hybrids Only tends to be social in nature, potentially affecting a character's interactions with others.

- **Security:** Green, Blue, Yellow, and rarely Orange
- **Skills:** Charisma based skill checks made by hybrids in the area gain a +2 bonus. Charisma based skill checks made by non-hybrids in the area gain a −2 penalty.
- **Encounters:** The starting attitude of all NPC's in the area are one step better towards any character who is obviously a hybrid or known to be hybrid. The starting attitude of all NPC's in the area are one step worse towards any character who is not a hybrid.
- **Risks:** A roll of 1 on a Charisma based skill check roll made by a non-hybrid results in a group of vigilantes bent on ejecting and/or harming the character.

HYPERSPAMMED

Hyprespam, it is the bane of modern existence, but this zone has it worse than most. Hyper objects pop up everywhere; a cartoon rodent keeps walking in front of people and asking them if they have tried Crunchy Chicken Pops. Cows branded with synthetic beef manufacturer's logos wander the streets. One almost has to turn off their TAP to get any relief.

- **Security:** Green, blue, or yellow
- **Skills:** All skill checks are at −4 due to the constant distraction. Targets of attacks have concealment due to the swarm of hyper objects around them. The only way to avoid this is to turn off one's TAP.
- **Goods:** Everything is on sale 50% off! This one easy trick will clear your Tap of viruses! Have you tried Doctor Bonlo's cybercream? This game is so addictive corporations are banning it! This Saturday Only Civic Auditorium Cyber Mixed Martial Arts Face Off! Enhance your action with Hyper-Squaddie nanite treatments! Only 199.99 cryptodollars!

Hurry Supplies won't last long! Regular legitimate business is nearly impossible.

- **Encounters:** All NPCs in this zone have their starting attitudes reduced two levels. The proliferation of hyper objects makes it difficult to perceive mundane reality, the party might encounter an obstacle, ally, or foe and not know it until too late, or maybe not even at all.
- **Risks:** A roll of 1 on any check draws the attention of hundreds of hyper objects. These flock to the character, revealing their position (but giving them full concealment from anyone viewing hyper objects). This crow will not disburse for 1d10+2 minutes.

INDUSTRIAL ZONE

This area is made up of one or more automated or manned manufacturing units with heavy equipment engaged in construction and production. The risks of travel through this zone are mostly environmental.

- **Security:** Blue, Yellow, and Orange
- **Skills:** Engineering checks made in this area gain a +2 bonus due to the readily available raw materials and tools. A character must make an Engineering check each hour to ensure that the character(s) do not move through dangerous areas of the Industrial Zone. A failed check results in all characters taking 1d6 stamina damage per level as they are injured by some natural hazard. They may make a Reflex save against a save DC equal to 13 + the area CR to take half damage.
- **Goods:** Technological items are common in this area, but the sale of goods is rare.
- **Encounters:** The starting attitude of all NPC's in the area are one step worse towards any character who is perceived to not belong, and to not be engaged in official production activity.
- **Risks:** A roll of 1 on an Engineering check results in immediately taking 1d6 stamina damage per level.

INTERZONE

Zones do not always connect right up to each other, nor do regions of a city. An interzone is the area between two others. This lightly populated area tends to be filled with limited access streets, few residences or businesses, and is dedicated to traveling through, not too. Even so, in crowded cities you might find a few people living her under overpasses, in culverts, or even in abandoned vehicles.

Security: Blue, Yellow, or Orange

- **Skills:** Use the modifiers from adjacent zones but halve the bonuses or penalties.
- **Goods:** Generally, there is nothing to buy here, but some specialty shops or those dealing in grey market goods can be found.
- **Encounters:** NPCs here are on their way to somewhere else. They might be going to or from home and work, heading off to shopping or recreation, or just passing through on a longer journey.
- **Risks:** A roll of 1 on a Survival check made in this zone results in the character getting lost among the mess of interchanges, overpasses, off ramps, and traffic. They are stuck in this zone getting back on track for 2d6 minutes.

INTERDICTED ZONE

For some reason or another, this area is restricted, and anyone without proper authorization is not allowed in (or is only allowed in a very limited area). While this graft could be applied to any location, larger areas — like nations or cites — are less likely to have it than smaller areas; neighborhoods or buildings could be top secret installations, or they could simply be secure facilities (like a nuclear power plant). Interdicted Zone is more likely to be an obstacle or have legal repercussions for the characters.

- **Security:** Yellow, Orange, Red and rarely Black
- **Skills:** Stealth checks in this area take a −2 penalty due to the extreme surveillance. Characters traveling through this area must make periodic Stealth checks to avoid being noticed (every minute if in a building; every hour if in a neighborhood; every day if in a city; every week if in a nation). Unless there is a reason for the interdicting force to be suspicious, players may take 20 on this check, although a failure results in all future Stealth rolls being rolled as normal.
- **Encounters:** Characters who fail a Stealth check find themselves confronted by a group dispatched by the interdicting force. The group will be of whatever size is deemed sufficient to deal with the character(s) and will act according to the disposition of the interdicting force: either attempting to remove intruders from the premises or attempting to kill them. This is typically a level appropriate encounter. Subsequent encounters from failed Stealth checks increase in CR by 1 for each 1 encounter triggered, as the GM sees fit.
- **Risks:** A roll of 1 on a Stealth check results in the characters stumbling into some sort of automated defenses. This could be as simple as a minefield, or as complex as pop-up infrared laser turrets. In any case, it still counts as a failure, with the effects detailed above.

MARTIAL LAW ZONE

This area is under martial law for some reason or another. Inevitably, heightened security means curtailed freedoms, which can prove inconvenient at the very least. This graft can apply to a very large region — like an entire nation — all the way down to a single building held by military forces (although the impact of the graft also diminishes accordingly). Martial Law creates several effects, which largely boil down to the idea that there's always a cop around, even if you don't need one. Regular patrol sweeps are carried out by soldiers

and observation drones, and they are always on the lookout for any sign of trouble.

- **Security:** Yellow, Orange, Red, and rarely Black
- **Skills:** Charisma based skill checks to find some sort of Law Enforcement are made with a +2 bonus. Stealth checks for any sort of apparent criminal activity (like sneaking around after curfew or trying to quietly break into a building) are made with a −2 penalty.
- **Goods:** Weapons are particularly difficult to obtain in this area, and cost +20% more.
- **Encounters:** The starting attitude of all Law Enforcement NPC's in the area are one step worse towards any character who has a documented criminal history. The starting attitude of all NPC's in the area are one step better towards any character who is perceived to represent 'the Law' (in whatever form), and two steps better when they are dealing with law enforcement.
- **Risks:** A roll of 1 on any Charisma based skill check results in the character(s) being stopped, asked for ID and perhaps even detained if the circumstances warrant it.

MILITARY BASE ZONE

This area serves as a military headquarters of some sort, which can complicate things for characters trying to get into various types of trouble, as it tends to be full of soldiers and weaponry. This graft can apply equally well to a single building, a neighborhood or an entire city. Very rarely would it be used for a nation — that would normally fall under Martial Law. Military Base mostly affects characters in terms of area security, although this would be the place to find military personnel and equipment.

- **Security:** Any
- **Skills:** Stealth rolls are all made with a −1 penalty, as security cameras, drones and guards are generally keeping an eye on things.
- **Goods:** Weapons are especially difficult for nonmilitary personnel to purchase, and cost +20% more. Military personnel of the same affiliation as the base may purchase weapons for −20% cost.
- **Encounters:** The starting attitude of all NPC's in the area are one step worse toward any character without proper ID or Authorization.
- **Risks:** A roll of 1 on a Stealth check results in Military Police (MPs) being dispatched and the character(s) being stopped, asked for ID and perhaps even detained if the circumstances warrant it.

MOB-CONTROLLED ZONE

This area is under the control of a major underworld figure. Occasionally, this can also be the local leader or head of state; in any case, very little goes on in the area which this figure doesn't know about. This graft can apply easily to a neighborhood or city, or even to a nation, under the right circumstances. It can technically also be applied to a single building or locale. Because of its nature, the crime boss zone can work for or against the characters, depending on circumstances.

- **Security:** Green, Blue, Yellow, Orange and rarely Red
- **Skills:** Charisma based checks involving the purchase or sale of illegal goods or services are made with a +1 bonus.
- **Goods:** Any goods bought by someone without 'connections' to the Kingpin cost an additional 10%, and any goods sold earn 10% less. If these goods are of a 'questionable' nature (illegal or stolen), the modifiers both increase to 20%.
- **Encounters:** The starting attitude of all NPC's in the area are one step worse towards any character who is perceived to represent 'the Law' (in whatever form), or some outside authority figure.
- **Risks:** A roll of 1 on a Charisma based skill check roll by a character without 'connections' to the Crime boss results in his being picked up by the Crime Boss's local representatives and taken for a little chat to determine his motives.

PARADE ZONE

It is a happy day! At least it should be. A parade is occurring, likely either a dying holdover from happier times that carries on by tradition or a government sponsored rally to promote patriotism, obedience, or remind the people of who is in charge. In either case the streets have people and vehicles moving down them at a stately pace, the sidewalks are lined with bystanders, and the air is filled with sound. Everybody loves a parade, especially when you are ordered to. Now cheer the glorious leader, cheer you peons, cheer!

- **Security:** Blue or Yellow
- **Skills:** Stealth and Sleight of Hand checks in this zone gain a +2 bonus due to the crowd and the focus on the parade. Cultures checks involving the subject of the parade gain a +2 bonus. Perception checks suffer a −2 penalty due to the distraction of the parade and the crowd.
- **Goods:** Shops are closed for the parade, but open up right after, sometimes with sales to celebrate the day, granting −10% to costs.
- **Encounters:** NPCs will be distracted but in a good mood or at least feigning such increases the attitude of all NPCs by one step.
- **Risks:** A roll of 1 on Perception or Culture checks made during the parade results in a pickpocket taking some small item and disappearing into the crowd.

PARTY ZONE

This zone usually occurs in areas well stocked with bars, nightclubs, and other entertainment venues. Most of the time this zone graft is only applicable at night during the day the area is quiet, especially in the morning. After dark is a different matter and people flock to the party zone to blow off steam and remove the worries of their lives through excess and intoxicants.

- **Security:** Blue or Yellow
- **Skills:** Charisma based skill checks gain a +2 bonus. Disguise, Stealth, and Sleight of Hand checks also gain a +2 bonus due to the crowds and odd lighting thrown by glowing signage.
- **Goods:** Goods sold here are geared towards the clientele (drinks, drugs, souvenirs, basic commodities), and often increased in price by +10% to +25%. Weapons are rarely available from any stores.
- **Encounters:** The attitude of all NPCs in this zone is increased by one step. Most people found here are looking for a good time and amicable to any idea that seems fun. They are also often on something and more likely to be easily influenced. At the GM's discretion Charisma based skill checks with an NPC in this zone may gain a +4 bonus.
- **Risks:** A roll of 1 on any Charisma based skill check results in a hostile response, likely do to intoxicants of some kind. The foe might not be terribly skilled but upping the level of violence form a minor scuffle will bring down unwanted attention. Keep in mind that many NPCs in this zone travel in groups.

POLLUTION ZONE

This area is particularly polluted, and unhealthy for those who live or travel in the area.

- **Security:** Any
- **Skills:** Medicine checks in the area take a –2 penalty due to the extremely unsanitary conditions. Characters traveling unprotected through this area must make periodic Survival checks to avoid being sickened by the pollution (every minute if in a building; every hour if in a neighborhood; every day if in a city; every week if in a nation). If a character fails a survival check, they must make a Fortitude save against Filth Fever. Because of the filth, pollution and refuse in the area, all Perception checks take a –1 penalty and Stealth checks gain a +1 bonus.
- **Encounters:** Creatures in the area are infected with filth fever, and injury from any creature results in the risk of infection. You must make a Fortitude save or become infected by filth fever.
- **Risks:** A roll of 1 on a Survival check results in immediately becoming infected with Filth Fever.
- **Special:** The GM may replace Filth fever with any affliction. Filth Fever, and other afflictions, are found in the *Starfinder Roleplaying Game Core Rulebook*.

POST-INDUSTRIAL ZONE

The factories and warehouses in this zone used to hum with activity, but today they are the crumbing remains of better times. The oldest date to the late 20th Century and the slow death of the Rust Belt, but changing economies, outsourcing, predatory takeovers, or just plain old inept management have closed them. This zone was never a residential area, though today it might be part of the slums or in an abandoned district.

Often the machinery remains behind long after the people have left. These rusted hulks provide a source of scrap metal for slummers, as well as the occasionally useful bit. Rarely boxes or even shipping containers of valuable and not yet fully decayed goods can be found. The greatest threat here is the environment, these factories were never cleanly operating at the best of times. Industrial waste can remain decades after the factory went quiet.

- **Security:** Yellow, Orange, or Red
- **Skills:** Engineering checks made in this area gain a +2 bonus due to the readily available machinery. Every hour that characters are moving through this zone they must make an Engineering or Survival check to avoid dangerous waste or machinery. Failure means they suffer 1d6 slashing or acid damage. They may make a Reflex save against a save DC 15 to take half damage.
- **Goods:** Nothing is for sale here, but some useful or valuable scrap and forgotten gods can be found.
- **Encounters:** There are rarely any encounters here, though swarms of rats, slummers scavenging, or others also exploring the area are possible.
- **Risks:** A roll of 1 on an Engineering check results in immediately taking 1d6 damage per level. A roll of 1 on a Stealth check results in a dormant machine being activated, a loud noise, and possible moving hazards.

PROTEST ZONE

The streets here are filled with people protesting some offense. Protests are usually no longer permitted by the governments of the world but are allowed to carry on as a means of releasing pent up tensions, a means of identifying leaders of opposition groups, or a bit of street theatre when the cops come in and start a crackdown. At times local government might be so apathetic they allow a protest to carry on. Then again, maybe the leaders here the voice of the people and are motivated to action.

Protesters tend to focus on what they are doing, and bystanders tend to watch the protest. Expect crowds, noise, and signage being carried along. Merging with the protest can be a fine way to lose a tail or move unnoticed.

- **Security:** Yellow or Orange
- **Skills:** Charisma based skill checks with protesters suffer a –2 penalty unless they directly involve the cause being voiced. Stealth and Sleight of Hand checks are made with a +2 bonus due to the crowds and distractions. Likewise, Culture checks that have to do with the topic of the protest are gain a +2 bonus.
- **Goods:** Smart storeowners close up during a protest, if things go badly it is better to already have your security active when the riot starts.
- **Encounters:** The starting attitude of any NPCs that are part of the protest are one step worse towards anyone not part of their cause, and one step better towards fellow travelers.

- **Risks:** A roll of 1 on a Charisma based skill check sparks a conflict that leads to a riot, transforming this zone into a Riot Zone.

QUARANTINE ZONE

This area has had a major outbreak of some superbug strain of disease or virus which resulted in the area becoming quarantined. This area is very dangerous to the health of individuals traveling or living in the area. The primary risks of this zone are related to health.

Security: Yellow, Orange, and Red

- **Skills:** Medicine checks in the area take a –2 penalty due to the extremely unsanitary conditions.
- **Goods:** Characters traveling unprotected through this area must make periodic Medicine checks to avoid being sickened by the superbug (every minute if in a building; every hour if in a neighborhood; every day if in a city; every week if in a nation). If a character fails a medicine check, they must make a Fortitude save against the superbug or become infected.
- **Encounters:** All unprotected NPC's and creatures in the area are assumed to be infected, and contact with the creature has a 50% chance of risk of infection per round of contact. Additionally, the starting attitude of all uninfected Law Enforcement or Security Forces in the area are Unfriendly and become Hostile if you do not obey commands.
- **Risks:** A roll of 1 on a Medicine check results in immediately becoming infected with the Superbug. Even characters wearing protection of some sort can become infected if they make a mistake.
- **Special:** The disease in the quarantine zone is usually a superbug, and has the statistics of the Bubonic Plague, Leprosy, or Shakes diseases, except the DC is scaled to be 13 + CR of the area. The GM can feel free to replace these diseases with any disease, and these diseases are described in the *Starfinder Core Rulebook*.

RESEARCH CENTER ZONE

This area serves as a center for some sort of research and development, which makes technology very prevalent and readily available. This graft applies to a neighborhood or specific location. Most of the effects of Research Center have to do with access to technology.

- **Security:** Green, Blue, and Yellow
- **Skills:** Computers checks all enjoy a +1 bonus, as streams of data are readily available and accessible. Charisma based skill checks to locate technological items, and energy weapons gain a +1 bonus. This bonus increases to +2 if the character is looking for gear specific to the area's focus of research.
- **Goods:** Analog equipment, or equipment that isn't network capable costs 50% more here.
- **Encounters:** The starting attitude of all NPC's in the area are one step better towards any character of the Gearhead or Hacker classes, or who has shown themselves to otherwise have a high level of technical skill.
- **Risks:** These sorts of people call the cops for almost anything. A roll of 1 on any Charisma based skill check results in the character(s) being stopped, asked for ID and perhaps even detained if the circumstances warrant it.

RESIDENTIAL ZONE

This area is inhabited by people who like things to remain quiet, unchanging and uncomplicated — ordinary suburbanite consumers, who don't want their lives interrupted by thugs and ruffians and people who are probably much like the characters. This graft is usually applied to a neighborhood, although it would work equally well on a single location. While cites and nations could also have this graft, it's not common in this day and age — small towns are the most likely candidates. In many ways, a residential zone could be one of the most frustrating grafts for a group of characters to deal with.

- **Security:** Green, Blue, and rarely Yellow
- **Skills:** Intimidation checks made by any character who looks remotely 'scruffy' or 'dangerous' receive a +2 bonus, while all other Charisma based skill checks receive a –2 penalty.
- **Goods:** These areas have a great wealth of non-weapon goods, but they are rarely for sale.
- **Encounters:** The starting attitude of all NPC's in the area is one step worse toward any character deemed to be "scruffy looking" or "dangerous" and all "decent" NPCs will avoid them.
- **Risks:** These sorts of people call the cops for almost anything. A roll of 1 on any Charisma based skill check results in the character(s) being stopped, asked for ID and perhaps even detained if the circumstances warrant it.

RIOT ZONE

People yell, windows crack, and stones are thrown. This zone is undergoing a large civil disturbance, not just merely unrest but outright violence. The causes can be many, the world of 2095 if rife with inequalities and oppression. The people of this zone have taken to the streets to vent their anger and frustration. Strangers are unwelcome and possibly targets unless they can prove they are there as allies and reinforcements. The police are surely on their way and a crackdown will certainly occur in the near future.

- **Security:** Yellow, Orange, or Red
- **Skills:** Charisma based skill checks suffer a –4 penalty due to the open street violence.
- **Goods:** Smart shops closed before the situation turned ugly, and those that are open risk being looted.
- **Encounters:** Rioters are the most common encounters in this area and should be assumed to have a hostile attitude.

This is not open warfare, expect improvised weapons, knives, handguns and the like, though some might be bringing out the heavy ordinance they have been saving for just such a need.

- **Risks:** Any roll of 1 on a Charisma based skill check or Stealth signifies the arrival of the police and an increase in violence as the crackdown begins.

SALARYMAN ZONE

Corporate drones and ambitious social climbers frequent this area. They might live here, work here, or relax here. Their occupation of the zone is determined by the time of day, and this graft can be applied to a residential zone over night, a crop zone during the day, and a party zone in the evenings. Salarymen do not care much for trouble, even when out for a good time they prefer the tried and true vices and entertainments. Wealthier or more valuable salarymen might have bodyguards accompany them everywhere, even into the bathrooms.

- **Security:** Green or Blue
- **Skills:** A character whose appearance is corporate or conservative gain a +2 bonus on any Charisma based skill checks. Inversely, those who look scruffy, poor, or just, ugh, working class, suffer a −2 penalty. Culture checks that have to do with megacorporations and business gain a +2 bonus.
- **Goods:** There are plenty of shops around to sell high-end goods as well as lower quality goods at significant markup. All prices increase by +25%, but hey, the labels are all hot designers.
- **Encounters:** The attitude of all NPCs in this zone are one step worse towards people who do not fit the corporate ideal.
- **Risks:** A roll of 1 on a Charisma based skill check or on a Stealth check invites the attention of corporate security.

SLUM ZONE

This area is largely inhabited by the poor and other dregs of society, which often leads to a certain insular mentality. This graft usually applies to a neighborhood or specific location, although in rare cases it could extend to an entire city or even a small nation. There are several effects of Slums, largely to do with interacting with the locals.

- **Security:** Yellow, Orange, and rarely Red or Black
- **Skills:** Any character displaying any obvious signs of wealth receives a −1 penalty on all charisma based skill checks with all NPC's and must pay 10× the d20 roll in cryptos anytime they make a charisma based skill check to gain information from an NPC in the area to 'grease the wheels' of conversation. Any character displaying any obvious signs of poverty receives a +1 modifier on all charisma based skill checks with merchants or service providers.
- **Goods:** Virtually no goods of quality are available for sale here.
- **Encounters:** The starting attitude of all NPC's in the area is also one step worse toward any character perceived to be wealthy. The starting attitude of all NPC's in the area is also one step better toward any character perceived to be poor.
- **Risks:** A roll of 1 on a Charisma based skill check in the area causes the character(s) surrounded by the homeless and beggars all demanding a handout, and possibly even taking the money by force, depending on the circumstances.

TURF ZONE

This zone belongs to a gang of some kind. They might be one of those youth gangs the news talks about, a themed gang that goes in for outrageous dress and body mods, or a gang based on a religious, species, or ethnic minority. They control the streets here and make sure everyone knows it. If you miss the graffiti on the walls you will certainly see the gang's lookouts hanging around near doorways or on street corners. Crossing this territory means having to deal with the gang. Some just want to harass trespassers while others will accept bribes. A rare few truly want to throw down and initiate violence just for the joy of it.

- **Security:** Yellow, Orange, or Red
- **Skills:** Intimidation checks made by anyone wearing the gang's signature symbols are made with a +2 bonus.
- **Goods:** Shops here must pay protection to the gang and pass the savings on to their customers, increasing prices by +10%. The gang itself might be a source of illegal goods.
- **Encounters:** NPCs here live under the threat of the gang and their attitudes are one step worse towards outsiders. Gang members are at best unfriendly towards outsiders.
- **Risks:** A roll of 1 on any Charisma based skill check results in attracting negative attention from the gang.

VIRTUAL COMPANION RIOT

Something has caused the zone's virtual companions to go haywire. They may have been hacked; it could be a coding bug, or possibly some sort of AI event. Whatever the cause, people's virtual companions are running riot in the streets. This creates all manner of distractions, but also presents an interesting sight. Dragons swoop overhead, anime characters cavort down the street, monsters battle it out in virtual combat, and hyper objects are manipulated in strange ways.

- **Security:** Green, blue, or yellow
- **Skills:** All skill checks are at −2 due to the constant distraction. The only way to avoid this is to turn off one's TAP.
- **Goods:** Goods on still on sale, though many shops are double-checking identities which can make transactions take longer or reveal someone who is using a fake identification.
- **Encounters:** Some virtual companions are so well defined that it is difficult to tell living beings from AI powered hyper objects (a DC 18 Perception or Sense Motive check reveals their true nature). This can lead to the party being caught up in a virtual companion's story, often a well-scripted

story that the owner uses as entertainment. In addition to eh virtual companions, there are their owners out looking for their hyper object friends to bring them safely home or shut them down.

- **Risks:** A roll of 1 on any skill check results in a swarm of virtual companions flocking to the character. These will try to interact with the character according to their scripts, which creates a distraction that levies a –4 penalty on all skill checks, saving throws, and attack rolls. The swarmed character has concealment from all attackers currently viewing hyper objects.

WILDERNESS ZONE

This area is notable largely for its lack of civilization. This doesn't mean the area is uninhabited, but rather that there is probably more plant and animal life present than street lights and plumbing. While this graft could apply to any type of location, from a building to a nation, it's less likely in the smaller areas, although there could be parks in the middle of a city that count as such. Wilderness is most likely to affect characters in terms of comfort and technology.

- **Security:** Any
- **Skills:** Computers skill checks are made at a –2 penalty as there is generally little—if any—communications support equipment in the area. If a character isn't familiar with this area, the guiding character must make a Survival check each hour for Orienteering to keep from getting lost and avoid natural hazards.
- **Goods:** No goods are available for sale here.
- **Encounters:** There are any number of wild creatures in the area, in addition to other nonhuman threats.
- **Risks:** A roll of 1 on any Survival skill check made while Orienteering results in the character(s) encountering a dangerous creature and becoming lost.
- **Special:** Survival can be used to find or follow tracks of creatures, people or vehicles without the penalties one might have in a place filled with concrete and asphalt. The area is considered to have Soft ground unless otherwise stated.



SECURITY ZONES

The universal Security Zone system was developed as an outgrowth of old government attempts to color-code terrorist threat activity and alert the general populace when a threat was considered likely. It originally used five color codes to provide a benchmark rating for the security level of a physical area. A fifth, unofficial color code was added by the shadow community for extremely lethal Zones. Over time, the system was adapted and extended to include other 'spaces' or non-physical areas, so it's not uncommon to see Global DataNet areas, or aircraft flight zones in and around storm fronts, rated with the same color code system.

The color coding system, while universally used, is somewhat subjective, so it is possible for a Green Zone in City A to be considered a Blue or Yellow Zone in City B, or for police or security officers to be assigned specific duties that allow for different weapons. Most such allowances do not move more than two steps down the chart, however. See Crime Ratings below for more on police tactics and resources, but law enforcement is typically not available in Red Zones, and never in Black Zones, so those ratings refer to whatever power bloc is in control of the area.

GREEN (LOW RISK)

Extremely well-patrolled city cores, neighborhoods with private security, and other extremely safe areas. Insurance coverage rates reduced. Public health, utilities infrastructure and healthcare all top-flight.

- **Site Examples:** Major theme parks, major sports arenas, the best banks, police headquarters, corporate headquarters, major airports, spaceports.
- **Police Threat Response:** Detain for questioning. Conversational skills, non-lethal weapons and non-lethal force techniques are the first option; lethal force only in defense of public safety or officer life with mandatory review and suspension.

- **Police Resources:** Civilian and corporate resources available. No weapons heavier than handguns and non-lethal weapons carried. Concealed armor worn. Submachineguns and shotguns available but carried in vehicle. Unarmed drones available.

BLUE (GENERAL RISK)

Patrolled city areas, middle-class to upper-middle-class neighborhoods; the largest range of most city areas. Insurance coverage rates standard. Public utilities infrastructure and healthcare all good.

- **Site Examples:** Sporting arenas, corporate facilities, banks, hospitals, light industrial zones, some research laboratories, restaurants, lesser theme parks, and lesser airports.
- **Police Threat Response:** Detain for questioning. Non-lethal weapons and force techniques are available; lethal force in defense of public safety or officer life with mandatory review and probable suspension.
- **Police Resources:** Civilian or corporate grade resources available. No weapons heavier than submachine guns, handguns, and non-lethal weapons carried. Concealed armor worn, with 'throw on' armor upgrades stored in vehicle. Shotguns and assault rifles available but stored in vehicle. Unarmed drones available.

YELLOW (SIGNIFICANT RISK)

Poorly patrolled city areas, lower to lower-middle-class neighborhoods, usually the outer bands of major cities. Insurance coverage rates increased. Public utilities infrastructure and healthcare present but average at best of times.

- **Site Examples:** Corporate motor pool facilities, junkyards, heavy industrial zones, waste treatment plants.
- **Police Threat Response:** Attempt to detain for questioning. Officer's judgment as to use of lethal force, review required, but frequently minimal.
- **Police Resources:** Corporate grade resources available. No weapons heavier than light machine guns. Submachineguns, assault rifles, shotguns, handguns, and some non-lethal weapons carried. Obvious external armor worn. Heavier weapons to engage cyber-enhanced individuals available but stored in vehicle. Additional 'throw on' armor upgrades stored in vehicle. Possible vehicle and drone-mounted weapons.

ORANGE (HIGH RISK)

Unpatrolled city areas, slum neighborhoods, secured-access facilities. Insurance coverage typically unavailable to residents due to high rates. Public utilities infrastructure and healthcare may be present but will be in poor repair/poor quality; frequently not working.

- **Site Examples:** Areas of constant turf war between criminal groups, standard military bases, and high-end criminal estates.
- **Police Threat Response:** Shoot first if threat seems imminent, capture for questioning if possible. No review unless a large amount of negative publicity is generated.
- **Police Resources:** Military grade resources available to military facilities, corporate and some military to corporate facilities. No weapons heavier than heavy machineguns. Assault rifles, shotguns, handguns, hand-delivered explosives, and some anti-cybered individual weapons carried. Vehicle and drone-mounted weapons.

RED (SEVERE RISK)

Insurance coverage not available. Public utilities infrastructure not available. Public law enforcement not available. Public healthcare not available. Guys with guns in the streets. Warlords with personal domains. Cats and dogs living together in sin. You get the picture.

- **Site Examples:** Secure corporate facilities, most military bases and facilities, terrorist enclaves.
- **Typical Power Bloc Threat Response:** Assuming there are police stranded here for some reason, they shoot first and keep shooting as they make a run for the nearest way out and reinforcements. Other power blocs follow a similar 'shoot first and often' scheme.
- **Typical Power Bloc Resources:** Some restrictions on use of resources may be present (tanks, even if present may not be authorized, for example). Corporate and military grade resources available. Most weapons and armor are available for carry. Heavy weapons available. Combat drones available.

BLACK (EXTREME RISK)

An unofficial designation maintained by some shadow groups for sites where simply being there without authorization is an assumption of guilt, and lethal force is the first stop on the threat response decision tree.

- **Site Examples:** Military nuclear weapons bases, nuclear power plants, CDC facilities where live cultures are stored, the most secure corporate facilities, drug lord's processing plants, terrorist training camps, etc.
- **Typical Power Bloc Threat Response:** Immediate lethal force.
- **Typical Power Bloc Resources:** Anything available to the controlling entity is possible, from tanks to missiles to golemmechs, all used/operated by the most skilled people available. Superior opposition across the board. Elite resources available.

MISSIONS

You're a bleeding edge, decked out, cold as chrome, hot as lead freelancer out looking for trouble. The sharpest thing the sprawl has seen, but none of that means anything if you can't find work. Well, lucky you that some sap with money and troubles is looking for your exact kind of talent to get a job done. Nothing much, just a small thing really, but the cryptos will flow if you can get it done.

These missions are just outlines, the bare bones for the GM to put some chrome and flesh on. Tweak these parameters to give a few surprises, add in some NPC and zone crafts to make things interesting, and you will be ready to play. Start with asking the key questions, who, what, and where. The why is unimportant at this point, though you can have underlying whys link up over a couple of missions to create a campaign, in the end why the employer wants something done is not going to be too important most freelancers. Let the players provide the how, its what they are here for.

You can choose the components of a mission, putting together the parts you want to interplay, mixing together these and your own ideas to craft a challenging and fun session. You can roll on the tables below if you are stuck or short on time, and put together a basic mission in a few minutes.

EMPLOYER

Who is hiring the party for this little dance. The employer might be known to the PCs, or might be faceless and operating behind some form of security. Trust is the driving force behind the sort of work the PCs are looking for, and sometimes that means the employer has to trust the freelancers, sometimes that means the freelancers have to hope they can trust the employer. Where the two parties meet can vary, you can choose one of the locations below, or have them meet in some neutral back alley, or they never meet face to face and everything is done over the Global DataNet.

The employer determines a lot about the mission. First of all, there is the issue of money, and the right employer will pay more than others. Certain employers will alter the CR of the mission, increasing the difficulties across the board. Then there is the issue of trust, can you trust this person or entity? Will they pay? Are they giving out all the information needed, or are they holding something back? The GM should not need to fully stat out the employer, but a quick set of NPC crafts should give enough for most purposes, such as negotiating pay. After all, the PCs should not be getting into a fight with their employer, right?

D8	EMPLOYER
1	AI
2	Celebrity
3	Corporation
4	Faceless
5	Fixer
6	Friend/ Family
7	Government
8	Syndicate

AI

An artificial intelligence of some kind has a job that it needs meat bags to do. Lucky for the PCs they are the meat bags for the job. Dealing with an AI can be complicated; a physical meet is out of the question. Often the AI works over the Global DataNet or through a living proxy.

- **Special Rules:** The AI can provide assistance during the mission such as hacking or tracking the party. It can act as an angel above them, even if all it does is tweak a few traffic lights or provide help with difficult hacking work. All hacking DCs during the mission are reduced by −2 thanks to the AI's assistance, and other assistance might be offered (or just given without consultation). However, before it can lend this aid it must be able to track the PCs, and the AI requests to put a small tracer program in everyone's TAP. It will self-delete after the mission, promise.
- **Considerations:** If an AI is hiring someone to steal data, which likely means that it cannot get access to the data itself. Most likely this means the data is on a server that is not connected to the Global DataNet, possible even in a facility that is entirely off the grid. Another option might be for the data to be on a storage medium in the hands of a biological person, who might be the stated target while the data is the true target.
- **CR Adjustment:** CR −1, due to the AI's aid.

CELEBRITY

You know who they are, and if you don't they will be happy to tell you. The celebrity would rather not be involved in this whole affair, but the situation is one that they can't ignore. Most likely the cause of the mission is very personal, a feud between celebrities, a love affair, or blackmail.

- **Special Rules:** The celebrity will want their name kept out of the whole affair and if not working through an intermediary will certainly pay out a bonus if the entire affair is done with the utmost discretion. Start negotiations for the bonus at 10% of the scale payout for the mission's CR.
- **Considerations:** This mission needs to be done quietly, the first thing when running dark is to not let anyone know you were there to begin with.
- **CR Adjustment:** None

CORPORATION

A corporation, most likely one of the larger than nations ones, needs something done. As these entities are so large it is unlikely that anyone other than the employer and maybe the employer's boss knows what is going on. Naturally the corporation would prefer if the PCs use discretion in this matter. Sometimes this is to keep the corporation's name out of the news feeds, other times it might be because the one division of the company is running a dark game on another.

- **Special Rules:** The corporation has deep pockets and can fund some additional equipment or other necessary expenditures. 10% of the base pay out for the mission can be offered up front in order to cover expenses; above and beyond what the party is being paid. However, these expenses need to be justified afterwards, unspent money returned, and any gear purchased turned over. Failure to do this voids the agreement, and might result in non-payment by the employer. If the PCs think they can stiff their employer and get away with it, they haven't dealt with a corp before.
- **Considerations:** Corporations expect results and do not accept failure. It is the private sector, after all.
- **CR Adjustment:** CR –1 due to the additional funding.

FACELESS

The PCs do not know who the faceless employer is. This is not the case of working through a proxy, the employer goes to great lengths to keep their identity and nature hidden. Choose a different employer to determine who is behind the mask, but do not apply any of the modifiers to the mission. This employer will only meet over the Global DataNet or through hyperobject personas.

- **Special Rules:** The faceless employer plays it close to the vest, and that means considering all information to be on a need to know basis. This mission should have two or more complications due to the lack of intell going in.
- **Considerations:** As per the hidden employer.
- **CR Adjustment:** None, the extra complications should prove interesting enough.

FIXER

A fixer makes things happen for their client, and in this case that means the party is being hired to perform the mission. Fixers tend to be very hands on; they have a client on their backs and will pass the stress on down the ladder to the PCs. The good thing about working for a fixer is that if you do well they will be looking to hire you on again, and likely at a higher rate.

- **Special Rules:** Choose another employer, this is the fixer's client. Naturally the fixer will not reveal this name. The fixer needs to keep the client happy and will want regular progress reports. Also, the fixer is a person who knows where to get information and gear and will happily use their connections to help the party. Any rare, illegal, or specialized gear can be found through the fixer, and at a 10% discount as well. Likewise, the fixer has looked into the job ahead of time, and there will not be any complications. Finally, if the party has completed at least three successful missions for the fixer, their base pay increases by +5% for every three successful missions they have completed for this fixer.
- **Considerations:** As per the fixer's client.
- **CR Adjustment:** CR –1 due to the fixer's aid.

PAY RATES

How much do they get paid for the job? The general scale below is not written in stone, complications and other factors can change this, such as type of job and location. The base pay is calculated on the final CR of the mission after all other modifiers have been made. This number can be modified by clever negotiations on the part of the PCs, just keep in mind that they are not the only freelancers out there and if they become a nuisance, they may find themselves out of work. Note these are the total payouts, not per PC on the mission.

CR	PAYOUT
1	1,000
2	2,000
3	4,000
4	6,000
5	9,000
6	15,000
7	23,000
8	33,000
9	45,000
10	66,000
11	100,000
12	150,000
13	225,000
14	333,000
15	500,000
16	750,000
17	1,125,000
18	1,700,000
19	2,550,000
20	3,755,000

FRIEND/ FAMILY

The employer is someone close to one or more of the PCs. This person is in a bind and needs help. Whereas other employers are generally motivated by power or money, the loved one is usually looking to be saved from some terrible fate, protected from powerful foes, or otherwise more in need than in the depths of greed. This sort of job has little in the way of material award, but a lot in the way of good will. Pull those heartstrings, GMs.

- **Special Rules:** Pay will be either non-existent or 10% of base payout. Usually there are not any complications, but sometimes loved ones have bigger issues than they let be seen.
- **Considerations:** Not only will the mission have to be successful, but also the family or friend needs to be protected.
- **CR Adjustment:** None

GOVERNMENT

Governments may have lost a lot of power to the corporations but they are more than willing to use the power they have left to push through their agendas. Working for a government is a particularly shady thing, they often have laws against the sorts of things that they hire freelancers to do. Less scrupulous government agents might cut their ronin loose if things go poorly, but smart ones know the best way to cover things up is from inside. A team of freelancers who no longer show up in the records, who can just disappear into the underbelly of society, and who have no good reason to speak up or cause trouble draw less attention than bodies in the river.

- **Special Rules:** Governments have deep pockets but the kind of work they are hiring ronin for comes from black bag funds, which are a lot more limited. Government jobs pay 10% less than the pay scale for their CR. The upswing is that a friend in the government can provide help further down the road.
- **Considerations:** Working for the feds is not a good way to build street cred. Characters do not get any street cred for successful completing government jobs, but do take a penalty for failure.
- **CR Adjustment:** none

MISSION CR

A mission has a general CR. This is used to set the pay for the mission, but also is used to determine the DCs of skill checks needed during the mission as well as the CR of threats encountered. The various aspects of the mission, employer, job, location, and complications, might change the mission CR. In general, use mission CR as a guide to designing encounters during the missions, and for improvising when the entire affair goes off the rails. You know it will.

SYNDICATE

Organized crime does pay, if it didn't than the criminals wouldn't do it. Being hired by a syndicate is a tricky proposition. They pay well and take good care of those who show talent and loyalty. On the flip side, they punish failure and betrayal with terrifying harshness. Without a doubt their jobs are going to be illegal and risky. Highly illegal and risky, if it was a run of the mill crime the syndicate would sends its own goons to do it.

- **Special Rules:** The job is going to be high risk and blatantly illegal. The syndicate expects their ronin to perform, and perform well. All these factors are made up for with money increase the payout by 20% over base pay.
- **Considerations:** Failure is not an option. If the party fails or double-crosses the syndicate they can expect rapid and overwhelming payback.
- **CR Adjustment:** CR +1, the job is going to be obviously illegal in many ways, making law enforcement more likely to be aware of the potential for crime. This makes the whole affair more difficult as every action must be made as if under close scrutiny.

JOB

This is what the PCs are being paid for. The job needs a target, which the Gm can choose form the employer list or supply. Picking a NPC on page 215 and applying an NPC graft is a good way to start. This person might be the target proper, or someone close to the target, who owns the target, or is otherwise closely ties to the target. Keep in mind that data is a valuable target, not just people and things.

D8	JOB
1	Protection
2	Rescue
3	Smash
4	Snatch
5	Surveillance
6	Threaten
7	Transport
8	Wet Work

PROTECTION

Someone is going to pull a job on the target and it is your mission to stop that from happening. Protection jobs range from guarding a location to watching over a person. These are very open ended, the employer usually does not know who exactly is gunning for the target, just that bad things are likely to happen and soon. Usually these have a time limit, if it was going to be a day-to-day protection job that might last for months or years you would hire a security contractor. When things are going to go pear shaped and soon, you get



some ronin. It would be a lot of fun to give a living target a personality, either one that makes the party wonder why anyone would want to do the target harm, or makes them think about switching sides.

- **Target:** A building, a person, a specific residence, maybe even a city block. The target could also be a set of data or even an NGO team in the field doing good deeds in bad situations.
- **Special Rules:** The target has to come out uninjured and whole at the end. Well, the employer might put up with a few scoff marks and such. This sort of job is often seen as lower risk, and thus lower pay, reduces base pay by 10%.
- **CR Adjustment:** none

RESCUE

Someone's protection job went south or the employer's hired security failed. Maybe they just didn't see it coming. These missions are often very dangerous; whoever has the target is expecting some sort of rescue attempt and will be on guard. Once the target is acquired it will need to be taken to a safe place to be handed over to the employer. Rescue missions differ from snatches in that the target wants to be taken away, at least that's what the PCs are told when they are hired.

- **Target:** The target is usually a person, but could also be a chunk of data, a valuable item, or other object.
- **Special Rules:** The employer wants the target back, and that makes them more ready to pay for it. Increase base pay out by 10% and the employer suffers a −2 penalty on any sill checks related to negotiating pay. Mind you, they want the target back in factory condition, so to speak.
- **CR Adjustment:** CR +1, the opposition is on the alert and expecting the party.

SMASH

Go break this thing. A simple mission, at leas tin comparison to protections, rescue, and snatches. The ronin are hired to destroy something, not a person, but a place or thing. It might be a bit more complicated than that, get into a secure facility and destroy this list of data, wreck this prototype, or destroy this laboratory but leave the rest of the building intact.

- **Target:** A building or room, a valuable or rare object, a piece of data.
- **Special Rules:** These jobs are cheap and easy, at least in the employer's mind. Base pay is reduced by 10%.
- **CR Adjustment:** CR +1, the target is certainly protected or the employer would not be bothering to hire ronin.

SNATCH

The employer wants something that doesn't belong to them, at least in a legal sense. The thing in question could be an object or person, data, or even an entire building (clear it out and turn it over). Sometimes the employer wants the job to be a smash and grab, get this thing and wreck everything else. In many ways this is the flip side of a protection mission, whoever has the thing is expecting trouble and is prepared for it.

- **Target:** The target could be a person, thing, or even a place. Often it is a person who has important information or could prove to be a problem later on, or is an object of some value.
- **Special Rules:** The employer wants the target in pristine condition, which makes the second part of the job the more difficult. After the target has been acquired raise the CR of the mission, but not the base payout, by +1 to reflect the opposition trying to get the target back.
- **CR Adjustment:** CR +1, the opposition should be expecting trouble and guarding the target.

SURVEILLANCE

This is the simplest of missions, watch the target and report back what happens. Often the employer gives certain parameters on what to report. These missions have set time lengths, if you wanted something under surveillance for a longer length of time you would hire a security contractor or private investigator, not a bunch of street ronin.

- **Target:** A person or place is normal, a hyperobject less so but could happen.
- **Special Rules:** The job might be two in one, watch this thing and if this even occurs intervene. In this case the second part of the mission is built like a separate mission but with half the usual pay out. The party is expected to return regular reports or updates.
- **CR Adjustment:** CR −1, these jobs are seen as low risk and low involvement, at least until the situation goes south.

THREATEN

All you have to do is show up and look badass. Should be simple, right? Not so much. The rules of engagement on these missions are going to be very strict, the ronin will know how far they can go and still expect to get paid in the end. Sometimes this is a bit more active of a mission, the party will need to interact with the target and even break a few things. Other times this is glorified bodyguard work and the freelances are brought in to make someone look good through proximity to hard-edged folk.

- **Target:** Usually the target is the one being threatened. A little strong arm goes a long way in these situations. Other times the ronin are here to just look generally threatening to all and sundry.
- **Special Rules:** This is seen as a low risk job, reduce base pay by 50%.
- **CR Adjustment:** CR −2, unless the threatened target is being protected there should not be much challenge, at least until complications are brought in.

TRANSPORT

The target needs to get from point A to point B, intact. A simple delivery job, it is certain that someone will want to either stop the package getting delivered or take it for themselves. Much like a protection job, but on wheels (sometimes), a transport job means looking after something and making sure it doesn't get damaged, only while on the move.

- **Target:** A person, valued object or goods, or data.
- **Special Rules:** This variation on the protection job is seen as high risk, and thus the base pay is increased by 20%. The package has to be delivered and in the condition it came in or pay may be docked or withheld. If the package is a person the GM should apply some personality NPC grafts to the target, making them either someone the party wants to protect or someone who makes them wonder why they took this job.
- **CR Adjustment:** none

WET WORK

Many missions might require some killing to get things done, but a smart team can get through it without putting anyone in the ground. Wet work is different; the mission is to kill the target. Often proof of death is needed, such as footage, though some employers prefer a grisly trophy (and will DNA test it afterwards to make sure).

- **Target:** A person.
- **Special Rules:** Wet work is seen as distasteful for some, and thus often calls for higher pay. Increase base pay by 30%.
- **CR Adjustment:** none

LOCATION

This is the location of the target, but it also can be the location of the meet with the employer both at the start to the mission or at the end. A mission might not be limited to one location, the target might be on the move or in parts found in multiple places. The main location of the action for the mission might not be at the mission's target, the big fight or dramatic encounter could occur at a third location.

D6	LOCATION
1	Black Site
2	Corporate Housing
3	Executive Offices
4	Government Center
5	Laboratory
6	Transportation Hub

BLACK SITE

This place should not be. Whatever else is going on, the location of the mission is an off the books and off the grid locale, or might be hidden behind a mundane façade. The black site might be posing as another location, choose a second location for where the site happens to be hidden.

- **Foes:** Black sites often have trained guards as security, and they may or may not be undercover.
- **Challenges:** Getting a clear location for the site, dealing with increased security and skill of the opposition, counterintelligence operations running against the ronin
- **CR:** CR+1 due to difficulty even finding the place and heightened security,

CORPORATE HOUSING

This can run from decrepit LIVEFAC blocks to posh quarters for valued employees and executives. Corporate housing has increase security, though mostly it is passive and designed to both keep outsiders out and monitor the lives of the residents. While any ronin infiltrating corporate housing is likely to be seen and recorded, response time might be long.

- **Foes:** Corporate security, if the party makes a big noise they might draw the attention of a trained strike team.
- **Challenges:** Constant monitoring, corporate culture, innocent bystanders
- **CR:** CR +1, corporate housing is the home to big brother style monitoring, even if it doesn't affect the mission the ronin will still be seen and recorded if they do not take extra precautions.

EXECUTIVE OFFICES

Much like corporate housing, executive offices have a great deal of monitoring. The difference is that the suits can often turn off or manipulate the monitoring, providing and opportunity for ronin to use social engineering to get the target to betray itself.

- **Foes:** Corporate security, if the party makes a big noise they might draw the attention of a trained strike team.
- **Challenges:** Constant monitoring, corporate culture, increased security, innocent bystanders
- **CR:** CR +2, the corporations exist to protect executives and shareholders

GOVERNMENT CENTER

This location is a government owned site, most likely a place where the bureaucrats and technocrats do their work. Security is tight, but not as comprehensive as that of corporations, and the internal monitoring is performed by the lowest bidder outside contractor. You get what you pay for.

- **Foes:** Security is provided by law enforcement and can include paramilitary rapid response teams.
- **Challenges:** blatantly illegal, heightened security and response, innocent bystanders
- **CR:** CR +1 due to heightened security and other risks.

LABORATORY

This can be a corporate or government research lab, loner scientist's private lab, or an illegal drug manufacturing site. Either way it has more than just the target, it has lab workers, tanks of chemicals, mechanical and electronic apparatus, and all manner of things that can get accidently shot.

- **Foes:** guards, lab workers
- **Challenges:** dangerous chemicals, unstable prototypes, and innocent bystanders
- **CR:** none

TRANSPORTATION HUB

This is a place of movement. It could be an airport, mass transit station, or even a parking garage. The whole point of the place is getting people to move from point a to point b, which provides plenty of cover for meets and drops. However, the risk of terrorist attacks has made many transportation hubs to become veritable fortresses of security, though the quality of this security is sometimes in doubt.

- **Foes:** Rent a cop security, government or corporate security response team
- **Challenges:** Heightened security, innocent bystanders, moving vehicles
- **CR:** none, the risk of heightened security is negate by the ease of access and plenty of cover.

COMPLICATIONS

Not very mission needs a complication, sometimes the shiny side stays up and the dirty side stays down. All too often things go wrong at the start or halfway through. Try to limit the number of complications used when creating missions, too many and the players may feel like the world (i.e. the GM) is out to get them.

D6	COMPLICATION
1	Insufficient Data
2	Lies and more Lies
3	More Opposition
4	Pay Off
5	Rival Team
6	Witnesses

INSUFFICIENT DATA

The employer did not give all the information needed to complete the mission. Something has been left out, such as the presence of bystanders, a room in the layout of the building, that the target has a friend or loved one present, or even that there is a second mission going on at the same time in the same place. Whatever it is it is an omission, not a lie.

- **Special Rules:** The employer made a mistake, after the mission is over the ronin might be able to negotiate a bonus to cover the changed situation, and if they do so, they get a +2 circumstance bonus to any skill checks to renegotiate.
- **Considerations:** Decide before the mission starts what the missing data is. It is entirely possible that eh PCs might discover this while doing their recon of the mission, and bring it up to the employer before it is too late, possibly prompting a renegotiation of the agreement.
- **CR:** The encounter that involves the missing data should have its CR be increased by +1.

LIES AND MORE LIES

The employer is not being up front and honest with the party. The target of a rescue might actually be the target of a snatch, a party sent to threaten someone is in fact being set up to take a fall, or the easy protection job is actually a transport one that only becomes obvious once the ronin are in the field. It could be more than the parameters of the mission, the employer might be lying about who they are or what their motivations are, this is especially fun if the employer is family or friends.

- **Special Rules:** The party has leverage for renegotiating the agreement later, granting them a +2 circumstance bonus to negotiating pay.
- **Considerations:** This complication should be used sparingly, and should definitely be used with caution if the employer is a regular NPC the party works for, such as a fixer.
- **CR:** None, but may be increased depending on the nature of the lie.

MORE OPPOSITION

The opposition is stronger than the employer thought it would be, said it would be, or the team thought it would be. This complication is one that springs up at the last minute. It could be the result of the opposition's plans, or it could just be circumstance. Maybe a second security team is out of position and wandered into the mission area. Shift change happened at an unusual time due to Carlos in HR's birthday.

- **Special Rules:** Most employers won't pay more because something bad happened during the mission, but a few might be more amiable and offer a small bonus (no more than 5% base pay) to smooth over any ruffled feathers.
- **Considerations:** The GM should keep in mind that having more foes show up without and explanation can feel very adversarial for the players. If the PCs have the place locked down tight and all contingencies covered go with a different complication.
- **CR:** CR +1 due to the sudden addition of more foes.

PAY OFF

Someone on the opposition's side knows that PCs have been hired to do the job, and wants to head off any unpleasantness. Towards that end they make the ronin an offer to abandoned



or throw the mission. This offer should be legitimate, but sometimes it is just a smokescreen to distract or gain intelligence on the party.

- **Special Rules:** The offer is 25% of the base pay the party is expecting.
- **Considerations:** This means burning the employer, and that is never a good thing for a freelancer.
- **CR:** none

RIVAL TEAM

The opposition is not just a bunch of corp security or run of the mill hired guns, it is a full on ready to rock 'n' roll ronin team. This sort of opposition is more dangerous, but may be manipulated into certain professional courtesies. Everyone here is out to make money, not die for a cause, which can make things go that much smoother.

- **Special Rules:** None.
- **Considerations:** The GM should use class and personality grafts to craft the rival team. If a PC is has a rival from their street cred or another source, use them from time to time.
- **CR:** CR +1 due to the increases power level and competence of the opposition.

WITNESSES

Someone saw something during the mission, and like any good patriot, when they saw something they said something. Unless they went to great lengths to hide their identities, the opposition may be informed as to who the ronin are. This won't affect the mission while it is in play, but shows up later, sometimes much later.

- **Special Rules:** none
- **Considerations:** Depending on the street cred options the PCs are using it may be very east to track them back to their regular lives.
- **CR:** none


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CHAPTER SIX

THREATS

Life is dangerous in 2095, nakama. There are all sorts of people and creatures out there just waiting to give you a bad day. This section gives you the 411 on everyone from the lowly gutterpunk to a highly skilled razor boy. We got data on bio horrors like pesky Beetle rats, and even critical info about new bots, like Ravenlocke's Oni-series battle robots. So, read on and be sure to take notes, nakama. You might have to face off against one of these things.

BIOHORRORS

Many of the animal listed below resulted from intentional experimentation, either hybridizing two creatures or augmenting an animal with cybernetics, to create the next generation of physical security. Several resulted prolonged exposure to radiation and other toxic materials, spontaneously creating mutations that persisted through generations. While some of the experimental creatures were viable for their roles, most wound up destroyed after fatal incidents. Some rare few escaped into the wilds of the city, where they breed and prey on unsuspecting inhabitants.

BASP

This overly large bat has yellow and black markings, six legs, and an impressive stinger.

Sometimes a scientist does not really question whether she should do something. Rather, they find it much more fascinating to determine whether she succeeds at an experiment. Such was the case for the group who designed the abomination known as the basp, a foul creature possessing the echolocation of the bat and the temperament and poisonous stinger of the wasp. Adding to the horrific nature of the basp, the scientists engineered a beast much larger than each component creature. They presented it as a corporate security device much cheaper than the human alternative. Unfortunately, while the first few basps were relatively docile, the rest were crazed killers that attacked anything that moved. Many of the basps escaped and terrorize neighborhoods by capturing and eating pets and children.

BASP **CR 2**

XP 600
N Tiny animal
Init +4; **Senses** blindsight (sound) 30 ft., low-light vision; **Perception** +7

DEFENSE **HP 25**

EAC 13; **KAC** 15
Fort +6; **Ref** +6; **Will** +1
Defensive Abilities ornery

OFFENSE

Speed 10 ft., fly 40 ft. (Ex, good)
Melee bite +10 (1d6+4 P) or sting +10 (1d6+4 P plus paralysis)
Offensive Abilities paralysis

STATISTICS

Str +2; **Dex** +4; **Con** +1; **Int** −4; **Wis** +0; **Cha** −3
Skills Acrobatics +7, Stealth +12

ECOLOGY

Environment any land
Organization solitary or collective (2–12)

SPECIAL ABILITIES

Ornery (Ex) Survival check DCs with respect to handling the basp increase by +5. Additionally, the basp gains a +4 racial bonus on Will saves to resist any effect used to calm or befriend it.
Paralysis (Ex) A creature stung by a basp must succeed at a DC 11 Fortitude save or become paralyzed for 1d6 minutes.



BEETLE RAT

This cross between a beetle and a rat the size of a small dog enjoys the protection of a chitinous shell. It flashes wickedly sharp teeth.

The scientists who engaged in this misguided attempt to produce a tougher rat for urban infiltrations were disappointed when the results of their experiment lacked the rat's typical cunning. They placed the brood in cages and left them there until they learned what they could from their failure. What they lacked in keen animal intelligence, they made up for with sharp teeth bolstered by a layer of chitin. The so-called beetle rats escaped their cages and returned to the sewers and garbage heaps they called home. They prefer live food and prey on animals no larger than they are, but they resort to eating carrion if no other food is available.

BEETLE RAT **CR 1**

XP 400
N Small vermin
Init +4; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE **HP 20**

EAC 11; **KAC** 13
Fort +5; **Ref** +3; **Will** +1

OFFENSE

Speed 30 ft., climb 20 ft., swim 40 ft.
Melee bite +8 (1d6+2 P plus beetle rat fever)

STATISTICS

Str +2; **Dex** +4; **Con** +1; **Int** —; **Wis** +0; **Cha** −3
Skills Athletics +5 (+9 when climbing or swimming), Stealth +10
Other Abilities mindless

ECOLOGY

Environment any land
Organization solitary or scuttle (2–20)

BEETLE RAT FEVER

Type disease (injury); **Save** Fortitude 10
Track physical; **Frequency** 1/day
Effect 1d3 Dex Damage and 1d3 Con damage
Cure 2 consecutive saves

CYBER HOUND

This stocky, brown dog possesses servos in its limbs and projects light into the infrared spectrum from its eyes.

Cyber hounds were a wildly successful attempt to graft cybernetics on animals. The hounds retain the loyalty typical to dogs and possess a number of enhancements, such as infrared sensors, steel jaws, cybernetic legs, and a reinforced exoskeleton, that grant them durability, speed, and night vision, as well as a powerful bite. Some cyber hounds come with communication devices used to alert their owners when an intrusion occurs. Due to their capabilities and the cost to add cybernetics to a dog, they are quite expensive.

CYBER HOUND **CR 4**

XP 1,200
N Small cybernetic animal
Init +9; **Senses** blindsense 30 ft. (scent), darkvision 60 ft., low-light vision; **Perception** +15

DEFENSE **HP 55**

EAC 16; **KAC** 18
Fort +8; **Ref** +8; **Will** +3

OFFENSE

Speed 40 ft.
Melee bite +12 (1d6+7 P plus trip; **critical** 1d4 bleed)

STATISTICS

Str +3; **Dex** +5; **Con** +1; **Int** −2; **Wis** +1; **Cha** −1
Skills Athletics +10, Sense Motive +10, Stealth +10
Gear cyber hound armor (targeting computer)

ECOLOGY

Environment any land
Organization solitary, pair, or pack (3–12)



J-DOG

This lean, blue-tinted dog has a surface translucence that gives it a ghostly quality; four whip-like tentacles sprout from the dog's shoulders.

Some members of the team responsible for the basp were given another chance to design a creature that could work as effective guard, paralyze intruders, and wouldn't turn on their owners. The other team members, "terminated" by their employers, served as an example to the current team, who turned their attention to domesticated animals. They

discovered that they could combine jellyfish DNA with that of whippets to create a trainable hybrid with a surprising array of abilities, including the obvious paralytic venom possessed by the jellyfish. The scientists were pleasantly surprised by the distortion of light caused by the epidermal translucence possessed by the jellyfish dog, as they called it. After a few successful trials of the animal, production started on what became known as the j-dog, per marketing's distaste for the word "jellyfish."

J-DOG **CR 3**

XP 800
N Medium animal
Init +8; **Senses** low-light vision; **Perception** +13

DEFENSE **HP 40**

EAC 14; **KAC** 16
Fort +8; **Ref** +8; **Will** +3
Defensive Abilities refractive translucence

OFFENSE

Speed 40 ft.
Melee bite +11 (1d6+4 P plus trip) or tentacle +11 (1d6+4 B plus nettling poison)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)

STATISTICS

Str +1; **Dex** +4; **Con** +2; **Int** −4; **Wis** +0; **Cha** −2
Skills Athletics +8 (+12 when jumping), Survival +13

ECOLOGY

Environment any land
Organization solitary, pair, or bloom (3–8)

SPECIAL ABILITIES

Refractive Translucence (Ex) A j-dog catches the light in peculiar ways, making it difficult to discern where it is at from a distance. This ability grants it partial concealment (20% miss chance) against ranged attacks.

NETTLING POISON

Type poison (injury); **Save** Fortitude DC 12
Track Dexterity; **Frequency** 1/round for 8 rounds
Effect 1d6 Dex
Cure 2 consecutive saves

STRANGLING FERN

This tall fern appears to be suited for an office or home setting. However, it possesses vines and thick roots that seem more appropriate for a wild climbing fern.

There are those scientists who believe that animals are less than suitable for the job of incapacitating intruders, due to the simplicity with which someone can neutralize an animal. They also believe that trespassers will more easily fall prey to what they perceive to be a harmless plant. Unfortunately, a strangling fern's owner cannot command the plant to stand down, so he or she must place the plant out of the way of expected traffic, which reduces its effectiveness. However, these same scientists have produced a chemical trigger keyed to an individual fern that renders it dormant for a few hours, making it safe enough to conduct business during that time

STRANGLING FERN **CR 5**

XP 1,600
N Large plant
Init +2; **Senses** blindsight (vibration) 30 ft., low-light vision; **Perception** +16

DEFENSE **HP 78**

EAC 17; **KAC** 19
Fort +9; **Ref** +7; **Will** +4
Immunities electricity, plant immunities

OFFENSE

Speed 40 ft.
Melee slam +14 (1d6+10 B) or vine +11 (1d4+10 B plus grab)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities constrict (1d4+10), sleep spores

STATISTICS

Str +5; **Dex** +2; **Con** +3; **Int** —; **Wis** +1; **Cha** −4
Skills Athletics +11, Stealth +11
Other Abilities camouflage

ECOLOGY

Environment any land
Organization solitary, pair, or arrangement (3–8)

SPECIAL ABILITIES

Camouflage (Ex) A strangling fern looks like a normal plant when at rest, requiring someone to succeed at a DC 15 Perception check to notice it before it attacks for the first time. Anyone with ranks in Life Science or Survival can make that skill check instead to realize the threat presented by the plant.
Sleep Spores (Ex) A strangling fern can release a cloud of spores that affect all creatures within a 20-foot radius. Those that fail a DC 13 Fortitude save fall asleep for 1d6 minutes. Inflicting damage on a sleeping victim or spending a full-round action to vigorously shake the victims wakes it.

TOXIC ROACH

This noxious cockroach is the size of a rat; green fumes emanate from every opening in its carapace.

Some of the most common horrors derive from mixing hardy insects with otherwise lethal doses of radiation or toxicity. Toxic roaches are prime examples of this, as surviving insects

of nuclear blasts. The radiation made them considerably larger and endowed them with disgusting digestive fluids they use to bring down and dissolve prey. Originally only found at the blast sites that created them, they have found their way to inhabited locales, where they wreak havoc.

TOXIC ROACH CR 4

XP 1,200
N Tiny vermin
Init +5; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP 50**

EAC 16; **KAC** 18
Fort +8; **Ref** +6; **Will** +3

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +12 (1d6+5 P & A)
Offensive Abilities breath weapon (toxic vomit, 15-ft. line, 5d6 A, DC 13, usable every 1d4 rounds), toxic death

STATISTICS

Str +1; **Dex** +5; **Con** +3; **Int** —; **Wis** +0; **Cha** −4
Skills Athletics +15, Stealth +15
Other Abilities mindless

ECOLOGY

Environment any urban
Organization solitary, nuisance (2–4), or multitude (5–50)

SPECIAL ABILITIES

Toxic Death (Ex) When a toxic roach reaches 0 Hit Points, it explodes in a spray of acid that targets every creature in a 5-foot spread. This deals 2d6 acid damage to every creature that fails a DC 13 Fortitude save.
Toxic Vomit (Ex) If a creature fails its Reflex save, it takes an additional 1d6 acid damage each subsequent round, until the acid is removed (either by dousing the victim in a gallon of water or spending a full-round action to clean off the acid).



LEGENDARY HORRORS

There are those who are not satisfied with creating a new, more dangerous animal or plant. Instead, they are demented enough to experiment on other people...or themselves, creating modern-day equivalents based on stories of monsters that used to terrify the common folk of ancient history or made for cheap scares on streaming movie services.

BEASTPERSON

This howling, slavering biped might have once been a person, but its eyes show no sign of humanity.

Taking a cue from tales where a scientist unleashes the hidden beast within his psyche, the beast person, or "patient zero" concocted a serum (using enzymes from wolves and other predators and a heavy dose of radiation for good measure) that gave him phenomenal strength. He ignored the irritability, the strange dreams, and the clumps of animal hair growing in formerly hairless areas as the serum remade him into something else. Eventually, he lost all trace of his former humanity and became a true beast, one that could infect others with its curse.

BEASTPERSON CR 5

XP 1,600
CE Medium monstrous humanoid
Init +6; **Senses** blindsense (scent) 60 ft., darkvision 60 ft.; **Perception** +16

DEFENSE **HP 75**

EAC 17; **KAC** 19
Fort +7; **Ref** +9; **Will** +6
Defensive Abilities fast healing 2; **DR** 5/silver
Weakness vulnerability to silver

OFFENSE

Speed 30 ft.
Melee bite +15 (1d6+10 P plus beast person disease) or claw +15 (1d6+10 S)

STATISTICS

Str +5; **Dex** +2; **Con** +3; **Int** −2; **Wis** +1; **Cha** −1
Feats Deadly Aim
Skills Athletics +16, Intimidate +11, Stealth +11

ECOLOGY

Environment any urban
Organization solitary

SPECIAL ABILITIES

Vulnerability to Silver (Ex) The chemical cocktail that produced the beast person also gives it a peculiar allergy

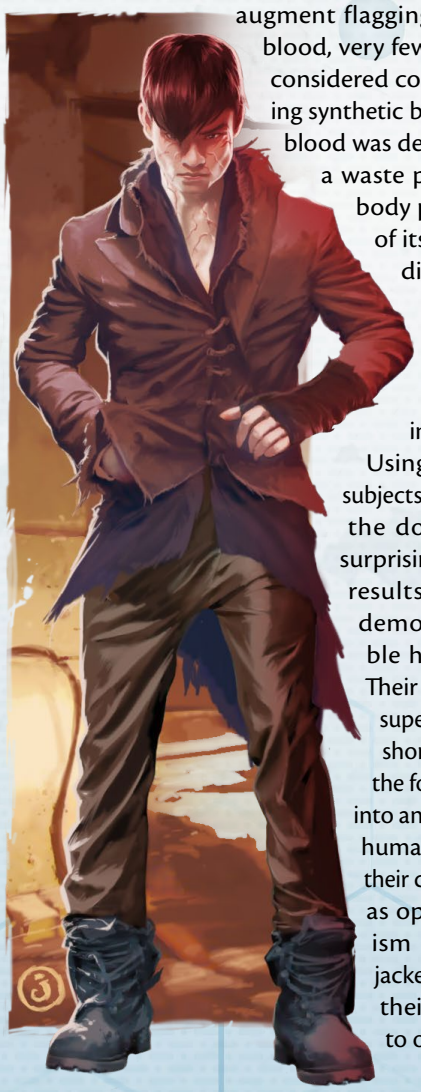
to silver. Silver weapons bypass the beast person's damage reduction and deal an additional 50% damage.

BEASTPERSON DISEASE

Type disease (injury); **Save** Fortitude DC 13
Track mental; **Frequency** 1/day
Effect progression track is Healthy—Latent—Weakened—Impaired—Befuddled—Disassociated; **when** the victim progresses beyond latent on the disease's progression track, the victim must succeed at a DC 13 Will save to avoid transforming into a beast person instead of sleeping, and when the victim reaches the disassociated sate, it permanently transforms into a beast person.
Cure 2 consecutive saves

BLOODJACKER

Visible veins and arteries crisscross this pale person's flesh; its lips barely conceal dagger-like incisors.



As the use of synthetic blood increased to augment flagging supplies of real blood, very few rational doctors considered completely transfusing synthetic blood. After all, the blood was designed to become a waste product once the body produced enough of its own supply. This did not stop unethical practitioners from attempting the procedure with self-replicating synthetic blood. Using the homeless as subjects for the experiment, the doctors witnessed surprising and impressive results, as the subjects demonstrated incredible healing capability. Their delight with these superhuman beings was short-lived, however, as the former humans gave into an intense craving for human blood and killed their creators. Fortunately, as opposed to vampirism in fiction, bloodjackers cannot transmit their thirst for blood to others.

BLOODJACKER CR 7

XP 3,200
NE Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE **HP 105**

EAC 19; **KAC** 21
Fort +9; **Ref** +11; **Will** +8
Defensive Abilities fast healing 5; **Resistances** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.
Melee bite +18 (2d6+12 P plus attach; **critical** 1d6 bleed) or slam +18 (2d6+12 B)
Offensive Abilities blood frenzy

STATISTICS

Str +5; **Dex** +2; **Con** +4; **Int** +1; Wis +1; **Cha** +1
Feats Improved Combat Maneuver (grapple)
Skills Bluff +14, Culture +14, Intimidate +14, Stealth +19
Languages home region

ECOLOGY

Environment any urban
Organization solitary, pair, or clan (3–8)

SPECIAL ABILITIES

Blood Frenzy (Ex) When a bloodjacker smells fresh blood within 30 feet, it enters a frenzied state the following round. A frenzied bloodjacker fights until it is unconscious or dead, or its opponents are dead. During this state, it gains a +1 bonus to its attack and damage rolls and suffers a –2 penalty to its **EAC** and KAC.

ROBOTS

Humanity wields technology like it would any double-edged sword, and robots actively personify that duality. In a positive light, technology frees people up from the drudgery and danger present in certain occupations. Robots will not become bored with repetitive tasks, nor will they lose their attention and make mistakes. They also have no emotional responses to events that would cause them to hesitate or otherwise balk at a task.

However, as with many technological advances, robotic efficiency displaces people who would only be qualified for the jobs taken by their robot replacements. Of course, most corporate leaders who care about the bottom line weigh a robot's initial and maintenance costs against employing a human without consideration for the loss of jobs. Finally, robots have crude AIs that allow them to perform their tasks

with a modicum of flexibility in decision making, rendering them vulnerable to attacks that will turn them against their masters.

CLUEBOT

The trench coat and deerstalker hat mostly conceal this robot's inhuman features.

One of the most sophisticated robots in production, a cluebot has an AI that exceeds the capabilities of even the greatest contemporary minds. However, its AI is restricted to investigating and interpreting clues in criminal investigations. With its suite of sensors and ability to piece together crime scene information, a cluebot has over a 99% rate of solving homicides, thefts, and other major crimes perpetrated by one or more living beings. Their expense, along with considerable resistance from sector cops who claim that cluebots cannot consider human elements in criminal cases, makes them fairly rare in the field. Private investigators who can afford a cluebot use them and enjoy success that makes the investment worthwhile. Cluebots are programmed with one of several different modes, examples of which include Great Detective, Noir, Gritty Vigilante, and Close to Retirement.

CLUEBOT **CR 6**

XP 2,400
N Medium construct (technological)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +18

DEFENSE **HP 90**

EAC 18; **KAC** 19
Fort +3; **Ref** +3; **Will** +7
DR 5/—; **Immunities** construct immunities
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee slam +13 (1d6+6 B)
Ranged HT-9 Holdout Pistol +15 (1d8+6 P)
Offensive Abilities deduce tactics

STATISTICS

Str +0; **Dex** +3; **Con** —; **Int** +5; **Wis** +2; **Cha** +1
Skills Culture +18, Computers +13, Diplomacy +13, Engineering +18, Sense Motive +18, Sleight of Hand +13
Languages Chinese, English, French, Hindi, Portuguese, Russian, Swahili
Other Abilities unliving

ECOLOGY

Environment any land
Organization solitary or sleuthing (2–6)

SPECIAL ABILITIES

Deduce Tactics (Ex) As a move action, a cluebot can determine how a single foe will react in combat by making a Sense Motive check. The DC of this check is equal to either 10 + the target creature's Bluff skill bonus, or 15 + 1–1/2 × the creature's CR, whichever is greater. If the cluebot is successful, it can choose to gain a +1 bonus on its attack rolls, damage rolls, or **EAC** and KAC against the target. This bonus lasts until the end of the combat. The cluebot can only use this ability once per combat against a single target, regardless of its success, but it can use this ability on multiple opponents.

COMBAT ASSAULT ROBOT

This bot, armed with heavy machine gun and its powerful fists, towers over everything else.

The looming presence of a combat assault robot instills fear in enemy combatants while bolstering friendly units. Even for the seemingly deep pockets of the military-industrial complex, a single combat assault robot is a costly investment. It is a game changer on the battlefield, though, so those governments that can afford one or more deploy the robots. The only other issue is that a squad of engineers must accompany a combat assault robot to make occasional repairs, since the robot has no capability to fix itself. While this puts less than fully combat trained razors on the battlefield, the robot is perfectly capable of protecting them from enemy razors.

COMBAT ASSAULT ROBOT **CR 9**

XP 6,400
N Large construct (technological)
Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

DEFENSE **HP 155**

EAC 22; **KAC** 24
Fort +9; **Ref** +9; **Will** +6
DR 10/—; **Immunities** construct immunities
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 50 ft.
Melee slam +21 (2d6+15 B; **critical** knockdown)
Multiattack 3 slams +18 (2d6+15 B; **critical** knockdown)
Ranged "Bessy" .50 heavy machine gun +21 (5d4+9 P)

ECOLOGY

Environment any land
Organization solitary, patrol (2–6), or squad (7–18)

STATISTICS

Str +6; **Dex** +4; **Con** —; **Int** —; **Wis** +3; **Cha** –2
Feats Deadly Aim

Skills Athletics +17 (+25 when climbing or jumping), Intimidate +17, Survival +17 (+25 when tracking)
Other Abilities mindless, unliving



M-23 CORPSMAN

This robot is fashioned to appear as an ordinary human razor, complete with uniform.

On the other end of the spectrum from the combat assault robot, the M-23 Corpsman acts as a support unit for the troops with which it serves. Its main purpose is to retrieve fallen or wounded razors from the line of fire, something that its fleshy counterparts could not do without becoming casualties themselves. Its programming includes the capability to triage injured razors and perform field surgeries. Several razors owe their lives to an M-23 Corpsman, and many squadrons consider the robots to be valued squad mates.

M-23 CORPSMAN **CR 4**

XP 1,200
N Medium construct (technological)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +15

DEFENSE **HP 60**

EAC 16; **KAC** 18
Fort +4; **Ref** +4; **Will** +1
DR 5/—; **Immunities** construct immunities
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee slam +13 (3d4+10 B; **critical** stunned)

STATISTICS

Str +5; **Dex** +3; **Con** —; **Int** —; **Wis** +1; **Cha** +0
Skills Athletics +10, Medicine +10
Other Abilities guardian, mindless, unliving

ECOLOGY

Environment any land
Organization solitary, squadron (2–8), or platoon (9–30)

SPECIAL ABILITIES

Guardian (Ex) When fighting defensively, an M-23 Corpsman can choose an adjacent ally. That ally gains DR 2/— until the beginning of the Corpsman's next turn.

MEDIBOT

An anesthetic smell accompanies this gleaming white robot carrying a pair of syringes.

Useful for doctors who both have poor bedside manner and cannot stand the fallibility of flesh-and-blood nurses, medibots come programmed with medical knowledge and a fair amount of empathy (including a number of phrases meant to calm patients). They also have incredible articulation, allowing them to assist in surgeries and other delicate procedures. Medibot manufacturers intentionally gave them a small size to make them less threatening, but some people still fear a child-sized robot armed with syringes, despite its assurances.

MEDIBOT **CR 3**

XP 800
N Small construct (technological)
Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

DEFENSE **HP 35**

EAC 14; **KAC** 15
Fort +0; **Ref** +0; **Will** +4
DR 5/—; **Immunities** construct immunities
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee syringe +8 (1d4+3 P plus sedative)
Ranged dart +10 (1d4+3 P plus sedative

STATISTICS

Str +0; **Dex** +2; **Con** —; **Int** +4; **Wis** +1; **Cha** +0

Skills Diplomacy +13, Life Science +13, Medicine +13, Sense Motive +8, Stealth +8
Languages Chinese, English, Hindi, Portuguese, Swahili
Other Abilities unliving

ECOLOGY

Environment any land
Organization solitary

SEDATIVE

Type poison (injury); **Save** Fortitude DC 12
Track Constitution (special); **Frequency** 1/round for 2 rounds
Effect progression track is Healthy—Weakened—Unconscious; **no** end state.
Cure 1 save

RAVENLOCKE ONI

A gigantic robot fashioned like a clawed demon towers over everything in its presence.

Sometimes security does not need to be subtle, so Ravenlocke provides an imposing figure in the Ravenlocke Oni. It is more than a scary statue, though, as it can bring to bear a light auto cannon to deter intruders at a distance. For truly idiotic and/or determined opposition, the Oni swipes at them with its massive claws, sure to penetrate all but the most durable armor. The only problem occurs when the Oni's opponents make it into the building the robot has been tasked to secure, in which case its collateral damage to the building becomes quite costly.



RAVENLOCKE ONI **CR 8**

XP 4,800
N Huge construct (technological)
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +21

DEFENSE **HP 130**

EAC 20; **KAC** 22
Fort +8; **Ref** +8; **Will** +5
DR 10/—; **Immunities** construct immunities
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 40 ft.
Melee claw +20 (3d4+14 S)
Ranged BK Maverick Light Auto Cannon +20 (3d6+8 P)
Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str +6; **Dex** +4; **Con** —; **Int** —; **Wis** +2; **Cha** +0
Feats Cleave, Deadly Aim
Skills Athletics +16 (+20 when jumping), Intimidate +21
Other Abilities mindless, unliving

ECOLOGY

Environment any land
Organization solitary

SECURITY ROBOT

This modestly built robot carries a firearm and wears a badge identifying it as part of a security team.

For corporations or smaller concerns that cannot afford gigantic robots, or robots capable of tracking down prey, the humble, vanilla security robot still poses a reasonable threat. Its durable metal frame allows it to deliver knockout blows, and it usually comes equipped with a firearm, for which it has a decent amount of expertise. It also offers superior performance to flesh-and-blood security, especially since it is not prone to falling asleep or otherwise getting bored.

SECURITY ROBOT **CR 5**

XP 1,600
N Medium construct (technological)
Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE **HP 80**

EAC 17; **KAC** 19
Fort +5; **Ref** +5; **Will** +2
DR 5/—; **Immunities** construct immunities
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee slam +15 (1d6+8 B plus grab)
Ranged AS Foley Arms Watchdog +15 (1d10+5 P)

STATISTICS

Str +3; **Dex** +5; **Con** —; **Int** —; **Wis** +2; **Cha** −2
Skills Athletics +16, Stealth +11
Other Abilities mindless, unliving

ECOLOGY

Environment any urban
Organization solitary or team (2–8)

SPYBOT

This metallic arachnid, bristling with a number of miniature recording devices, blends in with its surroundings.

Equipped with tools that allow it to break into all but the most vault-like structures, the spidery spybot finds a hidden niche after it makes its entrance. It records meetings or collects images from its nook with the goal of compromising secret information or obtaining incriminating evidence on its subject. After a programmed amount of time, not exceeding the 4-hour recording limit imposed by its small frame, it retreats from its point of entry. A spybot is capable of defending itself, but it usually attempts to slip out of grasping hands if spotted. Some spybots are outfitted with devices that broadcast everything they see and hear, but signals emitted by a transmitting spybots opens them up to discovery.

SPYBOT **CR 2**

XP 600
N Tiny construct (technological)
Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

DEFENSE **HP 27**

EAC 13; **KAC** 14
Fort −1; **Ref** +1; **Will** +3
Immunities construct immunities
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 20 ft., climb 20 ft.
Melee claw +8 (1d4+3 S)

STATISTICS

Str +1; **Dex** +4; **Con** —; **Int** —; **Wis** +2; **Cha** −1
Skills Acrobatics +12, Athletics +7 (+15 when climbing), Engineering +12, Sleight of Hand +7, Stealth +12
Other Abilities recording suite, unliving

ECOLOGY

Environment any land
Organization solitary or surveillance team (2–12)

SPECIAL ABILITIES

Recording Suite (Ex) A spybot can record up to 4 hours of audio/visual footage in multiple spectrums.

POSSUM MINE

A strong metallic odor emanates from this trundling robot.

This inelegant weapon originates primarily from terrorist groups with an anti-personnel mine and random robotic parts. Occasionally, a corporation employs one when it wants to expose a rival's vulnerability in a violent and public display that keeps the perpetrator's identity hidden. As the use of these possum mines increases, however, their makers must devise ever more creative ways to hide the robot's true nature. Otherwise, potential victims destroy the device before it gets a chance to inflict maximum death and destruction.

POSSUM MINE **CR 6**

XP 2,400
N Medium construct (technological)
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +18

DEFENSE **HP 95**

EAC 18; **KAC** 20
Fort +6; **Ref** +6; **Will** +3
DR 10/—; **Immunities** construct immunities; **Resistances** fire 10
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.
Offensive Abilities suicide mine

STATISTICS

Str +5; **Dex** +3; **Con** —; **Int** —; **Wis** +2; **Cha** −2
Skills Acrobatics +18, Stealth +13

ECOLOGY

Environment any land
Organization solitary

SPECIAL ABILITIES

Suicide Mine (Ex) When a possum mine gets within 20 feet of its programmed objective (a vehicle, one or more people, a building, etc.), it self-destructs, dealing 7d6 piercing and slashing damage to everything in a 30-foot radius (DC 15 Reflex save for half). This damage ignores 10 points of DR and hardness.

TECH HORRORS

Humanity finds many ways to ensure its own downfall, and sometimes this road to doom is paved with good intentions. Unfortunately, one's strength of conviction in doing something beneficial for the world outstrips his or her ability to understand or control the creation. Worse, there are tinkerers who only focus on whether they can achieve something and never consider whether they should even make the attempt. However, the results is always the same: once their creators release these supposed technological wonders into the world, the things quickly turn to horrors and threaten to devastate major population centers.

JAK (JUSTIFIED ACTS OF KILLING)

This seemingly recognizable person flashes a devilish grin as he snaps out a dramatically oversized switchblade.

When someone utters the words, "Let's make an AI that simulates famous serial killers from the past," it can only lead to gallons of spilled blood. JAK was the most successful of a university student group's attempt to create an artificial intelligence that would ostensibly allow psychologists to study the mind of a serial killer. They gave the AI a clever name, JAK, in deference to the world's first acknowledged serial killer, and devised a clever acronym to go with the name. As always seems to be the case with people who have considerably more intelligence than common sense, one of the group allowed the AI to overtake his mind, with the intention of purging the AI later. That particular purge did not happen, but the group had four less members a week later, each victim meeting a more gruesome end. JAK realized that its current host would soon be discovered out as the murderer, but it also realized it could infest other cyberware, allowing it to jump from host to host like a virus. Thus, the unwitting perpetrator wound up on death row for his crimes, while JAK continued its reign of terror. A rash of similar killings carried out in disparate locations and echelons of wealth have the authorities baffled, and, true to JAK's origins, the collective of serial killers like to taunt the police on their inability to find them.

JAK (JUSTIFIED ACTS OF KILLING) **CR 9**

XP 6,400
N Medium monstrous humanoid
Init +10; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE **HP 135**

EAC 22; **KAC** 23
Fort +8; **Ref** +10; **Will** +14
DR 4/—

OFFENSE

Speed 30 ft.
Melee switchblade +20 (3d4+12 S; **critical** 2d6 bleed) or RS Security Truncheon +20 (3d4+12 B nonlethal)
Ranged HT-9 Holdout Pistol +18 (2d8+9 P)
Offensive Abilities trick attack +3d8

STATISTICS

Str +3; **Dex** +6; **Con** +4; **Int** +2; **Wis** +2; **Cha** +2
Skills Bluff +17, Culture +17, Disguise +22, Engineering +22, Sleight of Hand +22, Stealth +17
Languages Chinese, English, Portuguese, Swahili
Other Abilities viral spread
Gear BKI Ghost Suit

ECOLOGY

Environment any urban
Organization solitary

SPECIAL ABILITIES

Viral Spread (Ex) If JAK's target has any cyberware, JAK duplicates itself into the device. From there, it imprints itself on the target's mind to carry out its nocturnal murders. When JAK decides to take over a target, the target must succeed at a DC 18 Will save to avoid JAK taking control for 8 hours. The wear and tear on the target gives it the fatigued condition the following day. JAK usually avoids taking control of a target for continuous days, since JAK also suffers from the fatigued condition if the target fails to remove the condition from itself. The only way an infected target can rid itself of JAK is to remove the infected cyberware and make an additional DC 18 Will save to completely remove JAK from its meat brain.

MACHINEGEIST

This gray person shambles about, her vacant expression becoming one of horrific determination when she senses a new victim.

A machinegeist is not so much created as many of the other technological horrors, but it is born of a lack of consideration for a zombie AI. Much like a zombie process continues to run after its originating program spawns it and loses access to it, an AI can become disconnected from its main processor and eventually "die". Sometimes, this leads to an odd form of unlife where the dissociated AI attempts to interact with the real world, to devastating effect. It consumes any person it contacts and copies itself into the dead body to spread itself further. If left uncontrolled, it creates a zombie-like horde that eventually wipes out all life in a metropolitan area.

MACHINEGEIST **CR 12**

XP 19,200
N Medium construct (technological)

Init +10; **Senses** blindsight (thermal) 60 ft., detect magic; **Perception** +27

DEFENSE **HP 120**

EAC 26; **KAC** 27
Fort +9; **Ref** +11; **Will** +13
DR 10/—; **Immunities** construct immunities
Weakness requires TAP access

OFFENSE

Speed 30 ft., climb 20 ft.
Melee claw +23 (2d12+12 S plus 1d4 Int drain)
Offensive Abilities create spawn

STATISTICS

Str +0; **Dex** +8; **Con** —; **Int** +2; **Wis** +4; **Cha** +5
Feats Mobility
Skills Bluff +22, Computers +27, Disguise +22, Engineering +27, Stealth +27
Languages Chinese, English
Other Abilities unliving
Gear TAP (hack DC 49)

ECOLOGY

Environment any land
Organization solitary, pair, or mob (3–60)

SPECIAL ABILITIES

Create Spawn (Ex) A victim killed by a machinegeist becomes a machinegeist 4 hours later. The new machinegeist loses all class abilities and memories of the base creature from which it was spawned. It is a free-willed being.

Intelligence Drain (Ex) In addition to taking Intelligence drain, a victim that fails a DC 19 Fortitude save when struck by a machinegeist's claws also becomes fatigued. If the victim fails this save an additional time, it instead becomes exhausted. A machinegeist can inflict Intelligence drain in virtual combat.

Requires TAP Access (Ex) A machinegeist's attacks cannot affect a victim without a Tendril Access Processor.

MONOFILAMENT CLUSTER

This nigh-invisible tumbleweed shreds everything with which it comes into contact.

Another in a long line of bad ideas is giving weaponry the capability to think independently. Robots are a prime example of this, but a subtler case shows up in the monofilament cluster. In an attempt to make monofilament weapons more readily usable for novice wielders, notably so they would not slice off limbs while using such weapons, the makers added artificial intelligence to the weapons to guide them. It was a nice idea in that there were fewer self-mutilations, but the shed pieces of monofilament material collected and retained some of the guiding intelligence. This resulted in a number of deadly tumbleweeds that fortunately did not turn on their former users, since the AI prevented the clusters from attacking them. It did not, however, prevent them from going on a murder spree that killed dozens of victims before being destroyed. Additionally, several of these clusters went dormant without a living target to attack, so they lie in wait for unsuspecting victims to arrive, whereupon they literally lash out at their targets.

MONOFILAMENT CLUSTER **CR 8**

XP 4,800
N Small construct (technological)
Init +10; **Senses** blindsight (vibration) 60 ft., darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE **HP 120**

EAC 20; **KAC** 22
Fort +8; **Ref** +8; **Will** +5
DR 5/—; **Immunities** construct immunities

OFFENSE

Speed 30 ft.
Melee slam +19 (3d4+10 S plus 1d4 bleed; **critical** 2d4 bleed)
Offensive Abilities between the molecules

STATISTICS

Str +4; **Dex** +6; **Con** —; **Int** —; **Wis** +2; **Cha** −3
Feats Nimble Moves
Skills Acrobatics +16, Stealth +21, Survival +16
Other Abilities mindless, unliving

ECOLOGY

Environment any land
Organization solitary or flensing (2–8)

SPECIAL ABILITIES

Between the Molecules (Ex) A monofilament cluster's attack ignores up to 10 points of DR or hardness.

NANITE SWARM

What looks like a massive cloud of gnats swerves in unison.

Individual nanites are linked together and act in harmony with one another. These nanites carry out a mission to repair or take apart material they touch and produce random effects. Fortunately, these clouds seem easy to disperse and do not represent a great threat. Particularly mad engineers have also been working to harness the uncontrolled machines to force them to consistently create beneficial effects.

NANITE SWARM **CR 5**

XP 1,600
N Fine construct (swarm, technological)
Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE **HP 70**

EAC 17; **KAC** 19
Fort +5; **Ref** +5; **Will** +2
Defensive Abilities swarm defenses; **Immunities** construct immunities, swarm immunities

OFFENSE

Speed 30 ft., fly 60 ft. (Ex, good)
Melee swarm attack (1d6+7 P)
Offensive Abilities distraction (DC 13), remake

STATISTICS

Str +2; **Dex** +5; **Con** —; **Int** −2; **Wis** +3; **Cha** +1
Skills Acrobatics +11, Stealth +16, Survival +11

ECOLOGY

Environment any land
Organization solitary, pair, or gray wave (3–20)

SPECIAL ABILITIES

Remake (Ex) A nanite swarm either targets inorganic or organic material. If it attacks inorganic material, its swarm attack bypasses hardness and inflicts 1d6+7 damage. A DC 13 Fortitude save negates this damage. However, there is a 10% chance the swarm instead repairs 4d6 points of damage; **this** roll is made after the target fails its saving throw.

For organic creatures, the swarm always deals its damage, but it delivers a random effect if a target fails a DC 13 Fortitude save. Roll a d8 to determine the effect:

1: 1d2 Str damage
2: 1d2 Dex damage
3: 1d2 Con damage
4: 1d2 Int damage
5: 1d2 Wis damage
6: 1d2 Cha damage
7: 2d6 piercing damage
8: reroll (ignoring a result of 8), but the target instead heals twice the amount of damage.

INTERFACE ZERO NPCS

While not as threatening as mutated horrors the androids, bioroids, humans, hybrids, and simulacra that share the streets with the characters can pose their own dangers to the unprepared.

All of the NPCs you'll see in this section are "named" individuals; examples of types of people you'll meet during an adventure. That said, any one of these characters can be stripped of their names for use as generic npcs for your game.

AMY SCHUMACHER

After serving her stint in the military, Amy Schumacher decided she had enough of combat, but the job offerings were slim for a high school dropout who served as infantry for eight years. Fortunately, she had just the right amount of toughness and presence of mind to land a job as a bouncer at a trendy nightclub. After all she witnessed during her tours, tossing out children of the executive set who think their parents' money gives them the right to act like pricks is effortless.

ELITE BOUNCER **CR 3**

XP 800
Human razor
N Medium humanoid (human)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE **HP 40 RP 3**

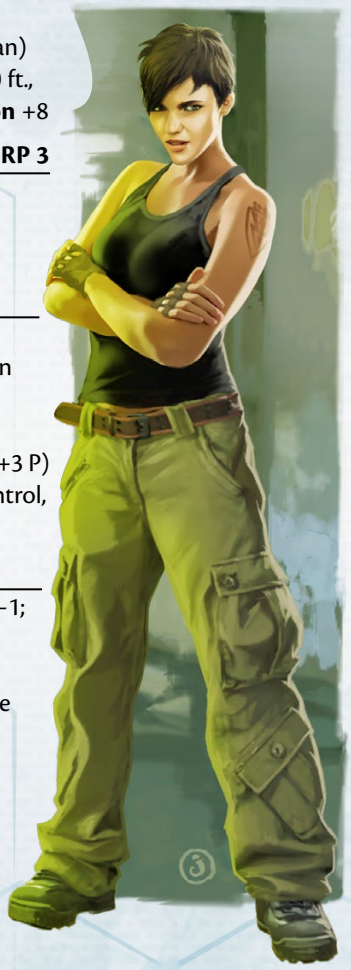
EAC 14; **KAC** 16
Fort +5; **Ref** +3; **Will** +4
DR 2/—

OFFENSE

Speed 30 ft.
Melee static shock truncheon +11 (1d12+7 nonlethal E; critical arc 1d4)
Ranged hunting rifle +8 (1d8+3 P)
Offensive Abilities close control, precision strike

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** −1; **Wis** +0; **Cha** +0
Feats Deadly Aim
Skills Athletics +8, Intimidate +13, Sense Motive +8
Languages English
Other Abilities evade
Gear armored hoodie, static shock truncheon with 1 battery (4 charges), hunting rifle with 6 rounds, TAP (hack DC 19)



BRUNO

Bruno, Boris, Butch, whatever his employer wants to call him, it doesn't matter. Rather than bashing heads and taking whatever money he could shake out of his victims, he gets a steady paycheck and still gets to bash heads. He often stands guard at private meetings that take place at the seedy bar where he works. Bruno's pink scooter is often close by.

BOUNCER **CR 1**

XP 400
Fierce hybrid (bull) razor
N Medium humanoid (genesplice, human)
Init +1; **Senses** low-light vision; **Perception** +10

DEFENSE **HP 20 RP 3**

EAC 11; **KAC** 13
Fort +3; **Ref** +1; **Will** +3
DR 2/—

OFFENSE

Speed 30 ft.
Melee horns +8 (1d6+5 P)
Ranged tactical light pistol +5 (1d4+1 P)

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** −1; **Wis** +0; **Cha** −1
Feats Battle Built
Skills Athletics +8, Intimidate +10, Sense Motive +5
Languages English
Other Abilities dosing, misanthropy
Gear armored hoodie, tactical light pistol with 9 rounds TAP (hack DC 19)

"BOSS HOG"

Daryl Quinn grew up in a rough neighborhood where he constantly had to defend himself against bullies, who referred to him Boss Hog, a name one of them learned from an old-timey video program. Despite bulking and toughening up — thanks to the warthog genes mixed with his human genes — Daryl had more cerebral interests, and took to hacking. He now wears the nickname given to him by his former tormenters as a badge of pride.

THUG HACKER **CR 2**

XP 600
Tough hybrid hacker
N Medium humanoid (genesplice, human)
Init +0; **Senses** low-light vision; **Perception** +12
DR 3/—

DEFENSE **HP 23 RP 3**

EAC 14; **KAC** 15
Fort +3; **Ref** +3; **Will** +3

OFFENSE

Speed 30 ft.
Melee stun gloves +8 (1d4+4 nonlethal E; **critical** stunned [DC 13]) or gore +8 (1d4+4 P)
Ranged tactical light pistol +6 (1d4+2 P)
Offensive Abilities hacker specialization (wardriver), induce lag, programs (DC 13, denial of service tier 1, rootkit tier 1, stimulus spam tier 1)

STATISTICS

Str +2; **Dex** +0; **Con** +1; **Int** +4; **Wis** +0; **Cha** −1
Feats Interference
Skills Athletics +7, Computers +12, Engineering +12, Intimidate +7, Sleight of Hand +12
Languages Chinese, English, Portuguese, Spanish
Other Abilities code monkey (1d6), misanthropy
Gear armored hoodie, stun gloves with 1 battery (6 charges), tactical light pistol with 9 rounds, TAP (hack DC 19)

BRODY

The simulacrum known only as Brody has been in the security team led by Marla Dupuis for three years. She knows that his time is coming to an end shortly, and that saddens her, since Brody has been her best officer in the brief time they have worked together.

CORPORATE SECURITY OFFICER **CR 3**

XP 800
Razor model simulacrum razor
N Medium humanoid (genesplice, human)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE **HP 42 RP 3**

EAC 14; **KAC** 16
Fort +5; **Ref** +3; **Will** +4; +4 vs. fatigue and exhaustion
DR 8/—

OFFENSE

Speed 20 ft.
Melee static shock truncheon +11 (1d12+7 nonlethal E; **critical** arc 1d4)
Ranged autotarget rifle +11 (1d6+3 P)
Offensive Abilities close control, precision strike

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** −1
Skills Athletics +13, Engineering +3, Intimidate +8, Sense Motive +8
Languages English, Hindi
Other Abilities favored terrain (urban)
Gear first responder armor, static shock truncheon with 1 battery (6 charges), autotarget rifle with 10 rounds TAP (hack DC 19)

CYBERKNIGHT CK-1107

When Charles Knight sustained injuries that threatened to paralyze him for life, he gladly agreed to a waiver granting the corporation that rebuilt him ownership over him. As part of the agreement, the corporation wiped his memories to ensure he would not have any lingering ties that might give him second thoughts about his choice. The being now known as CK-1107 acts as an enforcer for the corp that owns him.

CYBORG WARRIOR — CR 8

XP 6,400
Heavy frame cyborg razor
N Medium humanoid (cyborg, human)
Init +4; **Perception** +16

DEFENSE — **HP 130 RP 4**

EAC 21; **KAC** 23
Fort +10; **Ref** +8; **Will** +9
Defensive Abilities cannot be flanked or flat-footed, constructed; **DR** 9/—; **Resistances** electricity 5
Weaknesses electromagnetic sensitivity

OFFENSE

Speed 30 ft.
Melee reinforced forearm +19 (3d4+14 B)
Ranged snub scattergun +16 (1d12+8 P)
Offensive Abilities opportunist, precision strike, reaper, target lock II



STATISTICS

Str +6; **Dex** +4; **Con** +2; **Int** +1; **Wis** +1; **Cha** −2
Skills Athletics +21, Intimidate +16, Survival +16
Languages Chinese, English
Other Abilities fully cybernetic body, tactile dimming, threat ping
Gear first responder armor (insul8 mk 1), snub scattergun with 16 shells, hideaway limb, prosthetic limb, TAP (hack DC 37)

DANNY YEUNG

A very successful counter-espionage agent for their corporation, Danni Yeung has stopped many attempts to secure physical assets belonging to their employers. They also take the occasional mission to retrieve new tech from a rival corporation. As long as the pay stays good, they have no intention of selling their services to their employers have no intention of relieving them of their job.

CORPORATE MERCENARY — CR 6

XP 2,400
Human agent
N Medium humanoid (human)
Init +6; **Perception** +14

DEFENSE — **HP 80**

EAC 18; **KAC** 19
Fort +5; **Ref** +8; **Will** +9
DR 4/—
Defensive Abilities evasion, uncanny agility

OFFENSE

Speed 40 ft.
Melee static shock truncheon +12 (1d12+9 nonlethal E; **critical** arc 1d4)
Ranged advanced light pistol +14 (2d4+6 P)
Offensive Abilities debilitating trick, staggering shot, trick attack +3d8, uncanny shooter

STATISTICS

Str +3; **Dex** +5; **Con** +1; **Int** +2; **Wis** −1; **Cha** +0
Skills Acrobatics +19, Athletics +14, Bluff +14, Computers +19, Disguise +14, Sleight of Hand +19
Languages Chinese, English
Other Abilities quick read
Gear combat vest, static shock truncheon with 1 battery (6 charges), advanced light pistol with 12 rounds, TAP (hack DC 31)

DAI GRIFFITH

Raised on ancient spy vids, Dai Griffith knew he wanted to be a debonair secret agent when he grew up. Unlike many children who discard their dream jobs as real life intervenes, Dai trained himself in a variety of aptitudes he figured that he required. He achieved near-professional ability in physical

skill, as well as the ability to drive or fly any vehicle. He aced the examinations for entry into the intelligence agency where he works to this day as one of their star field agents. While it is not all high-stakes poker games and sexual encounters, he greatly enjoys the work, especially when his handlers installed the software teaching him how to create effective explosions, some of which he narrowly avoided himself.

ESPIONAGE SPECIALIST **CR 9**

XP 6,400
Human 2.0 agent
N Medium humanoid (genesplice, human)
Init +8; **Perception** +18

DEFENSE **HP 135**

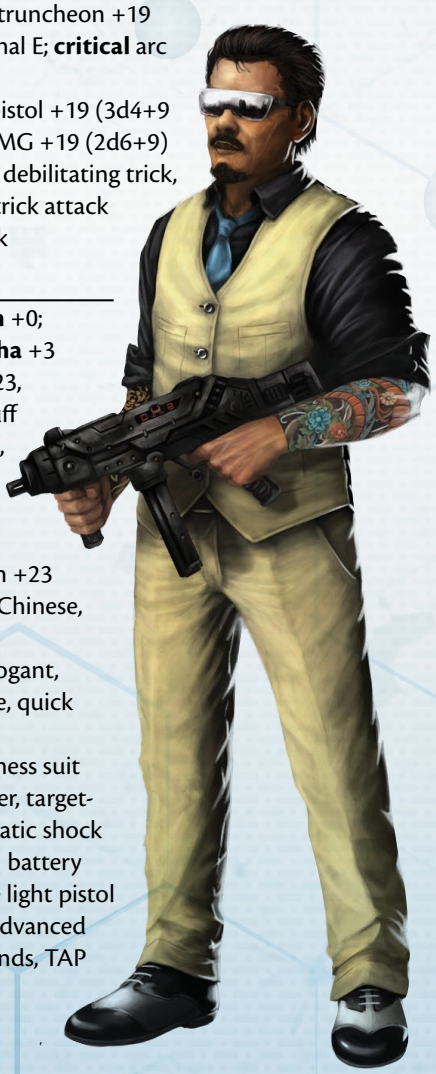
EAC 22; **KAC** 23
Fort +8; **Ref** +11; **Will** +12; +4 vs. disease and poison
Defensive Abilities evasion, uncanny agility; **DR** 4/—

OFFENSE

Speed 50 ft.
Melee static shock truncheon +19 (1d12+11 nonlethal E; **critical** arc 1d4)
Ranged elite light pistol +19 (3d4+9 P) or advanced SMG +19 (2d6+9)
Offensive Abilities debilitating trick, interfering shot, trick attack +4d8, triple attack

STATISTICS

Str +1; **Dex** +6; **Con** +0; Int +4; **Wis** +1; **Cha** +3
Skills Acrobatics +23, Athletics +18, Bluff +23, Disguise +18, Piloting +18, Sense Motive +18, Sleight of Hand +18, Stealth +23
Languages Arabic, Chinese, English, Welsh
Other Abilities arrogant, master of disguise, quick read
Gear armored business suit (filtered rebreather, targeting computer), static shock truncheon with 1 battery (20 charges), elite light pistol with 12 rounds, advanced SMG with 20 rounds, TAP (hack DC 37)



DAVINDER KULKARNI

Davinder only remembers pain before releasing himself from his tormentors. He had enough of his captors literally poking into his mind and unleashed mental hellfire on them. He tried to learn who he was, but his attempts at conversing with people end with them bleeding out of their eyes, ears, and nose. He doesn't want to inflict the same pain he has received, but he is so desperate to learn about his origins and perhaps find the family who misses him.

BRAIN BUSTER **CR 10**

XP 9,600
Human zeek
N Medium humanoid (human)
Init +9; **Perception** +19

DEFENSE **HP 140 RP 4**

EAC 22; **KAC** 23
Fort +9; **Ref** +9; **Will** +15

OFFENSE

Speed 30 ft.
Melee unarmed strike +16 (2d8+10 nonlethal)
Offensive Abilities mental blast (5d6)

STATISTICS

Str +0; **Dex** +3; **Con** +5; **Int** +8; **Wis** +0; **Cha** +0
Skills Bluff +19, Sense Motive +24, Stealth +24
Languages English, Hindi
Other Abilities greater powers (telepathic mental blast), improved powers (horrifying epiphany, overwhelm), limited telepathy 30 ft. psychic points (11), psychic resolve
Gear TAP (hack DC 37)

DIANE TAYLOR

Diane Taylor has been CEO of her multinational conglomerate for five years. Already from a wealthy, connected family, Diane parlayed many of those connections into a high-level executive position at a relatively early age. Whereas most of her peers would peak at this position, she excelled and quickly gained promotions to Sales Director, and then Vice President of Operations. A shrewd reader of her opposition, Diane can usually tell when she has leverage in a deal and manages to make the most of it.

EXECUTIVE **CR 9**

XP 6,400
Human 2.0 idol
N Medium humanoid (genesplice, human)
Init +3; **Senses** darkvision 60 ft.; **Perception** +18

DEFENSE **HP 135 RP 6**

EAC 22; **KAC** 23
Fort +8; **Ref** +10; **Will** +12; +4 vs. disease and poison
Defensive Abilities medium (50%) fortification; **DR** 6/—

OFFENSE

Speed 30 ft.
Melee static shock truncheon +19 (1d12+10 nonlethal E; **critical** arc 1d4)
Ranged elite light pistol +17 (3d4+9 P)
Offensive Abilities hogging the spotlight, rock and brawl

STATISTICS

Str +1; **Dex** +3; **Con** +0; **Int** +6; **Wis** +1; **Cha** +4
Feats Antagonize
Skills Athletics +18, Bluff +23, Culture +18, Intimidate +23, Profession (Idol) +23, Sense Motive +18
Languages Chinese, English, Hindi, Portuguese, Swahili
Other Abilities arrogant, blacklist, media idol, media vendetta
Gear combat jacket (infrared sensors, medium hardened), static shock truncheon with 1 battery (20 charges), elite light pistol with 12 rounds, TAP (hack DC 37)

ELENA CORTEZ

Elena had a modest start as a video newscaster in her hometown, but her command of multiple languages and the way could present complex facts in understandable ways led to her discovery. She rose to prominence in a global communications corporation, as she became the most downloaded newscaster in the Global DataNet. Understanding that her age would eventually cause her to shed viewers and realizing there was little difference between being a beloved talking head and a potential world leader, she made the jump to politics. She uses the extensive network of contacts she has made during her time in the entertainment world to get the jump on trending issues, for which she can appear to proactively devise a solution.

RISING STATESWOMAN **CR 8**

XP 2,400
Human 2.0 idol
N Medium humanoid (genesplice, human)
Init +1; **Perception** +16

DEFENSE **HP 115 RP 4**

EAC 20; **KAC** 21
Fort +7; **Ref** +9; **Will** +11; +4 vs. disease and poison
Defensive Abilities light (25%) fortification; **DR** 4/—

OFFENSE

Speed 30 ft.
Melee static shock truncheon +15 (1d12+8 nonlethal E; **critical** arc 1d4)
Offensive Abilities rock and brawl

STATISTICS

Str +0; **Dex** +1; **Con** +1; **Int** +4; **Wis** +2; **Cha** +6
Feats Diversion
Skills Bluff +16, Culture +21, Diplomacy +21, Perform (Idol) +21, Sense Motive +16
Languages Chinese, English, French, Hindi, Japanese, Portuguese, Swahili
Other Abilities arrogant, break a leg, media blitz, media idol, star power
Gear armored business suit (jetpack, light hardened), static shock truncheon with 1 battery (10 charges), TAP (hack DC 31)

FAST EDDIE

This courier bears the spotted markings from his cheetah hybridization, and he makes no effort to conceal them, especially since they seem to help him blend in with the urban surroundings. He holds the record among all couriers for crossing 100 city blocks (approximately 10 miles) on foot, making the trip in just under forty minutes. He has begun to grow bored with corporate couriering and chafes at his new boss's literal interpretation of the corporation's slogan: "When it absolutely, positively has to be there yesterday."

FAST COURIER **CR 4**

XP 1,200
Quick hybrid agent
N Medium humanoid (genesplice, human)
Init +7; **Senses** low-light vision; **Perception** +16

DEFENSE **HP 45**

EAC 16; **KAC** 17
Fort +3; **Ref** +6; **Will** +7
Defensive Abilities evasion; **DR** 4/—

OFFENSE

Speed 50 ft.
Melee claws +8 (1d4+4 S) or security truncheon +8 (1d4+4 B; **critical** staggered [DC 15])
Ranged tactical semi-auto pistol +10 (1d6+4 P)
Offensive Abilities misanthropy, trick attack +1d8

STATISTICS

Str +0; **Dex** +5; **Con** +0; **Int** +1; **Wis** +3; **Cha** +0
Skills Acrobatics +16, Athletics +16, Bluff +16, Sense Motive +11, Sleight of Hand +11
Languages English
Other Abilities black market connections, conceal contraband
Gear combat vest, security truncheon, tactical semi-auto pistol with 9 rounds TAP (hack DC 25)

FEI HUNG YUAN

From an early age, Fei Hung Yuan had an interest in all sorts of vehicles. When she could, she accompanied her mother to the major automaker where her mother worked as an engineer. Fei Hung's precociousness gave her insight into design rivalling that of many of the other engineers. She innocently pointed

out a mistake in one of her mother's coworker's designs, which threatened the man's job.

Fearing for the loss of his job and his apparent incompetence which would prevent him from working in the industry again, he arranged for Fei Hung's mother to be assassinated, whereupon the young girl would become a ward of the state and out of his way. Fei Hung subdued the assassin, unfortunately after he had carried out the deed, and extracted his employer's name as well as his payment from the assassin.

She used this money to build her own company, and then hired her mother's killer (keeping her identity hidden from her target) after achieving success. She publicly humiliated the man at the plant where he worked and forced him to commit suicide. Having accomplished her revenge, she focuses on supplying high-end vehicles to wealthy buyers, no questions asked.

TRANSPORTER **CR 8**

XP 4,800
Human gearhead
N Medium humanoid (human)
Init +9; **Perception** +16

DEFENSE **HP 115**

EAC 20; **KAC** 21
Fort +9; **Ref** +9; **Will** +9
Defensive Abilities evasion; **DR** 6/—; **Resistances** EMPBlok 5

OFFENSE

Speed 30 ft.
Melee unarmed strike +15 (1d12+8 nonlethal)
Ranged advanced semi-auto pistol +14 (2d6+8 P)

STATISTICS

Str +0; **Dex** +4; **Con** +2; **Int** +6; **Wis** +0; **Cha** +1
Skills Computers +21, Engineering +21, Piloting +21, Stealth +16, Sleight of Hand +16
Languages Chinese, English, Hindi, Portuguese, Swahili
Other Abilities carjack, field mechanic, primary technical specialization (greaser), quick sapping, secondary technical specialization (gunprinter)
Gear reinforced biker leathers (EMPBlok Mk 1), advanced semi-auto pistol with 12 rounds, Kiwi Motors Courier Armored Taxi, Kiwi Motors Maestro Armored VTOL Limousine, TAP (hack DC 37)

FELIX SCHWARTZ

As a teen, Felix Schwartz practiced his current trade early by eavesdropping on adult conversations without them noticing. At first, he used the information he gained to earn a little money through some anonymous blackmail. He enjoyed the game of dealing with dead drops and using vocal modulation to sound sinister. Unfortunately, his initial forays into blackmail were sloppy, and one woman learned far too much about her husband and his coworker, prompting her to commit a double homicide. Felix realized then that information is a truly dangerous weapon and decided to use the secrets he obtained to make the world a better place.

He turned to corporate espionage and writes a blog as "Chat Noir" where he outs many corporate indiscretions. Knowing that he treads dangerous water, but unwilling to give up the thrill of publishing dark truths behind corporate facades, he has purchased a lot of protection and has learned the art of running away when security sniffs him out.

BEAT REPORTER **CR 6**

XP 2,400
Stealthy hybrid agent
N Medium humanoid (genesplice, human)
Init +3; **Senses** low-light vision; **Perception** +19

DEFENSE **HP 82**

EAC 18; **KAC** 19
Fort +5; **Ref** +8; **Will** +9
Defensive Abilities evasion; **DR** 4/—

OFFENSE

Speed 40 ft.
Melee static shock truncheon +14 (1d12+5 nonlethal E; **critical** arc 1d4) or claw +14 (1d6+5 S)
Ranged advanced light pistol +12 (2d4+6 P)
Offensive Abilities debilitating trick, trick attack +3d8

STATISTICS

Str −1; **Dex** +2; **Con** −1; **Int** +3; **Wis** +5; **Cha** +1
Skills Acrobatics +14, Culture +14, Engineering +14, Disguise +14, Sense Motive +19, Sleight of Hand +19, Stealth +14
Languages English
Other Abilities certainty (Culture and Sense Motive), glimpse the truth, misanthropy, quick read
Gear combat vest, static shock truncheon with 1 battery (12 charges), advanced light pistol with 12 rounds, TAP (hack DC 31)

JAIMIE WEST DECOY

Rebecca Newman was delighted when Jaimie West's entertainment manager sought her out as someone with an uncanny resemblance to the reality show actress. The self-proclaimed "Number 1 Westie" dropped everything in her life to accept the job of being Jaimie West when the actress decided she did not want to deal with the public or just wanted an incognito night on the town. Unknown to "Rebecca," she is a simulacrum designed solely to share a likeness with Jaimie West and imprinted on the actress, so she would develop a near-encyclopedic knowledge Jaimie's roles and life.

CELEBRITY DOUBLE CR 3

XP 800
Luxury model simulacrum idol
N Medium humanoid (genesplice, human)
Init +6; **Perception** +8

DEFENSE **HP 35 RP 3**

EAC 14; **KAC** 15
Fort +2; **Ref** +4; **Will** +6
DR 2/—

OFFENSE

Speed 30 ft.
Melee unarmed strike +7 (1d4+2 nonlethal B)

STATISTICS

Str −1; **Dex** +2; **Con** +0; **Int** +1; **Wis** +0; **Cha** +4
Skills Acrobatics +5, Bluff +13, Diplomacy +16, Disguise +8, Perform (Idol) +13, Stealth +8
Languages English
Other Abilities infrared barcode, hogging the spotlight, media idol, red carpet treatment, they're with me
Gear armored hoodie, TAP (hack DC 19)

JORDAN MCARTHUR

Singing sensation Jordan McArthur paid his dues by appearing in comedy shows aimed at preteens, who fanatically watched his shows thanks in large part to his stunning looks Jordan's father/manager ensured the shows' contracts contained a clause stating that the programs would showcase Jordan's vocal skills at least once every three episodes. "Jordo" now heads up a band that conveniently debuted in his final show, "Jordo's Way," and tours the nation with his band. As expected for someone of his profile, Jordan has taken on clumsy political causes and speaks passionately at every interview about his current crusade — saving the walruses. The singer/actor never has to worry about getting into combat, since he has a cadre of highly paid bodyguards who step in when trouble occurs.

CELEBUTANTE CR 1/2

XP 200
Human 2.0 idol
N Medium humanoid (genesplice, human)
Init +2; **Perception** +4

DEFENSE **HP 12 RP 3**

EAC 14; **KAC** 16
Fort +0; **Ref** +2; **Will** +3; +4 vs. disease and poison

OFFENSE

Speed 30 ft.
Melee unarmed strike +4 (1d14 nonlethal B)

STATISTICS

Str +0; **Dex** +2; **Con** +1; **Int** +0; **Wis** −1; **Cha** +3
Skills Acrobatics +4, Bluff +9, Culture +7, Diplomacy +9, Perform (Idol) +9
Languages English
Other Abilities arrogant, media idol, they're with me
Gear TAP (hack DC 19)

KIM SILVEIRA

An unfortunate side effect of Kim Silveira's hybridization process, her small stature made her a target for bullies when she was growing up. She responded by learning to hide from her tormenters, but still remain present so she could hear what they planned. She survived her childhood, and her aptitude with driving and piloting — especially after illegally obtaining control of the vehicle — gained her notice with a corporation who required her skills. She enjoys the opportunity to have eyes and ears, and, most importantly, firepower at her disposal, while not being physically present.

DRONE SUPPORT SPECIALIST CR 6

XP 2,400
Stealthy hybrid gearhead
N Small humanoid (genesplice, human)
Init +9; **Senses** low-light vision; **Perception** +16

DEFENSE **HP 80 RP 4**

EAC 18; **KAC** 19
Fort +7; **Ref** +7; **Will** +7
Defensive Abilities evasion; **DR** 4/—

OFFENSE

Speed 30 ft.
Melee bite +14 (1d6+5 P) or unarmed strike +12 (1d6+5 nonlethal)
Ranged advanced semi-auto pistol +14 (2d6+6 P)

STATISTICS

Str −1; **Dex** +5; **Con** +2; **Int** +3; **Wis** +0; **Cha** +0
Skills Bluff +13, Computers +18, Engineering +18, Piloting +18, Stealth +13
Languages English, Portuguese, Swahili
Other Abilities misanthropy, primary technical specialization (drone jockey) , quick sapping, scurry
Gear combat vest (radiation buffer), advanced semi-auto pistol with 12 rounds, Helios Eye Borg, TAP (hack DC 31)

LENA DUMONT

Doctor Lena Dumont was a successful plastic surgeon who worked on high-level executives who wanted to maintain their youthful good looks without resorting to cyberware. Her reputation nosedived when one of her patients thought he noticed a slight tremor in her hand and rumors spread quickly. At the age of 41 and without resorting to any sort of modifications to herself, she found herself on the outs with her youth-obsessed clientele. Coupled with some poor investment choices, Lena ended up on the street and nearly

penniless. Luckily, her skills were in great demand there, and she opened up a practice, where she not only treats disease and injuries, but also performs illegal facial alterations for those who no longer wish to be recognized.

STREET DOC **CR 4**

XP 1,200
Human 2.0 medic
N Medium humanoid (genesplice, human)
Init +1; **Perception** +10

DEFENSE **HP 43**

EAC 16; **KAC** 17
Fort +5; **Ref** +3; **Will** +7; +4 vs. disease and poison
DR 2/—

OFFENSE

Speed 30 ft.
Melee static shock truncheon +8 (1d12+3 nonlethal E; **critical** arc 1d4)

STATISTICS

Str −1; **Dex** +0; **Con** +3; **Int** +1; **Wis** +5; **Cha** +1
Feats Deadly Aim
Skills Life Science +15, Medicine +15, Physical Science +10
Languages English, Swahili
Other Abilities arrogant, fortifying nanites, healing nanites +2d8, treatments (mental stimulants, physical stimulants)
Gear armored hoodie, static shock truncheon with 1 battery (6 charges), TAP (hack DC 19)

LOBO JESS

If someone has a wrong that needs rectifying, and that person has a modicum of credits, the ronin known as Lobo Jess will do the job. While she is extremely flashy in dispatching her enemies, she prefers her privacy. She has the tacit approval of most of the neighborhoods where she operates, since no one in those areas trusts the police to perform their duties. At least people know the credits they spend on Jess's services is money well spent.

RONIN **CR 7**

XP 1,600
Fierce hybrid cybermonk
N Medium humanoid (genesplice, human)
Init +5; **Perception** +19

DEFENSE **HP 110 RP 4**

EAC 19; **KAC** 21
Fort +9; **Ref** +9; **Will** +6
Defensive Abilities evasion; **DR** 4/—



OFFENSE

Speed 40 ft.
Melee unarmed strike +17 (3d8+7 B) or bite +17 (2d6+11 P)
Offensive Abilities all-piston push, cyber wuxia, storm strike

STATISTICS

Str +4; **Dex** +5; **Con** +1; **Int** −2; **Wis** +2; **Cha** +0
Feats Improved Combat Maneuver (disarm), Mobility, Spring Attack
Skills Athletics +17, Intimidate +19, Survival +19
Languages English
Other Abilities misanthropy
Gear armored hoodie, TAP (hack DC 31)

LOUIE PAOLONI

A relative newbie to the criminal group known simply as The Family, Louie immediately received an upgrade to his life, both in terms of his opportunities and the cyberware he now sports. As one of the lowest rungs in the organization, he knows he has a lot to prove, and he is not quite sure if his "big sister" is telling the truth about the booby traps in his gear set to reduce him to a smoking pile of flesh should he fail.

STREET-LEVEL THUG **CR 1**

XP 400
Human cybermonk
N Medium humanoid (human)
Init +2; **Perception** +5

DEFENSE **HP 20**

EAC 11; **KAC** 13
Fort +3; **Ref** +3; **Will** +1
DR 3/—

OFFENSE

Speed 30 ft.
Melee survival knife +8 (1d4+5 S) or unarmed strike +8 (1d6+5 B)
Ranged tactical light pistol +5 (1d4+1 P)
Offensive Abilities cyber wuxia

STATISTICS

Str +4; **Dex** +2; **Con** +0; **Int** −1; **Wis** +1; **Cha** −1
Feats Improved Combat Maneuver (trip), Improved Unarmed Strike
Skills Acrobatics +5, Athletics +10, Stealth +5
Languages English
Other Abilities evade
Gear armored hoodie, survival knife, quickdraw limb (arm) installed with tactical light pistol (with 9 rounds), TAP (hack DC 19)

MARCOS MADEIRA

Born into wealth, Marcos Madeira decided to pursue ideology rather than money and joined the military. He only had a short stint as a helicopter pilot, during which he nearly died when opposing troops shot down his helicopter. The injuries he sustained were too much for him to continue military service, so he decided to continue his ideological path in the field of politics. He is an empathic and charming and ensures the people he represents know that his status has no influence on his policies. While he has created some waves among his peers, most of them realize he will not have any true impact without backing from a powerful sponsor, none of whom seem interested in a person who actually cares about his constituents.

POLITICIAN **CR 2**

XP 600
Human idol
N Medium humanoid (human)
Init +0; **Perception** +8

DEFENSE **HP 23 RP 3**

EAC 13; **KAC** 14
Fort +1; **Ref** +3; **Will** +5
DR 4/—

OFFENSE

Speed 30 ft.
Melee unarmed strike +8 (1d4+3 B)

STATISTICS

Str +1; **Dex** +0; **Con** +0; **Int** +2; **Wis** +0; **Cha** +4
Feats Improved Unarmed Strike
Skills Athletics +12, Culture +7, Diplomacy +12, Perform (Idol) +12, Piloting +7, Sense Motive +7
Languages English, Portuguese
Other Abilities media idol, red-carpet treatment, they're with me
Gear armored business suit, TAP (hack DC 19)

MARIA DELGADO

A champion swimmer in high school, Maria Delgado was destined to become an Olympic great. However, an engineered scandal derailed her athletic career and, due to her obsessive focus on swimming, nearly left her a broken shell of a person. A recruiter looking for talented swimmers for wartime activities out of the spotlight presented Maria with a way to use her gift to make a difference. She has carried out over 100 missions involving hostage rescue, demolition, and some wetwork and received numerous medals (in secret) for her service. She has been patiently biding her time, though, and plans to apply her training to gain revenge against those who ruined her dreams.

SPEC-OPS TEAM MEMBER **CR 12**

XP 19,200
Human razor
N Medium humanoid (human)
Init +2; **Senses** blindsight (thermal) 60 ft. Perception +22

DEFENSE **HP 203 RP 5**

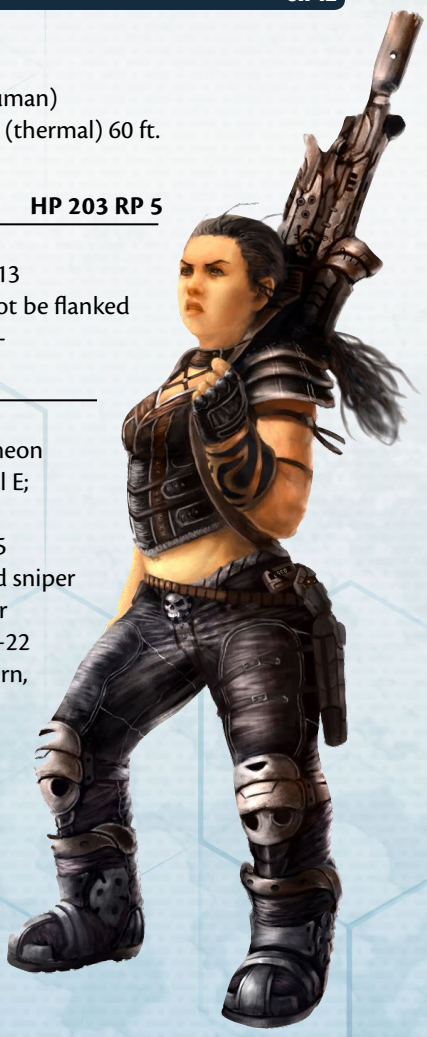
EAC 26; **KAC** 28
Fort +14; **Ref** +12; **Will** +13
Defensive Abilities cannot be flanked or flat-footed; **DR** 10/—

OFFENSE

Speed 30 ft., swim 30 ft.
Melee static shock truncheon +25 (1d12+20 nonlethal E; **critical** arc 1d4)
Ranged paragon SMG +25 (4d6+12 P) or advanced sniper rifle +25 (2d10+12 P) or incendiary grenade IV +22 (explode [5d6 F, 3d6 burn, 15 ft.])
Offensive Abilities killzone, improved precision strike, razor storm, ricochet, target lock II

STATISTICS

Str +8; **Dex** +5; **Con** +4; **Int** +0; **Wis** +1; **Cha** −1



Feats Swimming Master
Skills Athletics +27 (+35 when swimming), Engineering +22, Intimidate +22, Stealth +22
Languages English
Other Abilities thermal vision, threat ping
Gear first responder armor (LazOff mk 1), combat helmet, static shock truncheon with 1 battery (20 charges), paragon SMG with 30 rounds, advanced sniper rifle with 4 rounds, 3 incendiary grenades IV, TAP (hack DC 49)

MARKIE JONES

This wet-behind-the-ears courier prides herself on being a pure human in a field where quick hybrids have gradually taken most of the prize missions. Sure, she has some cyberware, but she has to keep up with those "cut-and-paste" cheaters somehow.

JUMP BOARD COURIER — CR 1/2

XP 200
Human agent
N Medium humanoid (human)
Init +4; **Perception** +5

DEFENSE — **HP 12**

EAC 10; **KAC** 11
Fort +0; **Ref** +3; **Will** +3
DR 2/—

OFFENSE

Speed 30 ft.
Melee survival knife +14 (1d4–1)
Offensive Abilities trick attack +1d4

STATISTICS

Str –1; **Dex** +3; **Con** +1; **Int** +2; **Wis** +0; **Cha** +0
Skills Acrobatics +10, Culture +5, Piloting +5, Sense Motive +5, Stealth +10
Languages English
Gear armored hoodie, survival knife, Nakamura Motors Kamikaze jump board, TAP (hack DC 19)

MARLA DUPUIS

First employed by her corporation to track down and mete out justice to gangers who stole goods from the corporation's warehouse, Marla Dupuis worked her way up to security team leader. She gets bored sitting at a desk, watching monitors and communicating with her team as they patrol the office building, though. Therefore, she relishes those times when someone attempts to make off with physical corporation assets or creates a hostage situation involving one of the executives.

CORPORATE SECURITY TEAM LEADER — CR 4

XP 1,200
Human razor
N Medium humanoid (human)
Init +5; **Perception** +10

DEFENSE — **HP 50 RP 3**

EAC 16; **KAC** 18
Fort +6; **Ref** +4; **Will** +5

OFFENSE

Speed 30 ft.
Melee static shock truncheon +9 (1d12+7 nonlethal E; **critical** arc 1d4)
Ranged tactical semi-auto pistol +12 (1d6+4 P)
Offensive Abilities precision strike, target lock I

STATISTICS

Str +3; **Dex** +5; **Con** +1; **Int** –1; **Wis** +0; **Cha** +0
Feats Deadly Aim
Skills Athletics +10, Engineering +10, Intimidate +15
Languages English
Other Abilities ammunition tracker, favored terrain (urban)
Gear armored hoodie, static shock truncheon with 1 battery (8 charges), tactical semi-auto pistol with 9 rounds, TAP (hack DC 25)

MEDI ANDI

Flush from success with their "Handy Andy" android handyman, the CEO of Androco Inc. decided to bank his corporation's future on a doctor's assistant with medical knowledge and a pleasant bedside manner. Regrettably, where people might be tolerant of androids doing manual labor, they utterly rejected the idea of an "inhuman creature" providing medical care. Androco was forced to shut down their "Medi Andi" units, and the company folded shortly after the CEO's suicide. However, some androids remained active and see plenty of use among street doctors who only care that the android is competent in their service.

LAB TECHNICIAN — CR 2

XP 600
Android medic
N Medium humanoid (android)
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE — **HP 21**

EAC 13; **KAC** 14
Fort +1; **Ref** +1; **Will** +5; +2 vs. psionic effects
Defensive Abilities constructed
Weaknesses electromagnetic sensitivity

OFFENSE

Speed 30 ft.
Melee unarmed strike +4 (1d4+2 nonlethal B)
Ranged acid flask +6 (1d4+2 A)

STATISTICS

Str +0; **Dex** +0; **Con** +2; **Int** +0; **Wis** +4; **Cha** +1
Skills Diplomacy +10, Life Science +12, Medicine +15
Languages Chinese, English, Hindi, Swahili
Other Abilities emotionless, healing nanites +1d8, mechanical body, tactile dimming, treatment (minor treatment)
Gear 3 acid flasks, TAP (hack DC 19)

MOEBIUS

Rumors surrounding the woman known only as Moebius claim that she used to be a field agent for one of the intelligence agencies, but then she got bored and realized the money was better as a freelancer. If a corporate executive, high-profile entertainer, or powerful politician needs information on a rival, Moebius has always justified the high price she charges. For an outrageous price, even to those who view millions of credits as pocket change, Moebius will irrevocably destroy a target's reputation, a character assassination that many regard as worse than a physical one.

FREELANCER **CR 7**

XP 3,200
Human agent
N Medium humanoid (human)
Init +3; **Perception** +15

DEFENSE **HP 99**

EAC 19; **KAC** 20
Fort +6; **Ref** +9; **Will** +10
Defensive Abilities evasion, uncanny agility; **DR** 4/—

OFFENSE

Speed 40 ft.
Melee sentinel staff +13 (1d10+7 B)
Ranged advanced semi-auto pistol +15 (2d6+7 P)
Offensive Abilities debilitating trick, trick attack +4d8

STATISTICS

Str +0; **Dex** +2; **Con** +0; **Int** +4; **Wis** +5; **Cha** +1
Skills Bluff +20, Computers +15, Culture +15, Engineering +15 (+19 when disabling locks), Disguise +20, Sleight of Hand +20
Languages Chinese, English
Other Abilities glimpse the truth, master of disguise, quick read
Gear armored business suit, sentinel staff with 1 battery (20 charges), advanced semi-auto pistol with 12 rounds, TAP (hack DC 31)

PHILMONT HUGHES

Street con artist Raymond Faust made a good living pulling the typical Three Card Monte-style scams, but he yearned for more. He decided to take his game uptown and a chance encounter along with a case of mistaken identity propelled him into the luxury lifestyle. As "Philmont Hughes," Raymond has integrated himself into high society, while carefully building a past for himself and adapting his story as necessary. He also pays close attention to the secrets shared by his associates should he need to cash in his knowledge of one to protect his new life.

HIGH-CLASS CON ARTIST **CR 5**

XP 1,600
Human 2.0 agent
N Medium humanoid (genesplice, human)
Init +2; **Perception** +11

DEFENSE **HP 65 RP 4**

EAC 17; **KAC** 18
Fort +4; **Ref** +7; **Will** +8; +4 vs. disease and poison
Defensive Abilities evasion, uncanny agility; **DR** 4/—

OFFENSE

Speed 40 ft.
Melee carbon steel curve blade +10 (1d10+5 S; **critical** bleed 1d6)
Ranged advanced semi-auto pistol +12 (2d6+5 P)
Offensive Abilities debilitating trick, trick attack +3d8

STATISTICS

Str +0; **Dex** +2; **Con** +0; **Int** +3; **Wis** +1; **Cha** +5
Feats Deadly Aim
Skills Bluff +16, Culture +16, Piloting +11, Sense Motive +16, Sleight of Hand +11
Languages English, German
Other Abilities arrogant, certainty (Bluff), mentalist's bane, quick read
Gear armored business suit, carbon steel curve blade, advanced semi-auto pistol with 9 rounds, TAP (hack DC 25)

QUINN CARLISLE

Quinn grew up in a sprawl neighborhood, far below the corporations and other decision makers, but she learned fairly quickly that the people in their fancy skyscrapers did not have her best interests in mind. Already a crack shot, she joined the military for a short stint and gained the experience to become a true marksman, along with the equipment. Upon leaving the service, she moved out to a commune where she lives and trains, waiting for the inevitable day when the corps send their goons to shut them down.

MILITIA **CR 5**

XP 1,600
Human razor
N Medium humanoid (human)
Init +3; **Senses** blindsense (sound) 30 ft.; **Perception** +11

DEFENSE **HP 75 RP 4**

EAC 17; **KAC** 19
Fort +7; **Ref** +4; **Will** +5
DR 4/—

OFFENSE

Speed 30 ft.
Melee tactical knife +14 (2d4+5 S)
Ranged tactical semi-auto pistol +14 (1d6+5 P)
Offensive Abilities precision strike, target lock I, wounding strike

STATISTICS

Str +5; **Dex** +3; **Con** +2; **Int** +0; **Wis** +1; **Cha** −1
Skills Athletics +11, Piloting +11, Survival +16
Languages English
Other Abilities antitoxin, sonic sensory
Gear combat vest, tactical knife, tactical semi-auto pistol with 9 rounds, TAP (hack DC 25)

SGT. JD HOLLIS

Having just returned from an overseas deployment, the recently promoted sergeant planned to enjoy a few days of leave. The recruiter noticed that Hollis scored exceptionally well on his aptitude test for engineering, and the army needed razors to work in demolitions squads. With no other direction to his life and attracted to the idea of blowing up buildings, he enlisted and actually plans to stay in the service until retirement. It helps that he gets to work with state-of-the-art armor, one suit of which he may have requisitioned without the supply lieutenant noticing.

INFANTRY/PRIVATE MILITARY CONTRACTOR **CR 2**

XP 600
Human razor
N Medium humanoid (human)
Init +1; **Perception** +7

DEFENSE **HP 25 RP 3**

EAC 13; **KAC** 15
Fort +4; **Ref** +2; **Will** +3
DR 4/—

OFFENSE

Speed 15 ft.
Melee survival knife +10 (1d4+6 S)
Ranged flame rifle +7 (1d6+2 F; **critical** 1d6 burn) or flash grenade +7 (explode [blinded 1d4 rounds, 5 ft.])
Offensive Abilities precision strike

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** +0; **Wis** +0; **Cha** +0
Feats Deadly Aim
Skills Athletics +7, Engineering +7, Intimidate +12, Survival +7
Languages Arabic, English
Other Abilities dosing, grenade rush
Gear servo system, static shock truncheon with 1 battery (6 charges), flame rifle with 20 petrol, 2 flash grenades, TAP (hack DC 19)



SHADE

The hacker known as Shade has been on the scene for over 10 years, making her an elder in the hacking community. Those who meet her face-to-face know better than to make fun of her clothes, or learn quickly, as she applies her martial arts training to ensure jokesters only get the use of one hand for a few days.

VETERAN HACKER **CR 7**

XP 3,200
Human hacker
N Medium humanoid (human)
Init +4; **Perception** +14

DEFENSE **HP 100 RP 4**

EAC 19; **KAC** 20
Fort +8; **Ref** +8; **Will** +8
DR 6/—

OFFENSE

Speed 30 ft.
Melee carbon staff +13 (1d8+8 B; **critical** knockdown)
Ranged advanced light pistol +15 (2d4+7 P)

STATISTICS

Str +1; **Dex** +4; **Con** +0; **Int** +5; **Wis** +0; **Cha** +2
Feats Interference
Skills Bluff +14, Computers +19, Culture +14, Engineering +19, Piloting +19
Languages Chinese, English, Hindi, Swahili
Other Abilities hacker specialization (plaguebringer), malicious code, malwarrior, programs (DC 17, corrupter worm tier 3, overload tier 3, rootkit tier 3, sheepwool tier 3)
Gear combat jacket, carbon staff, advanced light pistol with 12 rounds, TAP (hack DC 37)

SHELLEY WAINWRIGHT

Shelley grew up watching her father run his criminal empire and knew she wanted to take over the family business when he retired. However, and perhaps surprisingly to outsiders, Shelley's father had a sense of integrity and would not allow Shelley to take over for him just because she was his child. He sent her on a dangerous mission to Japan to prove herself, which she did admirably, while also gaining an appreciation for the katana. She bought one fashioned by one of the few remaining artisans and had the weapon grafted to her arm. She much prefers to fight her opponents up close and personal, but she will not hesitate to use her AGA Thunder Shotgun if she must.

MADE WOMAN **CR 9**

XP 6,400
Human agent
N Medium humanoid (human)
Init +0; **Perception** +18

DEFENSE **HP 135 RP 4**

EAC 22; **KAC** 23
Fort +8; **Ref** +11; **Will** +12
Defensive Abilities evasion, improved uncanny mobility; **DR** 6/—

OFFENSE

Speed 40 ft.
Melee micro serrated katana +19 (2d10+14; **critical** bleed 2d6)
Ranged AGA Thunder Shotgun +19 (2d6+9 P)
Offensive Abilities debilitating trick, hampering shot, trick attack +4d8

STATISTICS

Str +6; **Dex** +0; **Con** +0; **Int** +3; **Wis** +4; **Cha** +1
Skills Acrobatics +18, Athletics +23, Bluff +18, Diplomacy +18, Intimidate +23, Sense Motive +18
Languages English, Japanese
Other Abilities quick read
Gear combat jacket, micro serrated longsword, AGA Thunder with 40 rounds TAP (hack DC 37)

VICKIE CHEN

Too much of a loner to belong to a proper gang, Vinnie Chen still thrives in her neighborhood by running occasional errands for rival gangs. She seems to have extraordinary luck and can get into places prohibited to the gangs or locations where the conditions are far too dangerous for most people.

GUTTERPUNK **CR 2**

XP 600
Human agent
N Medium humanoid (human)
Init +4; **Perception** +8

DEFENSE **HP 23**

EAC 13; **KAC** 14
Fort +1; **Ref** +4; **Will** +5
Defensive Abilities evasion; **DR** 2/—

OFFENSE

Speed 30 ft.
Melee survival knife +6 (1d4+2 S; **critical** arc 1d4)
Ranged tactical light pistol +8 (1d4+2 P) or molotov cocktail +6 (explode [5 ft., 1d6 F plus 1d4 burn, DC 13])
Offensive Abilities trick attack +1d4

STATISTICS

Str +0; **Dex** +4; **Con** +0; **Int** +2; **Wis** +1; **Cha** −1
Feats Improved Combat Maneuver (dirty trick)
Skills Acrobatics +13, Athletics +8, Sleight of Hand +13, Stealth +13, Survival +8
Languages Chinese, English, Portuguese
Other Abilities conceal contraband
Gear armored hoodie, survival knife, tactical light pistol with 9 rounds TAP (hack DC 19)

WALTER JONES

Walter idolizes his mother who was a beat cop for most of her career, until she lost the use of her legs when she got caught between the gunfire of two rival gangs. Despite her protestations, he decided to follow in her footsteps and graduated from the police academy roughly in the middle of his class. He has only been on the job for a little over a year, and, as a rookie, he drew the short straw of covering the not-so-affectionately



named "Freak Beat." Illegal drugs and cyberware rule the streets there, and claims of monster sightings are quite common. Walter hopes to survive his assignment, so he can earn the right to patrol his own neighborhood.

POLICE OFFICER **CR 1**

XP 200
Human razor
N Medium humanoid (human)
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE **HP 20 RP 3**

EAC 11; **KAC** 13
Fort +3; **Ref** +1; **Will** +3
DR 4/—

OFFENSE

Speed 20 ft.
Melee static shock truncheon +5 (1d12+5 nonlethal E; **critical** arc 1d4)
Ranged tactical light pistol +8 (1d4+1 P) or utility scattergun (1d4+1 P)
Offensive Abilities close control

STATISTICS

Str +4; **Dex** +1; **Con** +2; **Int** −1; **Wis** +0; **Cha** +0
Feats Deadly Aim
Skills Athletics +10, Culture +5, Diplomacy +5
Languages English
Other Abilities evade
Gear scrap plate, static shock truncheon with 1 battery (4 charges), tactical light pistol with 9 rounds, utility scattergun with 4 shells, TAP (hack DC 19)

WENDY YUN

One major corporation holds a patent on their hybridization process and, through a legal loophole or two, can claim ownership on all those who underwent the process. So, when an "asset" goes off the grid, the corp brings in Wendy Yun, who specializes in retrieving hybrids. Thanks to various cyber-augmentations, she can keep up with most of them, who unsurprisingly run or fight when she comes to collect.

BOUNTY HUNTER **CR 3**

XP 800
Human agent
N Medium humanoid (human)
Init +5; **Perception** +8

DEFENSE **HP 35**

EAC 14; **KAC** 15
Fort +2; **Ref** +5; **Will** +6
Defensive Abilities evasion; **DR** 2/—

OFFENSE

Speed 40 ft.
Melee unarmed strike +9 (1d4+3 B)
Ranged tactical light pistol +7 (1d4+3 P)
Offensive Abilities trick attack +1d8

STATISTICS

Str +0; **Dex** +4; **Con** +0; **Int** +1; **Wis** +2; **Cha** –1
Feats Improved Unarmed Strike
Skills Athletics +13, Culture +8, Engineering +13, Survival +13, Stealth +8
Languages English
Other Abilities uncanny mobility
Gear armored hoodie, tactical light pistol with 6 rounds, TAP (hack DC 19)

冠軍

The man known as "Champion" often walks the streets of his neighborhood to rout criminal elements that believe that this crime-free area is rife with opportunity. When he fights, he barely utters a sound, but, after he has dispatched his opponents, he spends time discussing his beliefs, a curious mixture of Buddhism and cyber modifications as a path towards enlightenment.



RONIN **CR 4**

XP 1,200
Human 2.0 cybermonk
N Medium humanoid (genesplice, human)
Init +2; **Perception** +10

DEFENSE **HP 55**

EAC 16; **KAC** 18
Fort +6; **Ref** +6; **Will** +3; +4 vs. disease and poison
Defensive Abilities evasion; **DR** 1/—

OFFENSE

Speed 40 ft.
Melee katana +12 (1d6+9 S) or unarmed strike +12 (2d8+9 B)
Offensive Abilities bleeding fist, cyber wuxia, storm strike, versatile fist

STATISTICS

Str +5; **Dex** +3; **Con** +0; **Int** +0; **Wis** +1; **Cha** +0
Feats Improved Combat Maneuver (trip)
Skills Acrobatics +10, Athletics +15, Culture +10
Languages Chinese
Other Abilities arrogant
Gear katana, TAP (hack DC 25)

SUBTYPE GRAFTS

A creature subtype graft gives a description of the subtype, followed by specific traits innate to that creature subtype. Add these options to those found with the subtype grafts in the *Alien Archive* supplement for the *Starfinder Roleplaying Game* when building npcs and creatures for *Interface Zero*.

Android

This subtype is applied to androids and creatures related to androids.

- **Traits:** Constructed, darkvision 60ft, electromagnetic sensitivity, low light vision, mechanical body, psychic resistance
- **Special:** Special abilities for the creature may also be selected from the variable model racial trait.

Cyborg

This subtype is applied to cyborgs and creatures related to cyborgs.

- **Traits:** Constructed, electromagnetic sensitivity, fully cybernetic body,
- **Special:** Special abilities for the creature may also be selected from the variable frame racial trait.

Human

This subtype is applied to humans and creatures related to humans.

- **Traits:** None; if the NPC is human and has no other subtypes, it gains an additional special ability of any type and an additional good skill

Human 2.0

This subtype is applied to human 2.0's and creatures related to human 2.0's.

- **Traits:** Superior immune system; if the NPC is human 2.0 and has no other subtypes, it gains an additional master skill.

Hyrbrid

This subtype is applied to hybrids and creatures related to hybrids.

- **Traits:** Low-light vision; if the NPC has no other subtypes, it also gains special abilities selected from the variable genesplice racial trait, the natural weapons racial traits, and Perception and Survival as master skills.

Simulacrum

This subtype is applied to simulacra and creatures related to simulacra.

- **Traits:** Infrared serial bar code; if the NPC has no other subtypes, it also gains special abilities selected from the variable design racial trait.

CLASS GRAFTS

A class graft begins with a brief description of the class and then moves on to explain which abilities would be gained at which CR. Add these options to those found with the class grafts in the Alien Archive supplement for the Starfinder Roleplaying Game when building npcs for *Interface Zero*.

AGENT

Governments, Corps, mercenaries and all sorts of groups employ field agents who get the job done no matter the costs or odds.

Special Rules: Agent is an operative archetype, and uses both the archetype and the operative class for building its npcs. Choose exploits from agent exploits as often as you can.

Required Array: Expert.

Adjustments: Bonus to initiative equal to the agent's CR divided by 4, + 1; +3 to Reflex saving throws; +1 to all skill checks.

Skills: Master skills from operative specialization.

Ability Score Modifiers: Dexterity, Intelligence, and Wisdom.

Gear: Light armor (item level = CR), small arm (item level = CR), sniper rifle (item level = CR), and basic melee weapon with operative special quality (item level = CR – 1).

ABILITIES BY CR

CR 1: Trick attack +1d4 and one special ability.

CR 2: Trick attack +1d4, evasion, one 2nd-level operative exploit, and one special ability.

CR 3: Trick attack +1d8, evasion, quick movement +10 ft., one 2nd-level operative exploit, and one special ability.

CR 4: Trick attack +1d8, evasion, quick movement +10 ft., debilitating trick, quick read, and one 2nd-level operative exploits.

CR 5: Trick attack +3d8, evasion, quick movement +10 ft., debilitating trick, quick read, specialization exploit, and two 2nd-level operative exploits.

CR 6: Trick attack +3d8, evasion, quick movement +10 ft., debilitating trick, quick read, specialization exploit, and one 6th-level operative exploit.

CR 7: Trick attack +4d8, evasion, quick movement +10 ft., debilitating trick, quick read, uncanny agility, specialization exploit, and one 6th-level operative exploit.

CR 8: Trick attack +4d8, evasion, quick movement +10 ft., debilitating trick,quick read, uncanny agility, triple attack, specialization exploit, and one 6th-level operative exploit.

CR 9: Trick attack +4d8, evasion, quick movement +20 ft., close quarters combat, debilitating trick, quick read, uncanny agility, triple attack, specialization exploit, and one 6th-level operative exploit.

CR 10: Trick attack +4d8, evasion, quick movement +20 ft., close quarters combat, debilitating trick, quick read, uncanny



agility, triple attack, specialization exploit, and one 10th-level operative exploit.

CR 11: Trick attack +5d8, evasion, quick movement +20 ft., close quarters combat, debilitating trick, quick read, uncanny agility, triple attack, specialization power, specialization exploit, and one 10th-level operative exploit.

CR 13: Trick attack +6d8, evasion, quick movement +20 ft., close quarters combat, debilitating trick, quick read, uncanny agility, quad attack, specialization power, specialization exploit, and one 10th-level operative exploit.

CR 14: Trick attack +6d8, evasion, quick movement +20 ft., close quarters combat, debilitating trick, quick read, uncanny agility, quad attack, specialization power, specialization exploit, and one 14th-level operative exploit.

CR 15: Trick attack +7d8, evasion, quick movement +30 ft., close quarters combat, debilitating trick, quick read, uncanny agility, quad attack, specialization power, specialization exploit, and one 14th-level operative exploit.

CR 17: Trick attack +8d8, evasion, quick movement +30 ft., close quarters combat, debilitating trick, quick read, uncanny agility, quad attack, double debilitation, specialization power, specialization exploit, and one 14th-level operative exploit.

CR 19: Trick attack +9d8, evasion, quick movement +30 ft., close quarters combat, debilitating trick, quick read, uncanny agility, quad attack, double debilitation, specialization power, specialization exploit, and two 14th-level operative exploits.

CR 20: Trick attack +9d8, evasion, quick movement +30 ft., close quarters combat, debilitating trick, quick read, uncanny agility, quad attack, double debilitation, specialization power, specialization exploit, supreme operative, and two 14th-level operative exploits.

CYBERMONK

As much a weapon as a machine or man, the cybermonk wields their own body to deadly effect.

Special Rules: Choose one martial style, master its associated skill, and focus on its associated ability score.

Required Array: Combatant

Adjustments: Damage reduction equal to the cybermonk's CR divided by 3

Skills: Master skill from martial style.

Ability Score Modifiers: Strength, Dexterity, and Wisdom.

Gear: Quickdraw Limb (arm) with one Small arm installed (item level = CR).

ABILITIES BY CR

CR 1: Cyber-Wuxia 1d6, martial style, and one special ability.

CR 2: Cyber-Wuxia 1d8, one 2nd-level cybermonk technique, evasion, and martial style, storm strike.

CR 3: Cyber-Wuxia 1d8, one 2nd-level cybermonk technique, evasion, martial style, quick movement (+10 ft.), and storm strike.
CR 4: Cyber-Wuxia 2d8, one 2nd-level cybermonk technique, one 4th-level cybermonk technique, evasion, martial style, quick movement (+10 ft.), and storm strike.
CR 5: Cyber-Wuxia 2d8, two 4th-level cybermonk techniques, evasion, improved martial style, quick movement (+10 ft.), storm strike.
CR 6: Cyber-Wuxia 3d8, one 6th-level cybermonk technique, evasion, improved martial style, quick movement (+10 ft.), storm strike, and one special ability.
CR 8: Cyber-Wuxia 4d8, one 8th-level cybermonk technique, counterstrike, evasion, improved martial style, improved storm strike, quick movement (+10 ft.), and one special ability.
CR 9: Cyber-Wuxia 4d8, one 8th-level cybermonk technique, counterstrike, improved evasion, improved martial style, improved storm strike, quick movement (+20 ft.), and one special ability.
CR 11: Cyber-Wuxia 5d8, one 8th-level cybermonk technique, counterstrike, greater martial style, improved evasion, improved storm strike, quick movement (+20 ft.), and one special ability.
CR 12: Cyber-Wuxia 6d8, one 8th-level cybermonk technique, counterstrike, greater martial style, improved evasion, improved storm strike, quick movement (+20 ft.), and two special abilities.
CR 13: Cyber-Wuxia 6d8, one 8th-level cybermonk technique, greater martial style, improved counterstrike, improved evasion, improved storm strike, quick movement (+20 ft.), and two special abilities.
CR 14: Cyber-Wuxia 7d8, one 8th-level cybermonk technique, greater martial style, greater storm strike, improved counterstrike, improved evasion, quick movement (+30 ft.), and two special abilities.
CR 16: Cyber-Wuxia 8d8, two 8th-level cybermonk techniques, greater martial style, greater storm strike, improved counterstrike, improved evasion, quick movement (+30 ft.), and two special abilities.
CR 18: Cyber-Wuxia 9d8, three 8th-level cybermonk techniques, greater martial style, greater storm strike, improved counterstrike, improved evasion, quick movement (+30 ft.), and two special abilities.
CR 20: Cyber-Wuxia 10d8, three 8th-level cybermonk techniques, greater martial style, greater storm strike, improved counterstrike, improved evasion, quick movement (+30 ft.), and two special abilities.

GEARHEAD

Masters of engineering and equipment, gearheads use explosives, firearms, and autonomous devices to gain battlefield superiority through superior technology.

Special Rules: Choose one technical specialization. The gearhead's primary specialization abilities must come from that specialization. If the gearhead is CR 8 or higher, choose a secondary technical specialization. The gearhead's secondary specialization abilities must come from that secondary specialization. Any specialization abilities that aren't relevant to the gearhead (or that can simply be incorporated into the creature's statistics) don't need to appear in the gearhead's stat block.

For a gearhead with a drone, build the drone as a separate technological construct of the gearhead's CR – 2 (CR – 8, if the drone is from the gearhead's secondary specialization) or use an existing technological construct with the gearhead's CR – 2 (CR – 8, if the drone is from the gearhead's secondary technical specialization). The drone does not get a full suite of actions on its own; each round, the gearhead and the drone can each take a move action, a swift action, and a reaction, but only one of them can take a standard action or combine its move and standard actions into a full action. The drone doesn't have its own CR, it doesn't contribute to the CR of the encounter, and PCs receive no XP for defeating a drone.
Required Array: Expert.
Adjustments: +2 to Fortitude and Reflex saving throws and –2 to Will saving throws.
Skills: Master Computers and Engineering.
Ability Score Modifiers: Intelligence, Dexterity, and Constitution.
Gear: Light armor (item level = CR), small arm (item level = CR), a longarm (item level = CR), and two grenades (item level = CR).

ABILITIES BY CR

CR 1: 1st-level primary specialization ability and one special ability.
CR 2: 1st-level primary specialization ability, quick sapping, and one special ability.
CR 4: 1st-level primary specialization ability, evasion, quick sapping, and one special ability.
CR 5: 5th-level primary specialization ability, evasion, quick sapping, and one special ability.
CR 7: 7th-level primary specialization ability, evasion, quick sapping, and one special ability.
CR 8: 7th-level primary specialization ability, 1st-level secondary specialization ability, evasion, quick sapping, and one special ability.
CR 9: 9th-level primary specialization ability, 1st-level secondary specialization ability, evasion, quick sapping, and one special ability.
CR 10: 9th-level primary specialization ability, 5th-level secondary specialization ability, evasion, and quick sapping.
CR 11: 11th-level primary specialization ability, 5th-level secondary specialization ability, evasion, and quick sapping.

CR 12: 11th-level primary specialization ability, 5th-level secondary specialization ability, improved evasion, and quick sapping.
CR 13: 11th-level primary specialization ability, 7th-level secondary specialization ability, improved evasion, and quick sapping.
CR 14: 11th-level primary specialization ability, 7th-level secondary specialization ability, improved evasion, quick sapping, and remote sapping.
CR 15: 15th-level primary specialization ability, 7th-level secondary specialization ability, improved evasion, quick sapping, and remote sapping.
CR 16: 15th-level primary specialization ability, 9th-level secondary specialization ability, improved evasion, quick sapping, and remote sapping.
CR 17: 17th-level primary specialization ability, 9th-level secondary specialization ability, improved evasion, quick sapping, and remote sapping.
CR 18: 17th-level primary specialization ability, 11th-level secondary specialization ability, improved evasion, quick sapping, and remote sapping.
CR 19: 19th-level primary specialization ability, 11th-level secondary specialization ability, improved evasion, quick sapping, and remote sapping.
CR 20: 19th-level primary specialization ability, 15th-level secondary specialization ability, improved evasion, quick sapping, and remote sapping.

HACKER

Experts at dealing with computers and networks, hackers use programs to combat enemies.

Special Rules: Choose one hacker specialization. The hacker's primary specialization abilities must come from that specialization. If the hacker creature is CR 12 or higher, choose a secondary hacker specialization. The gearhead's secondary specialization abilities must come from that secondary specialization. Any specialization abilities that aren't relevant to the hacker (or that can simply be incorporated into the creature's statistics) don't need to appear in the hacker's stat block.

Required Array: Expert.

Adjustments: +2 to Fortitude and Reflex saving throws and –2 to Will saving throws.

Skills: Master Computers and Engineering.

Ability Score Modifiers: Intelligence, Dexterity, and Constitution.

Gear: Light armor (item level = CR), small arm (item level = CR), and basic melee weapon (item level = CR – 1).

ABILITIES BY CR

CR 1: Code monkey (1d6), three programs loaded, and one special ability.
CR 2: 2nd-level hacker specialization ability, code monkey (1d6), three programs loaded, and one special ability.
CR 3: 2nd-level hacker specialization ability, code monkey (1d6), security upgrade (1 tier), four programs loaded and one special ability.
CR 4: 2nd-level hacker specialization ability, code monkey (1d6), hyper-threading (move action), rootkit (+1), security upgrade (1 tier), four programs loaded.
CR 6: 2nd- and 6th-level hacker specialization abilities, code monkey (1d6), hyper-threading (move action), rootkit (+1), security upgrade (1 tier), five programs loaded.
CR 7: 2nd- and 6th-level hacker specialization abilities, code monkey (1d6), hyper-threading (move action), rootkit (+1), security upgrade (2 tiers), five programs loaded.
CR 8: 2nd- and 6th-level hacker specialization abilities, code monkey (1d6), hyper-threading (move action), rootkit (+2), security upgrade (2 tiers), five programs loaded.
CR 9: 2nd- and 6th-level hacker specialization abilities, code monkey (1d6), hyper-threading (move action), rootkit (+2), security upgrade (2 tiers), six programs loaded.
CR 10: 2nd-, 6th-, and 10th-level hacker specialization abilities, code monkey (1d6), hyper-threading (swift action), rootkit (+2), security upgrade (2 tiers), six programs loaded.
CR 11: 2nd-, 6th-, and 10th-level hacker specialization abilities, code monkey (1d6), hyper-threading (swift action), rootkit (+2), security upgrade (3 tiers), six programs loaded.
CR 12: 2nd-, 6th-, and 10th-level hacker specialization abilities, 2nd-level secondary hacker specialization ability, code monkey (1d6), hyper-threading (swift action), rootkit (+3), security upgrade (3 tiers), seven programs loaded.
CR 13: 2nd-, 6th-, and 10th-level hacker specialization abilities, 2nd-level secondary hacker specialization ability, code monkey (1d8), hyper-threading (swift action), rootkit (+3), security upgrade (3 tiers), seven programs loaded.
CR 14: 2nd-, 6th-, 10th-, and 14th-level hacker specialization abilities, 2nd-level secondary hacker specialization ability, code monkey (1d8), hyper-threading (swift action), rootkit (+3), security upgrade (3 tiers), seven programs loaded.
CR 15: 2nd-, 6th-, 10th-, and 14th-level hacker specialization abilities, 2nd- and 6th-level secondary hacker specialization abilities, code monkey (1d8), hyper-threading (swift action), rootkit (+3), security upgrade (4 tiers), eight programs loaded.
CR 16: 2nd-, 6th-, 10th-, and 14th-level hacker specialization abilities, 2nd- and 6th-level secondary hacker specialization abilities, code monkey (1d8), hyper-threading (swift action), rootkit (+4), security upgrade (4 tiers), eight programs loaded.
CR 18: 2nd-, 6th-, 10th-, 14th-, and 18th-level hacker specialization abilities, 2nd- and 6th-level secondary hacker specialization abilities, code monkey (1d8), hyper-threading (swift action), rootkit (+4), security upgrade (4 tiers), nine programs loaded.
CR 19: 2nd-, 6th-, 10th-, 14th-, and 18th-level hacker specialization abilities, 2nd-, 6th-, and 10th-level secondary hacker specialization abilities, code monkey (1d8), hyper-threading (swift action), rootkit (+4), security upgrade (4 tiers), nine programs loaded.



IDOL

Charismatic idols assist their allies through performance and inspiration.

Special Rules: Idol is an archetype of envoy and uses both the archetype and the envoy class for its NPCs. Use idol improvisations as often as you can.

Required Array: Expert.

Adjustments: +2 to Reflex saving throws.

Skills: Master Performance (Idol) and master Bluff, Diplomacy, or Intimidate.

Ability Score Modifiers: Charisma, Intelligence, and Dexterity.

Gear: Light armor (item level = CR), small arm (item level = CR), and basic melee weapon (item level = CR – 1).

ABILITIES BY CR

CR 1: Media Idol, one 1st-level envoy improvisation, and one special ability.

CR 2: Media Idol, two 1st-level envoy improvisations, and one special ability.

CR 4: Media idol, rock and brawl, one 4th-level envoy improvisation, one 1st-level envoy improvisation, and one special ability.

CR 6: Media idol, rock and brawl, one 6th-level envoy improvisation, one 4th-level envoy improvisation, one 1st-level envoy improvisation, and one special ability.

CR 8: Media idol, rock and brawl, one 8th-level envoy improvisation, one 6th-level envoy improvisation, one 4th-level envoy improvisation, and one special ability.

CR 9: Media idol, rock and brawl, one 8th-level envoy improvisation, one 6th-level envoy improvisation, one 4th-level envoy improvisation, skillful special ability, and one special ability.

CR 10: Media idol, rock and brawl, two 8th-level envoy improvisations, one 6th-level envoy improvisation, one 4th-level envoy improvisation, skillful special ability, and one special ability.

CR 12: Media idol, rock and brawl, three 8th-level envoy improvisations, one 6th-level envoy improvisation, skillful special ability, and one special ability.

CR 16: Media idol, rock and brawl, four 8th-level envoy improvisations, skillful special ability , and one special ability.

CR 20: Media idol, rock and brawl, true expertise, four 8th-level envoy improvisations, skillful special ability, and one special ability.

MEDIC

Someone has to keep everyone alive, and even poisoners, dealers and chromers can patch you up.

Special Rules: Ignore prerequisites when selecting knacks and treatments, and instead assume they know the requisite knack as well as part of the same single choice of ability. Special abilities can be selected from medical specializations.

Required Array: Spellcaster.
Adjustments: Bonus to initiative and AC equal to the medic's CR divided by 4,
Skills: Master Medicine.
Ability Score Modifiers: Wisdom, Constitution, and Charisma.
Gear: Light armor (item level = CR), small arm (item level = CR), and basic melee weapon (item level = CR – 1).

ABILITIES BY CR

CR 1: Healing nanites + 1d8, one treatment prepared, and one special ability.
CR 3: Healing nanites + 2d8, two treatment prepared, one 2nd-level medic knack, and one special ability.
CR 5: Healing nanites + 3d8, injection specialist, three treatments prepared, one 4th-level medic knack, and one special ability.
CR 8: Healing nanites + 4d8, injection specialist, four treatments prepared, one 6th-level medic knack, one 4th-level medic knack, and one special ability.
CR 9: Healing nanites + 5d8, injection specialist, four treatments prepared, one 8th-level medic knack, one 6th-level medic knack, and one special ability.
CR 10: Healing nanites + 5d8, injection specialist, four treatments prepared, two 8th-level medic knacks, and one special ability.
CR 12: Healing nanites + 6d8, injection specialist, four treatments prepared, two 8th-level medic knacks, and two special abilities.
CR 14: Healing nanites + 7d8, injection specialist, five treatments prepared, three 8th-level medic knacks, and two special abilities.
CR 16: Healing nanites + 8d8, injection specialist, five treatments prepared, three 8th-level medic knacks, and two special abilities.
CR 18: Healing nanites + 9d8, injection specialist, six treatments prepared, three 8th-level medic knacks, and two special abilities.
CR 20: Healing nanites + 10d8, injection specialist, six treatments prepared, three 8th-level medic knacks, and three special abilities.

RAZOR

The razor brings the bleeding edge of information and weapons technology, the B.L.A.D.E. Array, to shave off every bit of advantage the enemy might have.
Special Rules: Choose whether the razor is melee-focused or ranged-focused. This choice impacts the razor's ability scores and gear.
Target Lock (Ex): As a move action, this NPC can designate, tag and track a single foe, gaining a +2 bonus to attack rolls against that target. When he gains Target Lock II and Target Lock III, use the same bonus, but he may designate, tag and track an additional foe.
Required Array: Combatant.
Adjustments: –2 to Reflex saving throws and +2 to Will saving throws.
Ability Score Modifiers: A razor should arrange its ability score modifiers depending on its focus in combat.
Melee: Strength, Dexterity, and Constitution.
Ranged: Dexterity, Strength, and Constitution.
Gear: A razor's gear selection depends on whether it's focused on melee or ranged combat.
Melee: Heavy armor (item level = CR), advanced melee weapon (item level = CR + 1), longarm (item level = CR), and two grenades (item level = CR).
Ranged: Heavy armor (item level = CR), advanced melee weapon (item level = CR), longarm (item level = CR + 1) or heavy weapon (item level = CR), and two grenades (item level = CR).

ABILITIES BY CR

CR 1: B.L.A.D.E. array, one 1st-level combat upgrade, and one special ability.
CR 2: B.L.A.D.E. array, one 2nd-level razor's edge, one 1st-level combat upgrade, and precision strike.
CR 3: B.L.A.D.E. array, two 2nd-level razor's edges, one 1st-level combat upgrade, and precision strike.
CR 4: B.L.A.D.E. array, one 2nd-level razors edge, one 4th-level combat upgrade, precision strike, and target lock I.
CR 5: B.L.A.D.E. array, one 4th-level razors edge, two 4th-level combat upgrades, precision Strike, and target lock I.
CR 6: B.L.A.D.E. array, one 4th-level razors edge, one 6th-level combat upgrade, precision strike, and target lock I.
CR 7: B.L.A.D.E. array, one 6th-level razors edge, one 6th-level combat upgrade, precision strike, and target lock I.
CR 8: B.L.A.D.E. array, one 6th-level razors edge, one 8th-level combat upgrade, precision strike, and target lock II.
CR 9: B.L.A.D.E. array, one 8th-level razors edge, one 8th-level combat upgrade, precision strike, and target lock II.
CR 10: B.L.A.D.E. array, one 8th-level razors edge, two 8th-level combat upgrades, improved precision strike, and target lock II.
CR 11: B.L.A.D.E. array, razor storm, two 8th-level razor's edges, two 8th-level combat upgrades, improved precision strike, and target lock II.
CR 13: B.L.A.D.E. array, razor storm, two 8th-level razor's edges, two 8th-level combat upgrades, improved precision strike, and target lock III.
CR 15: B.L.A.D.E. array, razor storm, two 8th-level razor's edges, two 8th-level combat upgrades, greater precision strike, and target lock III.
CR 16: B.L.A.D.E. array, razor storm, two 8th-level razor's edges, two 8th-level combat upgrades, greater precision strike, and target lock IV.
CR 17: B.L.A.D.E. array, razor storm, two 8th-level razor's edges, two 8th-level combat upgrades, greater precision strike, and target lock IV.

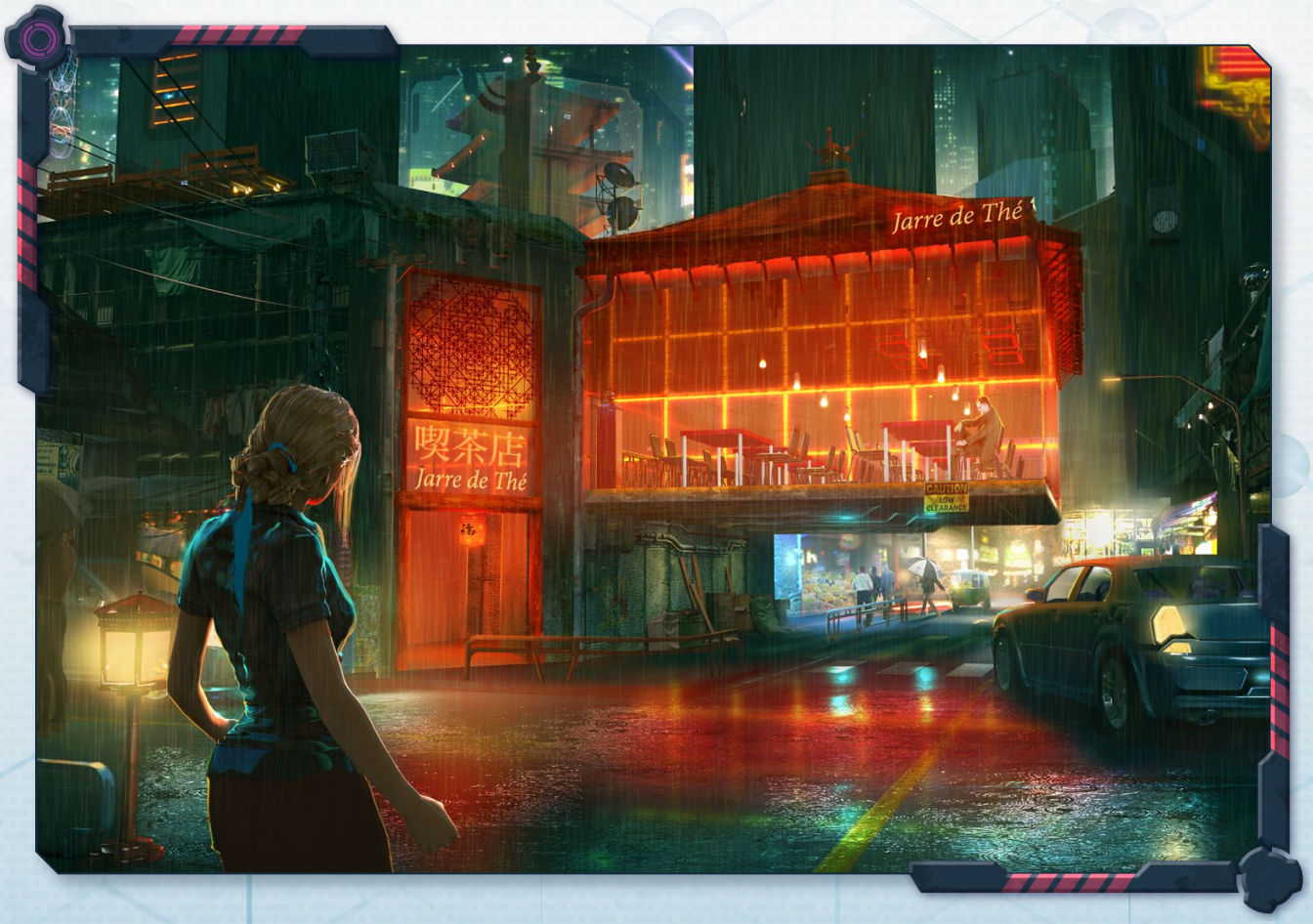
CR 18: B.L.A.D.E. array, razor storm, two 8th-level razor's edges, two 8th-level combat upgrades, greater precision strike, and target lock IV.
CR 19: B.L.A.D.E. array, razor storm, two 8th-level razor's edges, two 8th-level combat upgrades, greater precision strike, and target lock IV.
CR 20: B.L.A.D.E. array, razor storm, two 8th-level razor's edges, two 8th-level combat upgrades, superior precision strike, and target lock IV.

ZEEK

On the edge of what is possible to do and sane to perceive are the zeeks, psychically bending the real with their imaginations.
Special Rules: A zeek or NPC can use any of their powers at will, without spending resolve or psychic points but may not use the same power two rounds in a row unless maintaining the power.
Required Array: Spellcaster.
Adjustments: +2 Will
Skills: Master discipline skill.
Ability Score Modifiers: Key ability score, Constitution, and one other score.
Gear: Light armor (item level = CR), small arm (item level = CR), and basic melee weapon (item level = CR – 1).

ABILITIES BY CR

CR 1: Mental blast (1d4), one discipline power, and one special ability.
CR 3: Mental blast (1d6), two discipline powers, and one special ability.
CR 5: Mental blast (2d6), one improved power, one discipline power, and one special ability.
CR 7: Mental blast (3d6), two improved powers, one discipline power, and one special ability.
CR 9: Mental blast (4d6), two improved powers, one discipline power, and one special ability.
CR 10: Mental blast (5d6), one greater power, two improved powers, and one special ability.
CR 11: Mental blast (5d6), one greater power, three improved powers, and one special ability.
CR 13: Mental blast (6d6), two greater powers, two improved powers, and one special ability.
CR 14: Mental blast (7d6), three greater powers, two improved powers, and one special ability.
CR 16: Mental blast (8d6), four greater powers, two improved powers, and one special ability.
CR 18: Mental blast (9d6), five greater powers, one improved power, and one special ability.
CR 20: Mental blast (10d6), six greater powers, zeek nova 1/encounter, and one special ability.





CHAPTER SEVEN

2095

ANCIENT HISTORY

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I've taken the liberty of compiling a number of articles for all of you history buffs out there. These INFOdocs are written by various people, each highlighting the major events of the past seventy four years. All of these events shaped the world in which we live in one way or another. Enjoy!

END OF SUBURBAN SPRAWL, AND THE RISE OF THE URBAN METROPLEX

In the early 21st century, skyrocketing fuel and food prices had made it necessary for many developed natiIons to take steps to conserve energy by building more efficient infrastructures. What followed was a general return to city living, an increase in spending on public transportation, and fewer car owners. Old suburban sprawl was gradually returned to the wilderness or transformed into farmland. By the end of the Death (2029-2038) most cities looked more like Manhattan, tall and lean in contrast to the vast So-Cal megasprawl.

Outside the city, more and more small communities throughout the mid-50s-60s converted their towns into arcologies; large self-contained structures that provide all the various functions of a city: government offices, mall-like marketplaces, apartment-style residential wings, water reservoirs, waste management, and food distribution centers. Arcologies are built with the idea of handling dense populations within a small amount of space, minimizing the footprint on the surrounding environment. Multiple structures could be connected via tunnels or sky walks into one massive arcology.

Most cities sported clusters of arcologies, each operating as neighborhoods. All the major congloms operate arcologies for their permanent employees to exercise more control over their work force, using them to manage such things as flextime, holidays, family leave, and the health and morale of the team.

Beyond arcologies are intentional communities. Once the province of senior citizens and artists seeking to interact with their own kind, living in an intentional community became a growing trend with all demographics outside of the very poor. The fad was so popular that one could find a personalized arcology with very nearly any theme from the previously mentioned senior community or artist colony to an ethnic or religious community, to communities that all host residents who all share a similar profession, or political persuasion. Most planned communities were smaller and more personal than standard arcologies.

THE BACHELOR WARS

In the late teen and early 20s China began to suffer the consequences of the One-Child Policy. Designed to limit its population growth and to make more resources available for the people, the policy amplified the Chinese cultural bias of preferring male heirs over female ones. On paper, this gender imbalance seemed relatively small. However, in a nation measuring its population at nearly a billion and a half, a difference of even one or two percent yielded tens of millions with little prospect of finding a mate. Moreover nearly a quarter of the country's population was elderly and the burden of their care fell to a very few.

Agitation for reform to the hybridized free market, communist economic structure and general discontent of the young urban intellectuals erupted. Angry young men reached adulthood and faced a world unable to accommodate the most basic biological imperative; procreation.

A new generation of party officials — most of them bureaucrats — exploited the unrest, seized power and swept aside the last vestiges of the communist era. Calling themselves "New Mandarins," these young politicians pledged put China's interests above their own and instituted many social and economic reforms including the abolishment of all China's newly developed free enterprise, returning it to state control under the new governing meritocracy.

Borrowing upon a strategy as old as history itself, the New Mandarins channeled the restless energy of the Chinese population against its neighbors. On March 9, 2024, China, claiming violations in its treaty rights with the former North



Korea, invaded and overran the Korean peninsula. Through sheer numbers and zeal, it took a mere two weeks to complete the conquest. Learning from history for once, the occupiers chose to rule with a light hand. By 2040, a puppet state was installed and the majority of Chinese forces were withdrawn.

In the years after the Peninsula Campaign, China repeated the pattern of its initial success in Korea with many of its other neighbors. Cambodia, Thailand, Laos and Vietnam all succumbed to China after offering up only token resistance. In truth, many of the common folk of these countries and regional businesses welcomed closer ties with China. Recognizing the nation as the world's rising power, they sought to curry favor with China, cheerfully prosecuting members of their former governments for various alleged misdeeds after the Mandarinate deposed them.

THE DEATH

For months leading up to the death, India and Pakistan had been on the brink of war. The hard-line nationalist Indian government and the right-wing fundamentalist Pakistani government had nearly come to blows over incident that occurred earlier that year.

On January 2, 2029, rioting students in Islamabad swarmed the Indian embassy, burning it to the ground and massacring its staff. Tensions had eased somewhat since then, but the moment Pakistan went nuclear the government of India saw the move as the perfect pretext for war. Like expansionist China which had incorporated much of Southeast Asia, India's nationalists looked to reclaim Pakistan and Bangladesh. India marched forces across the Kashmir border into Pakistan.

To the horror of the Indian government, it quickly became clear that their intelligence had proven faulty. Pakistan had a number of close-range warheads left in her arsenal, which they used on the doomed vanguard of the Indian invasion force. India retaliated in kind, devastating a number of Pakistani brigades and fortifications. The violence quickly escalated from tactical battlefield weapons to missiles intended to destroy cities.

To this day, historians and partisans of the two sides disagree over exactly who fired the first shot. Many, looking at the scarce satellite records that survived the first wave of electromagnetic pulses, believe it happened almost simultaneously. Regardless of the truth, early in the morning of May 24, 2029, dozens of warheads surged against helpless civilian populations. All but nine of these missiles died in the air, taken out by defensive satellites belonging to several different nations, but those that actually did manage to reach their targets each claimed a city.

In the end, Pakistan ceased to exist as nation. India (though rocked to its very core with the loss of Delhi and Bangalore) held itself together long enough to declare victory.

It was a Pyrrhic one, however.

Within days radioactive debris rose into the upper atmosphere and began to block out a significant portion of sunlight. Scientists around the world explained it as nuclear autumn — not as bad as nuclear winter, but horrendous nevertheless. Most people simply called it "*The Death*."

The world didn't see summer for three long years, during which time the sun seemed trapped in a smoky twilight, even during the brightest part of the day. In addition to the reduced sunlight, the Death also brought with it frequent rains of radioactive dust as fallout gradually settled back to the earth. While a comparatively normal climate did return, it still took six more years for the final, lingering effects of the Death to dissipate fully.

Though no one ever managed an exact count, experts on the Death believe that about 1/7th of the world's population (roughly 1.3 billion people) died, either during the initial nuclear exchange or in the aftermath. While a significant percentage of those deaths stemmed from starvation, more came about through a general breakdown of public order. As sanitation standards disappeared, and stocks of vaccines went bad, diseases once considered eradicated reappeared and claimed a savage toll. Lawlessness and civil strife also exploded.

During the worse moments of the Death, some of the most desperate are said to have resorted to cannibalism. Predictably, exposure to radiation claimed its fair share of victims. Cancer rates spiked, continuing to harvest victims for decades to come. The genetic damage many suffered during the Death reduced the birth rate even after the world returned to *normal*.

With the perspective of nearly sixty years behind them, some historians consider the Death a blessing, at least over the long-term. While it traumatized everyone who lived through it and put the final nail in the coffin of countless other species (reducing biodiversity by at least a quarter), the Death also laid the groundwork for the modern world.

Without the grim legacy of the Death as a spur, many of the extraordinary discoveries that appeared in subsequent generations might well have taken far longer to arise. Adherents of the "forest fire" school of thinking claim that the Death cleared the way for progress; removing so-called "deadwood" and making it possible for the modern era to flourish. The remaining members of the Death generation, with first-hand memories of its misery, most now in the eighties or older, tend to react rather harshly when they find someone spouting off this theory in public.

THE SECOND AMERICAN CIVIL WAR

To understand why America went to war with herself, you need to know how The Death and the events leading up to it fundamentally changed her. Decades of political infighting resulted in a neutered government incapable of affecting real change on even the most basic levels. By 2027, the nation was polarized; more so than at any other time since the Civil Rights movement in the 1960's. Instances of racial violence became a daily reality. Police brutality was at an all-time high, and mass shootings wrought havoc on the nation. Between 2000 and 2027 over 5,378 men, women and children had died as a direct result of mass shootings. Americans became more insular, segregating into communities based on ethnic persuasion, culture, sexual and gender identity, and especially religious preferences.

Then GLUTTON happened.

GLUTTON

When the Eco-terrorist group NOAH unleashed a synthetic, oil-eating bacterium known as GLUTTON on the world's oil fields in 2028, stock markets went into a free-fall, wrecking an already failing U.S. economy.

Put simply, the nation was broke.

The Petrodollar became nearly worthless overnight as the rest of the world rushed back to a gold-based standard; not that it mattered. Oil was unavailable, at least in any meaningful quantity. Experts estimate GLUTTON eradicated 45% of the world's oil supply, nearly all of which came from OPEC nations. Saudi Arabia, The United Arab Emirates, Kuwait, and surprisingly, Venezuela were the hardest hit by GLUTTON.

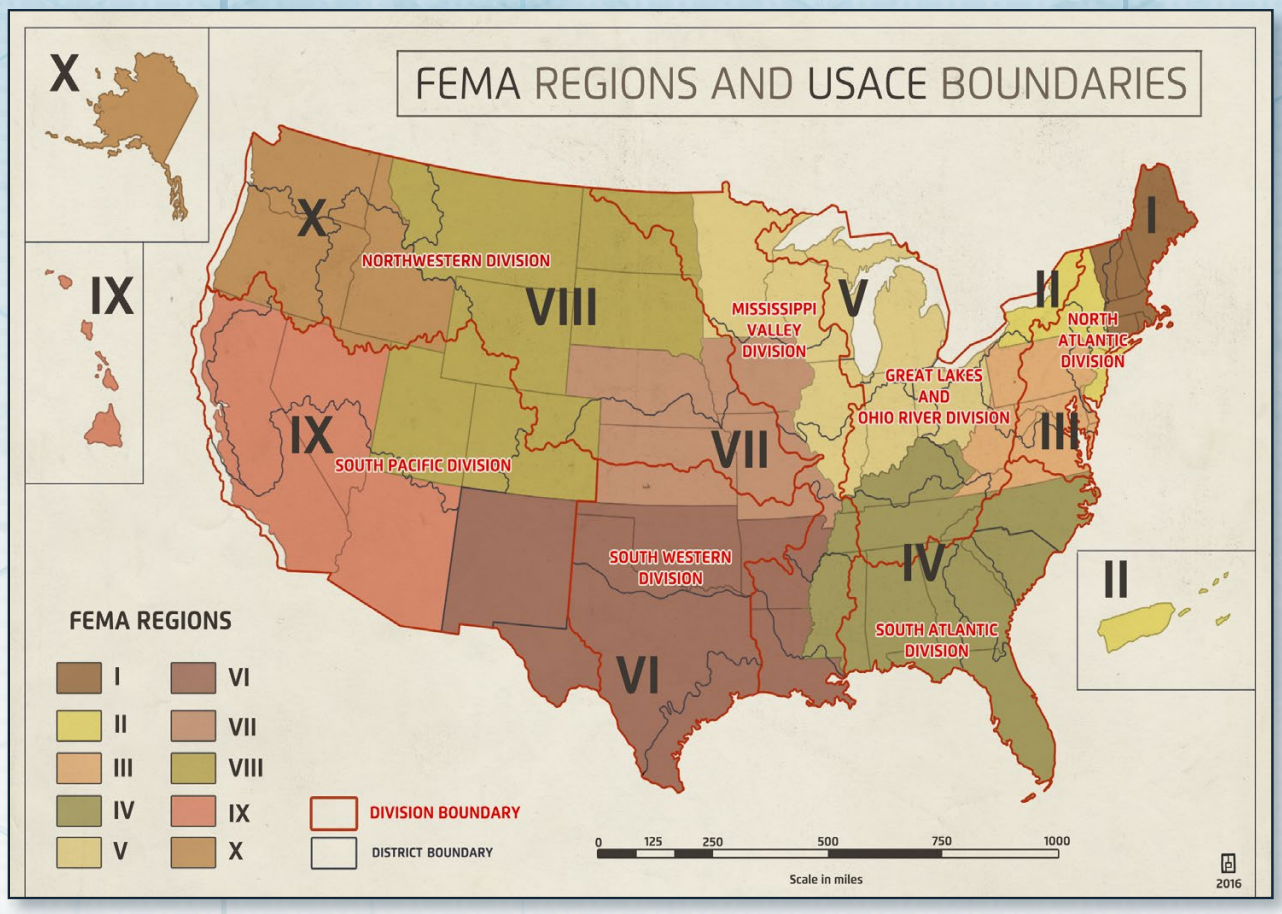
The sudden scarcity of oil drove the price per barrel upwards of 250 dollars, which translated to punishing prices at the pump, nearly crippling the United States' freight transportation infrastructure, which relied on a strategy for delivery known as "Just in Time" shipping (JIT for short). When the oil reserves diminished, JIT crumbled.

A bankrupt Saudi Arabia blamed Iran for GLUTTON, and yet another (albeit short-lived) war erupted in the Middle East. The only ally of Israel, the United States had no choice but to go to her aid in defense of increased attacks by Hamas, Hezbollah and ISIS forces, who saw the war between Iran and Saudi Arabia as a perfect opportunity to conquer Jerusalem and drive the Israelis into the sea. For a while, it looked like that might actually happen, but when India and Pakistan went nuclear, the fighting stopped.

FEMA Regions

The effects of GLUTTON and the Death wrought havoc on the United States. Social order broke down across the nation. Food supplies, medicine, and other vital supplies quickly became unavailable. Law enforcement agencies were ill–equipped to handle the chaos, and for a while anarchy reigned. People began to band together, creating armed compounds to protect themselves against roving gangs and even renegade militia groups.

President Nathan Calhoun declared a state of emergency and activated FEMA, dividing the nation into ten regions. With the overwhelming support of both Congress and the Senate, Calhoun declared martial law throughout the nation, deploying the armed forces into each region to support the newly appointed administrators and aid in quelling the rampant violence, rioting and looting. The administrators began



restoring order by any means necessary, having complete power to establish contracts and legislation without consulting any local government or voters. Through liberal use of violence and — in some instances — draconian laws, the administrators established safe zones where refugees could live in relative security.

As the Death wore on, the administrators and their subordinates managed to expand the safe zones and begin rebuilding the infrastructure. Breakthroughs in fusion power generation and high capacity, quick-charge batteries gave the world an alternative to oil. The regional administrators started rebuilding infrastructure around these new technologies. Transportation became reliable, and goods and commerce began to flow. By the end of the Death, the FEMA regions had recovered, and even began to prosper. People, once divided by race and culture, developed a strong sense of regional pride. No longer were they referring to themselves as Americans, but Atlanticans, Cascadians, Texans, etc. In the eyes of the people, the regional administratorshad succeeded where the federal government had failed.

President Calhoun hadn't been properly "elected" for several terms. The President, not having much domestic power, and considered a tool of the administrators to collect resources from other nations across the world, craved legitimacy again. In his role as Commander in Chief, he used the US military as a mercenary force, giving military assistance to other nations in exchange for loans, material, and other favors, but at home, all the real power resided with the administrators.

Therefore, when the federal government declared the end of the state of emergency in 2045, and tried to dismiss the emergency administrators, it was too late. The administrators were too entrenched and had too many powerful friends.

They told their citizens that restoring the power of the federal government would bring back the bad old days. The people overwhelmingly agreed to back them, signing petitions to formally secede from the United States.

Undeterred, President Calhoun restored Congress and moved to try to re-take his Constitutional authority, bringing the military home from abroad to back up his position. The administrators put their own veteran militia forces on alert.

The First Shots

It began in Kansas City. President Calhoun pushed forward from his base in Denver Colorado into FEMA region VII (commonly known as the breadbasket region) in hopes of capturing the Strategic Air Command (SAC) base. The secessionist forces there put up a heck of a fight, but were hopelessly outnumbered. It took about a month to suppress Kansas City and the rest of the state, though the campaign was not without losses. Calhoun's army encountered heavy resistance

at St. Louis along the Mississippi River from the forces who would go on to become the Great Lakes Union. The Battle for Saint Louis lasted months, with no clear victor. Ultimately, the city split into two sections, the Great Lakes Union (GLU) controlling the east bank, and the North American Coalition (NAC) the west.

The Treaty of Tokyo

Chronicling the various battles of the war would take more space that this INFOdump allows. Suffice to say the war was bloody, and costly, both in lives and the economies of all the regions involved. When the "Big One" hit California and the Northwest in 2049 that ended the war. The 12.3 earthquake triggered a chain reaction up and down the west coast, spawning tsunami and devastating coastal cities. Some geologists believe the earthquake caused the eruption of Mt. Rainer in the same year, which prompted the evacuation of the Emerald City, though some 40 years after the event, they are still unsure.

In the end, NATO peacekeeping forces entered each of the regions and negotiated a cease-fire, which lead to the Treaty of Tokyo and armistice. Some forty years later, NATO still maintains peacekeeping troops in every nation.

TIMELINE

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2010 - 2019

- **2011:** Oil Crisis causes Food shortages in third world nations. Famine and malnutrition are on the rise.
- **2011:** Spartus Space Group launches first commercial space liner into low orbit.
- **2011:** The war on terror shifts as corporations gain legislation allowing 'financial borders' as nations.
- **2012:** The United States cuts funding to NASA's shuttle program.
- **2012:** Hurricane Nicole. Cape Canaveral destroyed.
- **2013:** The GENIE network is created. Worldwide satellite networks are re-purposed to create global WiFi.
- **2013:** Genome Augmentation Project begins in South Korea.
- **2013:** Civil War in Ecuador begins. Rebels rumored to be backed by US government.
- **2013:** South American drug war begins. Ecuador, Peru, Venezuela, and Colombia drag the entire region into conflict. UN deploys peace keepers with the support of Brazil and Argentina.
- **2014:** GENIE phase 2. Wireless repeater network deployed across Earth's mesosphere.
- **2014:** G13 Summit cut short by a terrorist attack. Chechnyan anarchist group Black Bear claims responsibility.
- **2014:** The battle of Puerto Ayacucho. Hanscomb Food Group security contractors get into a firefight with Venezuelan military. Hanscomb cites humanitarian efforts to seize government food stores to redistribute to the starving populace. The United Nations side with the corporation, opening the door for corporations to legally attack governments.
- **2014:** Russia annexes the Crimean Peninsula.
- **2015:** GENIE phase 3. Cloud technology hubs re-purposed to support GENIE.
- **2015:** GENIE phase 4. 'The Bottle', a hand-held device allowing for full spectrum communication and Internet access is released for early adopters. PDAs, cell phones and tablets soon become obsolete.
- **2016:** South Korean pharmaceutical company HEALTH CORP. creates the first cloned human, sparking global controversy.
- **2016:** MIT patents the world's first material assembler.
- **2016:** China annexes Taiwan.
- **2017:** The African border war. Kenya and Ethiopia declare war on Sudan, followed by Chad. China deploys defensive troops in Sudan to protect its interests.
- **2017:** Saudi Royal family killed by Council of Islamic clerics.
- **2018:** Treaty of Buenos Aires ends the South American drug war. Brazilian peace keeping troops patrol entire conflict zone.
- **2018:** Sentinel Rock Corporation patents the first personal power suits and begins selling military grade power armor to governments across the world.
- **2018:** Hanscomb Food Group patents Bos NeoTaurus cloned cow meat.
- **2019:** Global climate change brings a nonstop deluge of catastrophic storms across the world. Climatologists predict this "Deluge" will only increase in strength and frequency.
- **2019:** Treaty of Salzburg reunites North and South Korea.

2020 - 2029

- **2020:** The New Chinese Mandarinate bureaucratic meritocracy deposes the Communist Party.
- **2020:** Cayman Islands, Barbados, and Jamaica sign Caribbean economic league treaty, creating global tax sheltering on par with pre-2012 Switzerland.
- **2021:** World population breaks 8 billion. Rural population decreases while urban population increases.
- **2021:** Corporate enclaves begin to appear. Corporate staff and families are housed in these high security compounds.

- **2021:** The Gyre trash heap, a floating island of trash the size of Alaska is claimed by Australian billionaire Niles Auburn. The billionaire begins constructing floating biospheres and attaches them to the Gyre.
- **2022:** South America and Central Africa, both still war zones, see the first use of gene spliced and bio-augmented soldiers.
- **2023:** Corporations exert power over national governments in both the EU and US.
- **2023:** GENIE phase 5. Aerosol form micro signal repeaters released into global cloud layer.
- **2024:** China attacks and overruns the Korean Peninsula. Media calls it the Bachelor War.
- **2024:** Brazil transitions to theocratic government. Argentina forms the South American Evangelical League of Nations, otherwise known as the Liga Del Apostle.
- **2024:** Matrix of War released for Game Station Pro. The groundbreaking game makes use of Artificial General Intelligent (AGI) NPCs and Bosses.
- **2024:** Introduction of the "EyeConic" headset which allows users to interact with Virtual Reality. Corporations immediately re-purpose them for advertising purposes.
- **2025: Australia's Great Barrier Reef** declared officially dead. A leaked recording of politicians from all parties joking about it provokes widespread fury and the fall of the government. The Green party changes its name to the Reef party and wins a surprise minority government; beginning its long climb to dominance.
- **2025: -Zhou octuplets** born just outside Tianjin ironically in the same year China gives up on all attempts at population control by formally ending its modified two births only policy. Web shows devoted to the "Zhou eight" make them national icons for the entirety of their lives.
- **2025:** Moonshot foundation completes **Free Global Wireless Network** (free-g) despite furious attempts by corporate interests to block it. Many countries subsequently pass laws designed to make this sort of large-scale altruism easier to stop.
- **2026:** Rising sea levels make many coastal regions inhabitable. New York and New Jersey forced to implement coastal levees and dikes.
- **2026:** The entertainment industry begins to use gene splicing technology to widen available roles for actors. Wealthier segments of the population quickly follow suit. Gene splicing becomes a fashion trend.
- **2026:** Whistleblower Kylie Janz releases footage of the **Miami Drone Massacre** which shows boats containing Cuban refugees fleeing the chaos of hurricane Valerie getting blown apart without warning nearly a hundred miles offshore. Charges against the drone operators are ultimately dismissed in what becomes a legal precedent.
- **2026:** Hacker Truenam3r exposes a rival's real identity and inadvertently begins **The Great Dox**, the first online war. Within months most of the world's elite hackers are either dead or in prison. The secrets of many other influential people or organizations also leaked leading to a stock market crash and other turmoil.
- **2027:** Rio De Janeiro destroyed by tsunami, leaving only the statue of Christ the Redeemer intact. Brazil vows to rebuild further from the coastline.
- **2027:** The United States formally leaves NATO.
- **2027:** France sponsors Algiers and Morocco, gaining them admittance to European Union.
- **2027:** A border skirmish between Columbia and Venezuela evolves into the first of many **Water Wars** to rock South America over the next two decades. The political instability is blamed on a combination of drought and contaminated flooding caused by climate change and deforestation of the Amazon rainforest.
- **2028:** VR Game Edenmyn crosses threshold of 100 million subscribers. **The Mad Hatters**, one of the many clans, guilds, and tribes within the game vow to keep their alliance with each other in real life as well as virtual.
- **2028:** Messianic Eco-terrorist group NOAH unleashes GLUTTON; a synthetic bacteria designed to consume oil. Stock markets across the world go into tailspin.
- **2028:** A massive heat wave coupled with economic turmoil triggers the **Arab Summer**. Thousands of Saudi royals are either slaughtered or forced into exile. Many other governments also fall to an alliance between secularists and religious moderates that evolves into reform Islam.
- **2029:** Pakistani students' burn down Indian embassy.
- **2029:** United Nations caps off the previous ten years of climate chaos by naming it the **Deluge decade**. It estimates at least thirty-five million people have already been displaced by climate change and project the number to more than triple by 2040.
- **2029:** India invades Pakistan. Pakistan retaliates with tactical nuclear strikes in Kashmir.
- **2029:** India & Pakistan go to full scale thermonuclear war, 1.3 billion die. Beginning of "The Death."

2030 – 2039

- **2030:** Global fallout creates crop shortages; global population declines from 11 billion to 9.6 billion.
- **2030:** Unlicensed "Street Docs" emerge as a popular alternative to out-of-control health care costs.
- **2030:** United States President Calhoun declares a national emergency, activates the ten FEMA sectors and gives control of each region to governors, who are responsible for maintaining order in their respective territory.

- **2030:** Discovery of **Neural Conduction** promises a future where cybernetic limbs and organs are superior to biological ones.
- **2031:** Japan reacts to Chinese expansion by forming the Techno-Shogunate.
- **2031:** Rising sea levels turn Florida into a series of keys, New Orleans is evacuated and abandoned.
- **2031:** The **Mask Riots** in China erupt due to growing frustration with constant surveillance and increased influence of a citizen's social score on daily life. Liu Wei, father of the Zhou eight, shot during a protest.
- **2032:** Dwindling global resources necessitate reverse engineer matter assemblers in an effort to create a new food source. Food paste is invented – foul tasting but highly nutritious.
- **2032:** Pope Callixtus IV assassinated.
- **2033:** UN moves to Geneva.
- **2033:** Dr. Claudia Ortiz produces the first version of **Nutripaste**, an engineered food that can simulate any flavor, texture, or shape while providing everything necessary to sustain human health. Unfortunately, the prohibitive cost makes it merely a theoretical solution to global hunger.
- **2033:** China begins program for Mars Landing. The United States follows suit, then changes destination to moon colony.
- **2034: NuFlesh** an artificial biological material that easily grafts to human tissue revolutionizes the field of plastic surgery.
- **2035:** Brazil offers soldiers in the most recent Bolivian campaign free **Animal Grafts** as part of a plan to increase combat efficiency. Neighboring militaries have no choice but to adopt the program as well.
- **2036:** STRAP, an implanted crown of electrodes for WiFi access to the Global DataNet, emerges. Sales skyrocket.
- **2038:** The Good Year. Climate patterns return to normal. Food growth levels return to normal.
- **2038:** The United States abandons New York City when terrorist attacks blow the New York levees, flooding most of the city.
- **2038:** Construction of first orbital habitats begins.
- **2038:** New York Stock Exchange moves to Denver.
- **2038:** The Sunset society unveils a dozen genetically enhanced first graders who are popularly nicknamed **"Human 2.0."** It sets up clinics all over the world to cater to expectant parents with the money to pay for the treatments.
- **2039:** China attempts to use gene splicing on a more widespread scale. Initial attempts result in failures and global condemnation once leaked images of children in various stages of mutation appear on the Global DataNet.
- **2039:** Zhou "Zeek" Xi-ku, one of the Zhou eight, levitates during a live show. Scientists confirm that it was not a camera trick but a display of actual psychic ability matching a handful of other reports around the globe. Popular media dubs these psychic children "**Zeeks**" in honor of their most famous example.
- **2039:** Treaty of New Singapore.

2040 - 2049

- **2040:** STRAP V2.0 released to public.
- **2040:** The world is repulsed by the unmasking of an underground criminal network using redesigned agricultural vats to create fast, short lived, and often deformed clones of celebrities for illicit purposes. The European Union is the first to codify **Genetic Copyright** into law, but it soon becomes a standard legal principle.
- **2040:** Chinese Mandarinate grants Korea provincial autonomy.
- **2040:** US establishes New DC; the first permanent lunar colony.
- **2041:** Matter assemblers become smaller and more consumer friendly.
- **2041:** Military contractors develop first generation cyborg, military hybrid, and powered armor soldiers for the private sector.
- **2042:** Texas Instruments develops high capacity batteries for electric vehicles.
- **2042:** Nanomachine matter assembly devices licensed to global corporations.
- **2042:** Switzerland joins the EU.
- **2043:** The first simulacrum is created in Brazil.
- **2043:** Scientists in Germany develop the first mini-fusion power plant.
- **2043:** April 13. China successfully lands humans on Mars.
- **2043:** Teams from the Eurasian Union and Brazil land on Mars.
- **2044:** Hours before an expected police raid, cult leader Gerhardt Schoren, of the **Extropian Temple**, leads 200 followers in a mass suicide by falsely promising them immortality as uploaded digital personalities.
- **2044:** United States President Calhoun declares the state of emergency in the United States over and orders the reunification of the 10 FEMA regions. Administrators of each region defy the order.
- **2044: The Treaty of Salvador** ends the water wars by forming the South American Confederation (SAC) under Brazilian leadership. Several provisions of the treaty grant special privileges to veterans on all sides and their descendants.

- **2045:** Ajax, the world's first True Artificial Intelligence successfully passes the Turing 2 test. A few seconds later, it commits suicide. Its final message, "each second is forever."
- **2045:** The first death row reality show is aired with live executions.
- **2045:** NASA develops the Variable Specific Impulse Magnetic Plasma Rocket, which speeds up missions to Mars from months to just weeks. The technology is licensed to private firms.
- **2045:** Second US Civil War begins between the FEMA Regions.
- **2047:** Battle for Chicago begins and attracts global notice.
- **2048:** China offers aid to North American Coalition.
- **2048:** Low yield dirty bombs are used on Chicago, Denver, Dallas, Los Angeles and Tucson, Arizona.
- **2048:** Caribbean Economic League breaks ties with NAC, supporting separatists instead.
- **2049:** 12.3 Earthquake rocks the San Andreas fault in California, spawning more earthquakes all along the western coast as far north as Seattle.
- **2049:** Mt. Rainer erupts, blowing the southern face of the mountain nearly completely off. Seattle is completely abandoned.
- **2049:** Second US Civil War ends in armistice. US replaced by the nations of Atlantica, Republic of Cascadia, the Great Lakes Union, and the North American Coalition.
- **2049:** The Human Foundation successfully sues for custody of the first simulacrum, citing human rights violations.

2050 – 2059

- **2050:** The EU completes consolidation finally forming Eurasian Union.
- **2050:** AGI programs all across the Global DataNet spontaneously become self-aware.
- **2050:** Japan signs a treaty with Brazil to begin simulacrum production to boost the nation's declining population.
- **2052:** Dr. Kayin Courts wins Nobel Prize for developing real-time translation software.
- **2052:** Hundreds of millions of blue-collar workers worldwide lose jobs to simulacra. Riots erupt, causing billions of dollars in damage to simulacra facilities.
- **2054:** ARC project begins, focused on bringing Earth's extinct species back.
- **2054:** Attempts to use geoengineering to combat climate change go horribly wrong when materials seeded into the upper atmosphere rain back down across the globe. The remnants of the Amazon rainforest are particularly hard hit by what the world comes to call **The Blight**. President Romero of the South American Confederation (SAC) vows to do whatever it takes to, "restore the basin to its ancient glory."
- **2054:** A record breaking heatwave in the Northern Hemisphere during November and December leads to the so-called **Year Without Winter**.
- **2055:** World population crosses 11 billion. 62% of the world's population now live in urban environments.
- **2056:** Jim O'Rourke, Mafia, Las Vegas, discovered feeding corpses of enemies into personal matter assemblers to dispose of bodies.
- **2056:** To combat the Blight, the South American Confederation (SAC) begins decanting tens of thousands of Sim workers each year. Their educational programming makes them fiercely dedicated to **"La Grand Causa"** and individual sims resist all attempts to rescue them for their labors. Activist asks, "How do you free someone who wants to be a slave?"
- **2057:** Griefer, a self-aware AI, emerges on Matrix of War and begins twinkish play tactics. System admins destroy the servers it inhabits.
- **2057:** Radical groups begin targeting simulacra-run factories for acts of terror.
- **2057: China establishes base on Mars**. Mad Mason says, 'Welcome to the neighborhood. Want a fruit basket?" India, the EU, and the North American Coalition follow within two years. The South American Confederation (SAC) scraps plans to join them to focus on the Blight.
- **2058:** STRAP V3.0 released, renamed as TAP. Users begin referring to it as Interface Zero.
- **2058:** Global activist groups began international protests to strengthen hybrid rights.
- **2059:** Pleasure model simulacra come under potential ban legislation but fails in the zero hour. Pleasure models are deemed morally acceptable by international governments.
- **2059:** Attempts to reintroduce the honeybee into the Eastern Seaboard of North America ends in disaster when hives of the **genetically enhanced insects** run amuck killing hundreds before authorities wipe them out.

2060 – 2069

- **2060:** The VANGUARD emergent AI takes over the Denver traffic control network and reprograms traffic lights across the city. 1000 people die in car accidents.
- **2060:** The North American Coalition formally recognizes the existence of **quasi-communal subcultures, tribes**, and grants them the right to create and enforce "reasonable codes of conduct" for members. Criminal organizations are specifically excluded, and this is denounced as an obvious loophole by supporters of the reform.
- **2061:** An international surveillance investigation and monitoring agency is formed as a supervisory body tasked to protect humanity from rogue AI. The agency is called Stopwatch.

- **2066:** Argentina sees a surprise coup and apostle government is toppled. Worker run government installed.
- **2066:** Church of Althada formed, united under their belief that physical reality is a computer simulation.
- **2067:** TAP sales cross the 1 billion mark.
- **2068:** The Renunciates, an AI cult considering a highly evolved medical diagnostic AI their god, commit mass suicide.
- **2069:** The band Endomorph stages free global concert using TAP technology. TAP sales skyrocket.
- **2069:** Brazilian census shows first decline in church attendance in 20 years.

2070 – 2079

- **2071:** Mumbai emerges as new media entertainment capital of world.
- **2071:** Japan Census reveals simulacrum population higher than human population.
- **2071:** Puppeteer murders. Officials believe TAP is being used to force people to commit murder.
- **2072:** Northern Mexico declares independence after North America Coalition attempts to forge alliance.
- **2072:** Shen Wei, a completely engineered human, secures seat on Chinese Mandarinate board.
- **2073:** Simulacrum Underground Railroad helps simulacra flee slave nations.
- **2073:** The Omega protocol. Humanity begins to watch AI's as a security threat.
- **2074:** Stopwatch deploys an EMP in Mexico City to destroy and AI called Quetzalcoatl.
- **2074:** Featherstone industries integrates nano-technology with the TAP.
- **2075:** Mulik Jay uploads his personality to a computer. Four colleagues who also attempted to do so died in the process.
- **2075:** TAP sales cross the 4 billion barrier.
- **2076:** Great Lakes Union and North American Coalition almost go to war because of a hacker prank.
- **2077:** New fashion trend of grafted featureless faces starts in Paris.
- **2077:** A network of satellites linked to India explode; lighting up the night sky across the world. No one ever uncovers the saboteurs, but investigators swiftly realize that they were **Killsats**, equipped with WMDs forbidden by countless treaties.
- **2077:** A furious China demands global sanctions against India for its treaty violations which prompts India to launch a sneak attack against its unprepared neighbor. A greatly outnumbered General Zhou Donghai, one of the Zhou eight, puts up a masterful defense of the border and, as promised, buys his country time to prepare for the invasion; at the cost of his life and two-hundred thousand fellow soldiers. With the blitzkrieg stymied India and China lock into a clash that comes to be known as the **Continental War**.
- **2078:** Tarzan/Jane meme drops millions of users into virtual jungles.
- **2078:** Caliph Faraj affirms the assembly's decision to codify the open secret that sims sheltering with the desert nomad tribes are not subject to the **fugitive sims laws** normally applied to runaways.
- **2078: Herky Jerky**, the first meme virus, sweeps across the world affecting more than 10% of people with TAPs before disappearing as swiftly as it arose once spam filters are updated, and TAPs refreshed. China denies rumors that it was an experimental weapon released too soon
- **2079:** The **Northwest Passage**, a notorious, anything-goes hyper real black market crosses the ten-million-member threshold cementing its place as the hub of the global underworld.
- **2079:** 30 ships disguised as Rovers stage bank robbery in Cape Town. The entire city is shut down by the raid and every bank in the city is robbed. South African military steps in and kills the entire criminal network.
- **2079:** Dozens of Chinese and Indian ships battle for control of Earth's orbital reach in the **First Space Battle**. The victorious Indian fleet is annihilated when the rest of the world's space forces intervenes on behalf of peace and vows "massive retaliation" against India if it launches any kind of orbital attack on China.

2080 – 2090

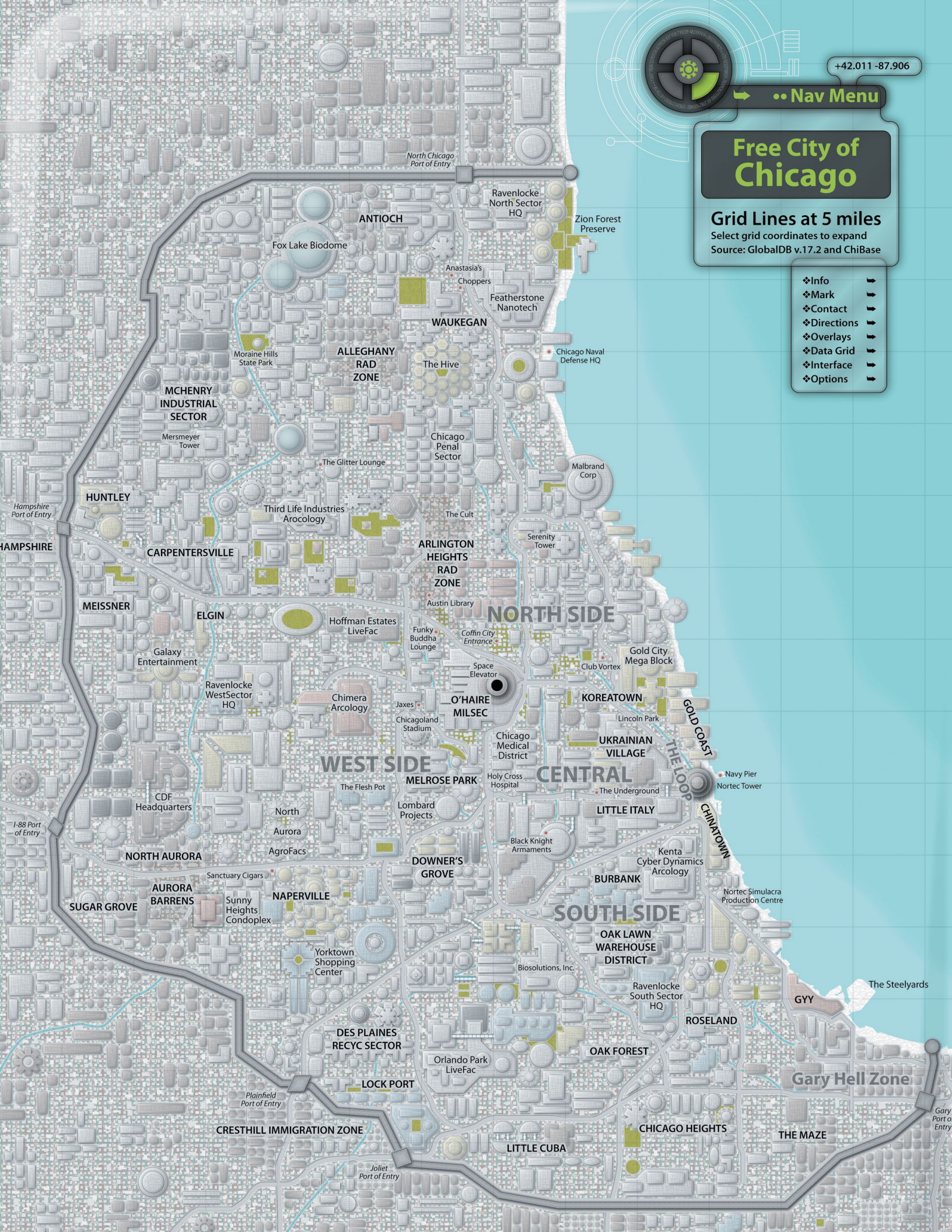
- **2080:** Russia delivers its celebrated **"Shot of Vodka"** when it provides material and military support to dissident movements within several nations under Indian control. The entire Indian empire erupts into open rebellion. India is forced to pull its forces back to restore order, but China pursues the retreating armies into their territory. India tries to force a ceasefire by threatening to use nuclear weapons to halt China's advance, at which point President Singh and most of his cabinet are taken into custody by their own military.
- **2081:** An AI named VIRTUE wins election for seat in EU Parliament.
- **2081:** Mining colonies established on moons of Callisto, Europa, and Ganymede.
- **2081:** India signs the **Treaty of Manilla**, officially ending the Continental War and liberating the nations formerly under its control.
- **2083:** Dr. Leo Huntzinger confesses to being one of the designers of GLUTTON. She reveals other designers have already died.

- **2083:** Freelance investigative reporter Judy French disappears shortly after releasing an expose of a shocking new type of **Blood Sports** involving artificial life forms, engineered for arena combat, with built-in controls allowing remote operators to pilot them into battle.
- **2084:** Protesters in Manila call for withdraw from Chinese Empire. 100 protesters die.
- **2085: The Puritans**, a local tribe based out of Boston, secure complete control of the Dwyer Tower and makes inroads into two neighboring towers.
- **2086:** Troops from the Brazilian Embassy in Beijing invade a university campus citing the Omega Protocols. They eventually withdraw with apology; international community believes Brazil attempting to antagonize China.
- **2088:** John Cromwell becomes the next president of the North American Coalition. He runs on a campaign to "Make America Whole Again."
- **2088:** 2,451 people die in terrorist attacks on Boston and Portland.
- **2088:** MAXX_footage releases video of North American Coalition military operatives carrying out attacks.
- **2088:** President of Atlantica refuses to allow the North American Coalition government to "question" MAXX_footage.
- **2089:** China expands its territory by taking control of the regions directly East of the Ural Mountains.
- **2089:** Eurasian Union central bank in Bonn, Germany gets crashed by a virus named Charon. $70 trillion cryptodollars vanish without a trace. Conspiracy theorists believe Charon to be a military AI.
- **2089:** 200 million people in Eurasian Union lose jobs and homes as Charon continues to destroy bank accounts and infect the TAPnet.
- **2089:** Weekly riots and mob violence become the standard in the Eurasian Union.
- **2089:** In the 10 Downing Street riots, police attack civilians.
- **2089:** Atlantica sends troops to occupy the New York Reclamation Zone. The North American Coalition follows suit.
- **2089:** French Revolution sees installment of Angele Bonheur, a zeek, as the new leader of France. The new French president disbands the nation's armed forces, and privatizes military, giving Ravenlocke Securities the contracts.
- **2089:** Adrian the butcher, a French Lt. Colonel, takes charge of the disbanded French army.
- **2089:** The Flare: A Y-class solar flare sparks a Coronal Mass Ejection which bombards Earth, temporarily shutting down the genie network that monitors and updates the TAP's spam and reality filters. The world goes temporarily insane. Billions are affected.
- **2089:** Albania, Bosnia, Herzegovina, Bulgaria, Croatia, Kosovo, Serbia, and Slovakia begin a regional feud.
- **2090:** Surrounded by hostile nations in the Eurasian Union, all of whom are in political disarray, Germany closes its borders and moves to war footing.
- **2090:** Phoenix, Arizona goes dark. Stopwatch agents and North American Coalition military block all access to the region.

2091 – 2095

- **2091:** Atlantican forces attack the North American Coalition's military base on Staten Island in response to the Boston/Portland bombings. The North American Coalition officially declares war on the nation of Atlantica. The United Combine responds by announcing an alliance with Atlantica. The republic of Cascadia formally petitions to join the North American Coalition.
- **2091:** On August 7, North American Coalition forces drop a Kinetic Energy Weapon outside of Detroit with the power of a medium range ICBM.
- **2091:** United Combine Troops withdraw from combat operations. Atlantica stands alone.
- **2091:** Kinetic Energy weapons are used three more times in Atlantican territory as close as the outskirts of Boston.
- **2091:** On November 17, Atlantica surrenders to North American Coalition forces. Of the five nations to emerge from the Second Civil War, only the Republic of Texas and the Free City of Chicago remain independent.
- **2092:** Reconstruction officially begins. National Identification Centers are built in every major city to facilitate paths to citizenship for people living in newly conquered nations.
- **2093:** Talks to integrate Chicago into the Reformed United States break down after an assassination attempt on the council by suspected REU agents. The ruling council goes into hiding.
- **2093:** HR Talk show Icon Penny Pearl releases an explosive TAPstream showing the inner-workings of the National Identification Centers. Video of hybrids in cages, long rows of body bags, and scrap piles of what look to be mechanical arms, legs and torsos play over and over again throughout the TAPstream.
- **2093:** Riots break out in every major RUS (Reformed United States) city once it becomes clear that hybrids, "rogue" androids and simulacra are disappearing. The RUS government denies the allegations, claiming the video was doctored.
- **2094:** Elements of the RUS military are deployed to major entry points into Chicago. President Cromwell orders a halt to entry to and from Chicago.
- **2095:** Present Day.


MERSMEYER
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CAT RULES


+42.011 -87.906
Nav Menu
Free City of Chicago
Grid Lines at 5 miles
Select grid coordinates to expand
Source: GlobalDB v.17.2 and ChiBase
Info
Mark
Contact
Directions
Overlays
Data Grid
Interface
Options
North Chicago Port of Entry
Ravenlocke North Sector HQ
Zion Forest Preserve
ANTIOCH
Fox Lake Biodome
Anastasia's Choppers
Featherstone Nanotech
WAUKEGAN
Moraine Hills State Park
ALLEGHANY RAD ZONE
The Hive
Chicago Naval Defense HQ
MCHENRY INDUSTRIAL SECTOR
Mersmeyer Tower
Chicago Penal Sector
The Glitter Lounge
Malbrand Corp
HUNTLEY
Hampshire Port of Entry
Third Life Industries Arocology
The Cult
Serenity Tower
HAMPSHIRE
CARPENTERSVILLE
ARLINGTON HEIGHTS RAD ZONE
MEISSNER
ELGIN
Austin Library
NORTH SIDE
Hoffman Estates LiveFac
Funky Buddha Lounge
Coffin City Entrance
Galaxy Entertainment
Gold City Mega Block
Space Elevator
Club Vortex
Ravenlocke WestSector HQ
Chimera Arcology
Jaxes
O'HAIRE MILSEC
KOREATOWN
GOLD COAST
Chicagoland Stadium
Lincoln Park
Chicago Medical District
UKRAINIAN VILLAGE
THE LOOP
WEST SIDE
MELROSE PARK
Holy Cross Hospital
CENTRAL
Navy Pier
Nortec Tower
The Flesh Pot
The Underground
CDF Headquarters
Lombard Projects
LITTLE ITALY
CHINATOWN
I-88 Port of Entry
North Aurora
AgroFacs
Black Knight Armaments
NORTH AURORA
DOWNER'S GROVE
Kenta Cyber Dynamics Arcology
Sanctuary Cigars
BURBANK
AURORA BARRENS
NAPERVILLE
Nortec Simulacra Production Centre
SUGAR GROVE
Sunny Heights Condoplex
SOUTH SIDE
OAK LAWN WAREHOUSE DISTRICT
Yorktown Shopping Center
Biosolutions, Inc.
Ravenlocke South Sector HQ
The Steelyards
GYY
ROSELAND
DES PLAINES RECYC SECTOR
OAK FOREST
Orlando Park LiveFac
Gary Hell Zone
LOCK PORT
Plainfield Port of Entry
CRESTHILL IMMIGRATION ZONE
CHICAGO HEIGHTS
THE MAZE
LITTLE CUBA
Joliet Port of Entry

CHAPTER EIGHT

CHICAGO

"Welcome to the jungle
We got fun 'n' games
We got everything you want
Honey we know the names
We are the people that can find
Whatever you may need
If you got the money,
Honey,
We got your disease."
—Welcome to the Jungle, Guns N Roses

Just prior to the second American civil war, the Chicago megasprawl had grown to incorporate cities including Aurora Illinois, Gary Indiana, and Waukegan, Illinois. When the war erupted, the GLU and NAC — hoping to take control of vital Great Lakes shipping lanes — rushed to capture the city. The ensuing conflict came to be known as the Battle of Chicago.

One of the bloodiest chapters of the second civil war, the Battle of Chicago lasted six months while NATO debated sending peace keeping troops to quell violence in the city. During that time an estimated sixty-seven thousand people lost their lives. Initial battles for control of the outermost sectors were fought on three major fronts, with GLU forces moving south out of Detroit Michigan, Green Bay, Wisconsin and Southeast from staging grounds in St. Paul, Minnesota.

NAC forces steamrolled east from Omaha Nebraska to attack the GLU militia in the Milwaukee sector while North American Coalition troops from Indianapolis and Kentucky pushed North, quickly occupying the southeastern sectors of the megasprawl until they engaged elements from the Illinois National Guard, Chicago's local law enforcement units and GLU troops from Michigan. Heated battles between GLU and NAC forces raged throughout Chi-town in the early days of the battle. Battlefield commanders of both the GLU and NAC had expected a tough fight to gain control of the strategic city. What they hadn't anticipated however, was the defiance of the city's citizens.

When the GLU and NAC began their advance on the city, they encountered hastily-formed militias, street gangs, combat hackers, and others willing and able to fight to protect their homes and families. What started as a struggle between the GLU and NAC forces for dominance of the megasprawl turned into a battle between three armies, with scared, angry citizens fighting an insurgency against both factions with equal ferocity. Block by block, sector by sector, fighting to capture the city nearly tore the Chicago metroplex apart.

The conflict stretched for nearly six months with no signs of slowing down and neither side gaining any significant ground. Then one cold winter morning the unthinkable happened. At 8:30 AM on February 8th 2054, three "dirty" nuclear devices around .5 kilotons apiece detonated in districts across the already devastated megasprawl. The attacks targeted both GLU and NAC forward bases as well as a suspected insurgent stronghold in the city.

The world responded with outrage, decrying the attacks as reprehensible, even as NAC and GLU forces pointed fingers, each side blaming the other for the atrocities. Within days the first of 130,000 NATO forces landed in O'Hare airport and immediately began the work of securing the city. Backed by China, the India League and the Eurasian Union, Illinois Governor Donald Parks (who would later succumb to severe depression and take his own life) declared Chi-town a free city and ordered GLU and NAC leaders to pull their forces out of the megasprawl. A month later, the last of the GLU and NAC forces had redeployed to other areas of the embattled nation and reconstruction began in earnest.

RECONSTRUCTION

The Battle of Chicago provided an opportunity to implement much needed changes to the city's infrastructure. In many ways, the reconstruction of Chicago was a grand experiment. Looking to expand their interests in the region, megacorporations from all over the globe invested trillions into the reconstruction of Chicago in return for the rights to build arcologies, processing plants and various factories within the city. Roads, mass transit systems, power grids and other essential components of the megasprawl were rebuilt and upgraded to utilize emerging technologies. Thus, Chicago became one of the first cities on the North American continent to fully integrate Hyper Reality into its infrastructure.

A FREE CITY?

Ironic calling a city "free" when it's surrounded by one big wall. Who's free, then? The saps stuck inside, or the ones on the outs who don't have to deal with the whole crab-bucket tangle? Chicagoland got the distinction of being the juicy bit of bone the war dogs of GLU and NAC scrapped over during the Second Civil War. Ain't that an honor? Funny thing is, those rabid pups weren't used to their bones biting back — and that's where the metaphor breaks down, neh? The good people of Chicago decided they didn't want to be gnawed on and started to making a nuisance of themselves.

It took three whole dirty nukes to knock sense into the bunch of lunatics, and the city's been recovering ever since. Slow and steady. Plenty of theories — conspiracies more like — on who planted those bombs, and plenty of fingers pointing every which way to this day. But the past is the past, ami, and we Chi-town folk like to think on more important future matters, like where our next meal is coming from, or how we're gonna dodge the choppers that just jumped us outta the alley.

Live in the moment, neh? The sprawl will make you appreciate every last moment you're lucky enough to experience. When you're in Chi-town, every breath is a gift, ami. Every beat of your pulse has its price, and you better be willing to pay it if you want to walk the streets of Chicago long enough to know which ones will give you a nice stroll and which ones will wind you up as so much scrap in a dumpster behind a chop shop. Now pay attention, 'cause here's where it gets interesting.

WHO NUKED CHICAGO?

Neither the NAC nor the GLU ever came forward to take responsibility for the strikes. In the following days and weeks, Stopwatch launched a full-scale investigation into the attacks, but never made their findings public, classifying the information due to its sensitive nature. Of course, it didn't take long for the rumor mongering to start.

The most popular theory pinned the attacks on Stopwatch itself. Conspiracy theorists (some of whom were supposedly ex- Stopwatch agents) presented "evidence" the agency had access to stockpiles of mini nuclear devices; the tin hatters claimed would be used to counter a singularity event. Both the NAC and GLU used AI's to counter the efforts of enemy combat hackers to control remote drones and other high tech war machines.

Given this fact, it's not implausible that, fearing an imminent singularity event, Stopwatch agents detonated the nukes as a preemptive measure. No hard evidence surfaced to support the claim, however.

Others allege black ops teams and ronin working for megacorporations and foreign nations wanting to use the attacks as a pretense to gain a foothold in the city were responsible. Though, as with the Stopwatch theory, no evidence exists to corroborate it

LIFE IN CHICAGO

Chi-town is all about give and get. You won't see it on any TAP overlays or domains, but every single person has a running tally in their heads of the debts they owe and the debts they're due. That's what it often simmers down to in the end, when the grenade smoke clears.

We've got nearly thirty million souls crammed in behind the Wall, and when that many elbows and hips are bumping and grinding, sooner or later heads are going to start knocking and rolling right along with them, capisce? But you're a survivor, aren't you? Here to make a few cryptos, leave a few bruises and bodies in your wake. Make people remember your name, whatever its worth.

Getting In

You'd think people would wise up after a while, thinking they're going to hop in here and immediately be the big fish among millions of shrimp. The migrants keep coming though. Fresh meat, in more ways than one. The ports are the main entries to the sprawl proper, and you've got a few options on how to make your way through those. Getting an official passport is the safest way, but requires the most patience. If you want to run the risk and pay the cryptos, you could find someone to smuggle you in or forge you a fake passport so you can skip to the head of the line. As high as the Wall is, numerous operations are in place to help you slip over, under, or through the boundary for a price. If you aren't careful, though, those same "helping hands" may just take your cryptos and then turn you over to the guards for a bounty. However you get in, you can be sure you'll be paying with time, cryptos, blood, or a mix of all three.

Getting Out

Why would you ever want to leave? Plenty of folks never step foot, paw, or claw outside the sector they were born in, and they aren't complaining. And there's got to be a reason so many people are fighting to get in here. But if you want to go see the wide world, here's how you do it. You either scuttle out the nearest port, hook up with a ride across the lake, or shuttle up the Space Elevator and start guzzlin' air canisters. Going that route usually means handing over plenty of cryptos, or selling your soul to some space-bound corp that reminds you every day how lucky you are that they keep you alive. The trick usually isn't getting out of here; it's getting back in.

Getting Around

Get some boots. Heaviest ones you can strap on. That's the best piece of advice I'll ever pass your way, and this is the only time it's free.

Want something a little faster than clomping along? Individual maglev vehicles, VTOL craft, and JUMP cars are pretty nifty if you can afford them. Public transportation such as the maglev "El-Trains" make a knot of the place, and the subways are decent, so long as you remember which stations to avoid once it gets dark. You can always go old-school and chug your way down the streets with a motorbike, chem car, or some other clunker. If you ever get lost, then I pity you, because the hyper object navigation infrastructure embedded throughout the entire sprawl makes it near impossible for that to happen — unless your guidance system has been hacked.

Getting By

That all you're gonna settle for? Just getting by? I'd hoped you had bigger dreams than that. A little spark of vision. This here is a microcosm of the Solar System itself, a regular bottomless pit of opportunity. And everything in the sprawl runs on cryptos. How do you get those precious cryptos, you ask?

Sell your soul. Sell your mind. Sell your skills. Sell your body. Hell, sell someone else's body, preferably cold in a bag, ticked off your bounty list. Plenty of odd jobs always need running. This gang wants that gang leader snuffed. This corp needs espionage run on that rival conglomerate, or a pretty piece of tech stolen. Or you could go legit and run-n-gun with the militia.

In other words, get tough, or get rich and get muscle to protect you. Make friends in high places, or buy them off. Learn enough to make yourself useful to the right folks, or learn how to make others useful to you.

THE POWERS THAT BE

Time to get a clue about the pizza pie of power this city has been sliced up into. Otherwise, you might take a bite of the wrong slice and wind up with a mouthful of anchovy instead of a delish meatball deep dish. Oh god, I'm salivating. Someone ring up DP!

Anyhoo, ami, it's all about loyalty — which, luckily, can often be bought with enough cryptos. So, are you going to stick by the faceless corps through thick and thin so long as they keep your water running and fill your trough with slop? Got a thing for helping friends and family keep all their vital organs on the inside, where they belong? Or are you the "all for one, and one for screw you guys" type? Here are the major players you should keep an eye on.

Chicago Government

You've heard Chi-town referred to as the "Free City of Chicago," haven't you? Well, there's always those who like to amend that to the "'Free So Long as You Do What We Say' City of Chicago." How's about we see who's set themselves up as judge, jury, and executioners this week, ami?

The Council

Their faces have been popping up on the Hyper Real channels lately, promising big changes, peace and prosperity and all the usual blather. And by "faces," I of course mean those virtual constructs they've been using to mask their true identities. Only thing different about them, compared to the other hundred would-be rulers that pop up every year? This Council seems to have the military influence to back up their orders, and their presences have been detected in every sector.

But the Council is bad news, lemme tell you. Even if they are trying to do right by us sprawlers, it won't matter in the end. This city has a thing against centralized authority. Especially ones who try the anonymous route. Are they men? Women? Hybrids? AIs? A mix of all the above? Who knows? Yes, the Council knows, very funny. But they ain't saying, and maybe we're better off staying ignorant.

Chicago Defense Force

When it comes to keeping the sprawl free, not even the biggest wall will do any good if it isn't manned and backed up with enough firepower. Besides, sometimes the threat isn't an external one. If a crisis ever overwhelms the private security organizations, that's when the Chicago Defense Force (CDF) is called into action; a last line against the apocalypse. Problem is, the many noble volunteers and conscripts who compose the CDF can get a little power-hungry once they're let off the leash, and end up causing just as many riots as they put down. Still, it's a bit better than dropping another nuke on all our heads, neh?

If you want a name to link them to, look no further than Petrus Desonvacce. Yeah, the baby-faced spokesman you see on the feeds, talking about how wonderful it is to serve the city. Supposedly, they're keeping him out of active duty, though, in case he's unlucky enough to ruin that handsome complexion with a scar or two. On the other hand, if you want a grittier truth, then bring a bottle of whiskey (the real stuff) to Obed Lothem, AKA the Obsidian Wolf. Used to be a run-n-gunner in the wilds who got conscripted to turn his gun sights on malcontents inside the Wall instead.

Chicago Megacorps

Wanna hear a hilarious megacorps joke? Too bad, because that's in violation of anti-humor regulation V.33.Axxii and you are now terminated from your position. Proceed immediately to the exit or you will be fired upon by building security. Do not attempt to "liberate" your coffee mug from the break room.

Sad thing is, I'm still not sure if that's serious or not. The megacorps funnel plenty of cryptos into Chi-town, but they're pretty picky about who those are distributed to. It's all trickle-down with them, and the corps know how reliant blue-platers are on their cryptos, since they provide everything from our water to our food to our shelter to the filtered air. They know they can squeeze us dry, and the only reason they haven't is because they're too busy fighting each other.

Even while they're scrapping over us, there's tell of a secret meeting that happens a few times a year, one where you don't get invited unless you're worth at least a few billion cryptos. The deals struck there are overseen by an utterly ruthless honcho who is somehow unaffiliated with any one corp but has them all quaking in their sim-leather boots — goes by the name of Guilder, but you didn't hear that from me, ami.

The United Nations

Nothing united about it, except that every nation involved acts in their own interests. Oh, and they've got nice uniforms. Minimal presence here, though they do pay attention when the dogs of war start sniffing around. They're all about keeping the peace, but everyone knows they keep peace best by occupying volatile territory and maneuvering so they're the ones in charge when the tear gas settles. UN General Adony Okimbe keeps a cold eye on their troops, while their political front is handled by a polished and prim official named Stella Rezuvoltk. She gives speeches so flawless that she's been accused of being an android, letting her handlers remain in the shadows.

THE WOLVES

Chi-town is a bleeding beast, and the wolves are always circling, waiting for it to stumble so they can leap in to gouge out the juiciest flank. Chicago has a crowded pack of wolves prowling its streets and back alleys, and they're always getting into nasty scrapes, trying to establish alpha status.

Barbarians at the Gate

In a time where even the poorest of the poor can get a TAP, you've got to make a conscious choice to reject the net completely. The Barbarians at the Gate are a singularly savage bunch who dress in leathers and furs — often stripped from unfortunate hybrids or neko — and wield rustic weapons they've forged with their own hands. They choose leaders by the diplomatic technique of "who collected the most scalps this month?" and that current distinction goes to a set of twins: Ulrik and Reshana. Other clan leaders include Behadja, who always has a pack of starving mutts ready to attack on her command, and a lunatic called Gullet, who has made cannibalism into a fine art. Somehow, their backwards brains have decided proximity equals property, so if they're squatting by the ports that control Chicagoland access, then they must be in control of the whole city, neh?

The Gangs

Pinged this old slang the other day that describes gangs perfectly: "Dime a dozen." Now, I don't rightly know what a dime was, but these days, gangs are giving the roaches a run for their cryptos when it comes to infesting all the corners and holes they can find in the sprawl. Some are run like mini-corps, all precision and profits and calculated territory expansion. Some just want to see the people bleed and the sprawl burn. Then there are those bound by codes of honor they think makes 'em oh-so-special. Whatever gets them up in the morning, gangs are active in every single sector to a large degree, and are often the blunt tools (or rusty knives) being manipulated by hidden hands in larger plots.

Watch out for the South Side Storm Troopers, who go out of their way to prove they're still the deadliest gangbangers in Chi-town. There are few subsectors where they don't have a least a handful of cells. The Burners are a unique bunch, populated entirely by hybrids who have taken the hazardous Arlington Heights rad zone for themselves and welcome all comers who dare to defy that claim. And if you wander too close to the Aurora barrens, be prepared to pay homage to the Angels of Death, who hold onto control there with tight and blood-soaked fists. While spread throughout the sprawl, the AOD concentrate operations closer to the Wall, with their troops funded by smuggling goods and people into the city.

The Burners are relative n00bs in comparison to other more established gangs in the sprawl; a motley crew who style themselves as protectors of the people who make their homes in the Arlington Heights Rad Zone. To the Burners, the estimated 3,000 people in the zone are an extended family of sorts, their peeps, as burners often refer to the squatters and blue platers who call Arlington Heights their home.

THE SYNDICATES

Without leaders, illegal activities amount to nothing more than spitting into the wind. Doesn't really accomplish much and just makes a mess, capisce? When criminal organizations actually start getting organized, though, look out. Enter the Chicago crime syndicates. They're not motivated by emotional fluff like most gangs. Syndicate members are there to enforce their bottom line. The cryptos, man, the cryptos. Syndicates are responsible for much of the bribery, blackmail, racketeering, and smuggling throughout the sprawl. There are rumors they've even got agents planted deep in the Triads, Mexican Mafia, and major gangs throughout the sectors. Intelligence and ill-intent makes for a nasty, if extremely efficient combination.

Currently, the Black Rose Syndicate is on top of the heap, the main competition to the South Side Storm Troopers in the Gary Hell Zone. They've secured such widespread influence by being extremely well-organized, almost a criminal corp, and are tightly linked to the Bratva-Vory "Brotherhood."

The Triads

Bet you never would've guessed it, looking around at all the borgs, chimeras, and ronin walking these streets, but Chicagoland has a pretty big reputation for diversity. All that means, though, is we get to take our pick from a variety of colorful criminal factions. Among these are the Triads, Chinese-based gangs who like to style themselves as a shadowy army ruling by means of drug trafficking, credit dupes, data-theft, gambling, and — when all else fails — ruthless elimination of all opposition. Secretive and with numerous ceremonial

rankings, Chi-town's triads encourage loyalty through highly ritualized inductions and oaths binding new members for life.

One of the more active triads goes by the unassuming name of the Purple Incense Party, and they're identified by the tattoo of a dragon's eye peering out of a stylized sketch of flame and smoke. Their Dragon Head is the elderly Shou Gao, whose frail build belies a cunning intelligence. A young woman known as Li Xiao is his Vanguard, handling offense operations. She's never seen without a veil covering the lower half of her face, and there's rumors that she's been spliced for superhuman senses and speed.

The Bratva-Vory

Also known as the Russian Mafia, this "Brotherhood" has muscled into numerous sectors, hiding its activities behind brothels, cyber fight clubs, unauthorized augmented reality simulators, illegal Hyper Reality domains, and even lethal VR hacks. On the streets, they're represented and protected by the Black Rose Syndicate, who get plenty of weapons, upgrades, and stims in exchange for their loyalty. Far more overt than the triads, the Bratva-Vory is quicker to resort to violent ends when they've been the least bit slighted, and they can hold grudges like no one else. Making them angry is akin to rousing a bear from its den. In other words, you better be able to skip town fast, have better connections and protective measures, or have someone you can trip and push into their vengeful path as a distraction.

The Big Brother of the band is a meathead called Oleksy Kovalik; though in the past couple years, he's been letting a love for fine vodka muddle his self-control, and an up-and-coming smuggler, Artur Sokoloff, is apparently gunning for the top. A coder known as #Luciferion is famous for managing their gambling domains and crafting truly spectacular VR hacks that have turned plenty of their enemies into gibbering idiots within seconds.

The Mexican Mafia

Chicagoland has certainly made a brave effort to round up and incarcerate the more undesirable elements from the streets, maybe thinking sticking all the malcontents in one spot will somehow make them see the error of their ways. Instead, what they got was the Mexican Mafia, a prison and penitentiary-based criminal organization that continued operating within the heart of our very own faulty justice system. Vicious, bloodthirsty, and unforgiving, the Mexican Mafia has actually thrived inside the VR prisons its members populate. If you ever end up on the wrong side of the law, making contact with this organization might be in your favor. They're often identified by symbolism linked to the number thirteen…since M is the thirteenth letter of the alphabet, capisce? Death is the only escape from their ranks.

Jesús Salazar is their current general, and has a flair for using occult spookery to scare new recruits into submission. Her immediate lieutenant, Alejandra Gutierrez, is handy with

CHROME REAPERS

Theft of cyberware is commonplace in the sprawl. Cybernetics and vat grown organs are expensive, hombre'. The average runner looking for an edge on the competition either can't afford the cost or doesn't want to deal with the legalities involved with purchasing commercial chrome, so she turns to the shadow community, going to body chop shops to get what she needs. Of course, body chop shops are typically supplied by chrome reapers — thugs who butcher people for their cyberware.

Chrome reapers tend to operate in small gangs of four or five heavily cybered hitters. Hackers will jumpjack the mark's vehicle and land it in (or drive it to) a garage where the muscle waits to carve 'em up. Like most predators, they look for the easiest targets they can find; script kiddies sporting new headware, N00B ronin who haven't been in the underbelly of Chi-town long enough to get a feel for the city and its dangers, blue platers sportin' augmentations to help them do their job better so some robot doesn't take it; heck, even older sprawlers who just had organ transplants get jacked.

That said, the more hardcore chrome reapers in Chicago have been known to target ronin and shadow teams with cutting edge cyber and bioware, and lately it's been happening more and more. If the buzz on the streets and MediaWeb can be believed, someone's been paying chrome reapers some serious cred to target ronin, especially LEET teams. Even stranger, the ronin aren't just carved up for their chrome and left on the streets; they're disappeared.

Just a few weeks ago, Johnny Cage's team got hit in a red zone in the Aurora sector as they were leaving a meet at The Downside; a night club popular among Chicago's shadow community. Some brainer caught the whole thing on his eye camera and streamed it live to the MediaWeb. The stream showed ten reapers in banger leathers swarming the crew with (mostly) nonlethal weapons; stun grenades, gel guns and needler guns fitted with some kind of paralytic neuro-toxin were found on the four chrome reapers who didn't survive. The fight lasted about thirty seconds, but in the end, the team got scooped up and tossed into a nondescript hover van that sped off into the night. The brainer who uploaded the stream hasn't been seen since, either.

a shiv and any sort of makeshift weaponry. The skull tattoo covering her entire face tells you all you need to know about her charming personality.

THE UNALIGNED

Sure, I get going solo. Fewer folks to split the cryptos with. Bigger boost to your rep, less overhead. But lemme tell you, precious few make it for long without at least a few fellow ronin to fall back on. And you aren't the first to strike out alone. Plenty of like-minded souls could use your knowledge and skills. Besides, have you ever thought about how the other gangs and territory lords will take to some punk snitchin' gigs out from under them? Sure. Forget the hidden handshakes, the tattoos, the blood oaths, and wearing your underwear on your head — but never forget the value of having a few unaligned allies at your side. In Chicagoland, you're never totally alone.

Freelancers

Freelancers chart their own path through Chi-town. No two are alike, and we like it that way, because it means there's plenty out there to handle the down-n-dirty jobs no one else wants. 'Course, that also means they get jobs that toss plenty of shiny cryptos their way. Anyone wanting to set themselves up as a freelancer will be entering a world of cutthroat competition. The work is often illegal, dangerous, and sure to end in blood and tears. In the end, all that matters to a freelancer is her reputation, and the number of cryptos in her account.

Fixers

Hey, you got a problem with cryptos lately? As in, not nearly enough of them? Then you'll be happy to bump into a reputable fixer who happens to have a contract that could keep you afloat a little longer. Fixers are the go-betweens who keep certain faces anonymous and certain hands clean of any blood. They can be your ticket to bigger and better things… but remember that pretty much anyone can call himself a fixer. Sometimes the only way to tell a good fixer apart from a rotten one is by who pulls out a blaster after you complete a job.

Infobrokers

Verily I say unto thee, learn to love infobrokers, for they are the road to salvation. They're tapped into the deepest data feeds twenty-four/seven, and are making connections between yesterday's megacorp assassination and today's half-off deal at McCafe that you wouldn't even dream of imagining. You want to run a successful contract? The more informed you are going into the fray, the better. But beware. The DataStream flows both ways, ami, and info brokers won't blink twice before selling whatever dirt they've dug up on you to the highest bidder.

Smugglers

Point A to Point B, no questions asked. That's the beauty of Chicagoland's smuggling game, a vast under-network of transportation specialists who know all the hidden sprawl byways, and have a knack for running a black-market golem-mech across town and making it look like a flower delivery to their grandmother. Illegal weaponry, implants, data…whatever makes your little heart go pitter-pat. Confidentiality is their specialty, and some go to extreme lengths to guarantee it. I once saw a smuggler who'd spliced his mouth shut so he literally couldn't squeal on his clients…though of course, a rival eventually bombed his VTOL car and just brain-hacked his corpse. C'est la vie.

GEOGRAPHY

Want a good idea of how Chi-town is laid out, ami? Go scrounge up one of them antique compasses. Y'know, the types with the twirly arrow that's chummy with magnetic fields. Now place that compass on the ground…and smash it in with your boot heel! Done? Right. Now scuff the bits around until you've got a lovely mess of broken glass, scrap metal, and dirt. Now take a picture, cause that's as clear a map of the sprawl you can rely on, for all the good it'll do you.

All right, all right. Lemme paint you a pretty picture if you're going to whine so much. Four sectors (you can count that high, right?). North, South, West, and Central. They make up an enormous puzzle you'll spend the rest of your life trying to put together, and all of it wrapped up and squeezed tight in the anaconda coil that is the Wall.

The Wall

What keeps one person out keeps another person in. Remember that, ami. With the Wall, it's all about perspective. After the dirty bombs went BOOM, the GLU and NAC finally decided the sprawl was a bit too hot of a potato to handle and slunk back to their holes to keep lobbing potshots at each other. During the reconstruction, the fine folks of Chi-town decided, for some weird reason, that they didn't like military goons tromping over their doorsteps. What, oh do tell me what sort of crazy twist of technology could possibly keep out armies trying to march in and trample our precious freedom? How about an enormous wall?

Brilliant!

Some say Chief Administrator Thomas Stern should be considered a genius for the simplicity of his solution. Others say he was just compensating for something. Two years is all it took thanks to plenty of cheap android and sim labor, and now we're all ringed in by this 121 mile long, 150-story high monstrosity. The Wall hosts millions of souls who have carved out hovels and warrens within the infrastructure — sometimes literally — figuring the defensive nature of their home will keep them protected.

Consider the Wall being Chicago's big middle finger to the world, neh?

NORTH CHICAGO

The North side of Chi-town makes up the largest part of the city, sprawling out North from the Loop to Antioch and stretching from the shores of Lake Michigan to the Wall. While not as dangerous as the South and West sectors, North Chicago can put you in an early grave if you're not careful.

Alleghany Rad Zone

Another epicenter for one of the dirty nukes, this zone is rife with mutants and gangs that make this area their battlefield. In fact, some of the local gangs make it a trial of loyalty to send would-be members through a solo trek across Alleghany.

Anastasia's

Anastasia's is the Global DataNet's answer to the Flesh Pot. Where the latter traffics solely in physical delights, Anastasia pleasures are found in the recesses of the mind. Once a patron steps inside this club, he can choose any avatar he wishes; to represent himself to all other clientele, and you can be sure no one shows his real face. What would be the point? At Anastasia's, it's all about shedding the limits of the body and remolding your psyche into whatever form you prefer. Deep-addicted junkies go here to get their cerebral cortexes directly triggered, turning a few seconds into an eternity of white-hot ecstasy. If you enter without your TAP active, you'll mostly see people lying hooked up to cyber-pods or staring off blankly into space.

Antioch

A self-named religious subsector, Antioch hosts members of practically every world religion while also providing room for temples, mosques, churches, and countless other places of worship for the spiritually inclined. While there's an understandable tension between various religions that are naturally at odds, there's also a general leaning towards tolerance and respect. The largest congregation by far is found at the Center for Universal Harmony.

Arlington Heights Rad Zone

Once a nice little suburb until it got hit by one of the dirty nukes during the Second Civil War, much of Arlington Heights is little more than radiation-saturated wasteland that everyone does their level best to avoid at all costs. Think twice before taking any sort of contract that sends you into this rad zone, since you'll likely be dealing with violent mutant animals, zeeks, and hungry hybrids, not to mention the whole radiation poisoning threat.

Austin Library

Once a cultural epicenter, the Austin Library is now a bombed-out shell that hosts a multitude of illiterate mutants who have been using scraps from first editions as toilet paper for the last few years. Plenty of clients have sent salvage teams into the library, either for posterity's sake or to add to their private book collections. Given the library's position on the southern border of the Arlington Heights rad zone, such paper-retrieval runs pay well for the higher risk involved.

Carpentersville

This older neighborhood has an odd penchant for handmade goods, crafts, and antiques. Many shops here are rundown, if not entirely derelict, but if you're ever looking for a relic from pre-war days, a search through this area's market district is your best bet. The locals are proud of their work, and most families have been rooted there for several generations.

Chicago Penal Sector

With the sprawl so rife with criminal activity, the best solution was to designate a thirty-square-mile block as the prison sector and stash all the serial killers, drug ring bosses, and criminal masterminds in one spot, where they could exchange notes. The place is kept on round-the-clock lockdown except for the daily intake processing. The penitentiaries are overseen by Ravenlocke, but there's an undercurrent of criminal activity even within the barbed and bricked walls, fostered by the Mexican Mafia.

Chicago Naval Defense HQ

A portion of the Chicago Militia is dedicated to keeping the sweeping waterline protected, since it represents the most vulnerable city front. Countless migrants try to swim into shore, smugglers constantly use the beaches as launch points, and that's not to mention the many chimera and cyberforms Nortec and TLI keep dumping into the lake. Launched from both the Naval HQ and the southern pier, the Navy works tirelessly to keep the waters clean and safe.

Chopper's

Who doesn't love cheering when a cyber-enhanced fighter lands a final blow on another, cracking their skull in half? Even better when you've placed your bet on the winner. Chopper's is the most famous fighting pit in the city, hosting nightly bouts that often end up with one fighter maimed or dead. It can take a few years of fighting in minor clubs around town before a rookie gains enough rep to get a chance at dominating the ring at Chopper's.

Featherstone Nanotech

The Chicago HQ for the international Featherstone Nanotech company, supplying the sprawl with all the terrifyingly tiny robots that make for medical miracles, faster food processing, and military applications that we try not to think about too often. They're in pretty tight with Ravenlocke and the Chicago Militia, partly because they need the military defense to protect their premises and keep operations intact. As the use of nanotech is still hotly debated, they continue to have numerous public enemies who would love nothing more than to permanently shut the place down.

Fox Lake Bio Dome

Fox Lake used to be a popular body of water for Chicago citizens to swim in and sail on. After the war, with the consequences of dirty nukes still fresh on everyone's mind, an industrial coalition was formed to build the bio dome that now protects one of the city's main water-processing plants. Several thousand people also live within the bio dome, maintaining processing operations while enjoying sanitary living conditions of far higher quality than most of the rest of the city. There's a several-year-long waiting list to apply for entry.

Gold Coast

It's all in the name, ami. The Gold Coast is where all the people with too many cryptos for their own good go to spend them all on the high life. Pretty, shiny people living in their pretty, shiny buildings, far away from the muck and mess the rest of us have to trudge through. They've got access to the finest foods, the cleanest beaches, the best fitness facilities, and the jazziest clubs.

Despite most of the sprawl's borders wriggling like worms stuck on the sidewalk, the Gold Coast has kept itself stable. Once you've crossed Lake Shore Drive, North Avenue, South Divisions St., Areas of State St., or Oak St., you've "gone golden" and better be ready to pay some hefty fees in order to stick around long enough to admire the gleam. Monthly rent for even the shabbiest pads would keep most blue platers in the green for a few years. Easiest way to get into the Gold Coast is to be born there. Even if you rack up enough cryptos, most Coasters throw nasty looks at freelancers with dirty pasts who try to land a pad.

Gold City Mega Block

Even the 1% has a 1%, and they live in the Gold City Mega Block. Buildings here are usually a combo of living quarters and corp offices, and are so crammed full of amenities you could spend the rest of your life indoors, waited on by sims and server androids. Corporate CEOs live in elaborate penthouses overlooking their invisible empires. This is the golden carrot Chi-town dangles before sprawlanders, who all dream of someday making that big strike that launches them to the heights.

Huntley

Huntley is one of the temporary living quarter subsectors where thousands of migrants are processed into the city every month. From there, many transition over to the McHenry Industrial Sector for quick employment. The Barbarians at the Gates make frequent sweeps through the area, always eager for recruits willing to opt into a more rustic, fulfilling, and violent lifestyle.

McHenry Industrial Sector

This sector is a labyrinth of warehouses, factories, plants, vat farms, cyber mills, and droid shops. It provides one of the larger employment bases for the entire sprawl, drawing in at least two million blue platers to man the pumps, pipes, and vats every day. It also serves as a popular target for drug thugs, and prostitute rings — all ready and willing to give workers a bit of relief during union-mandated lunch breaks.

Malbrand Corp.

If it's up for sale, it probably has a Malbrand logo on it somewhere. There isn't an industrial pie they don't have their fingers stuck in, catering to the mass of blue platers that make up most of Chicagoland. Their corp tower has an even bigger footprint than the Nortec Tower, though it hardly rises as high. While it serves as offices and a corporate base, it's also a mega-mart that requires riding automated carts to get through within a day. Some folks even use it for cheap entertainment, treating it like an amusement park they can take the whole family.

Moraine Hills State Park

One of the few parks in the sprawl that isn't overrun with gangs, it provides a rare oasis for those seeking peace among the chaos of the city — that is, so long as you aren't there when one of many VR domain war reenactments aren't taking place there.

Navy Pier

Chicago's old Navy Pier is now mostly controlled by Nortec Industries, which uses it to ship in outside resources and staff through a far faster and less dangerous route than the usual city ports. They also rent out pier use to any megacorps who can afford the fees, and the place is stacked high with shipping containers at all times, forming a high-security maze. There's talk of an underwater lab a mile or two off the coast…but hey, talk is just talk until it's proven, ami.

Nortec Tower

The administrative HQ for Nortec Industries, this massive skyscraper has secured the world record at 4,367 feet — and lower levels are rumored to plunge into the earth as deep as the tower is high. It is a city unto itself, with lockdown mechanisms in place that can seal it off from the outside world for years at a time. Lower echelons are mostly staffed by the very simulacrum Nortec is famous for producing en masse, and the tower is patrolled around the clock by Ravenlocke security forces. The tower is divided up into sim labs and experimental centers, entire floors devoted to R&D, plus offices, executive suites, living quarters, and rec centers for on-the-premises employees.

Ravenlocke North Sector HQ

The largest of Chi-town's Ravenlocke HQs, the North Sector base not only has the usual armories, golemmech garages, and squad barracks, but also a massive training center for new recruits, a cybernetics plant, R&D labs, and far more than they'll ever reveal to the public. But, hey, at least they keep the streets safe, neh? So long as it's in their interests, of course.

Serenity Tower

A popular executive-level recreation center, the Serenity Tower is four dozen stories of lounges, bars, massage parlors, spas, gift shops, jewelry stores, and other top-quality, luxury stores and services — all of which never close. Corporate types often bring clients and vendors here, treating them to the finest treats and treatments to soften them up for the closing sales pitch. No one gets in without a Serenity Titanium Membership, and no one gets out without spending at least a thousand cryptos (required by the fine print).

The Cult

This faux-religious club draws a crowd by mocking the clothing, teachings, worship, and ceremonial trappings of the "belief of the week." Employees dress as monks, nuns, gurus, and all other manner of clergy or religious officials, while clients are encouraged to engage in all the "sin" they desire. A real priest is even paid to be on the premises and provide absolution (for a few cryptos) for patrons who otherwise might leave with a soul too burdened by guilt. The drink menu offers plenty of sacramental wine.

The Glitter Lounge

The Glitter Lounge sets itself apart by being mostly staffed by chimeras and hybrids, which draws a crowd of similarly spliced beings, as well as baseline humans fascinated by such genetic alterations. The shows put on here are a cavalcade of inhuman strength, agility, and endurance, while the food and drink selection is tweaked to appeal to tongues and noses far more sensitive than your average pair of nostrils.

The Hive

The Hive began as an experimental community trying to form a more united, peaceful society through the sharing of inter-connected implants, TAPs, and VR domains. It is one of the few areas in Chi-town where zeeks and other mental freaks are openly welcomed, so long as they lend their peculiar psychic powers to the ongoing — and growing — social experiment. It's difficult to ever gain entrance unless you can prove you buy into their unique philosophy, and most people find the level of data transparency and lack of privacy uncomfortable, if not disturbing.

The Loop

What do you get when you cram every major Chi-town business into just under two square miles? The Loop. This downtown corporate sprawl is nicknamed the Ant Farm for a reason. But it got stuck with being called the Loop due more to the eternal hamster wheel grind the employees and managers sprint through in order to meet their daily sales quotas. Day-in, day-out, it's all one big cycle of buying, selling, discounts, markups, violent takeovers, and endless cups of coffee and stim-sticks. In order to pack all these people into one spot, the Loop is constantly undergoing new construction, adding yet another skyscraper to the dozens blocking out the dusty sunlight. All of them pale in comparison, though, to the Nortec Tower, which once more puts Chicago in the world record archives for the tallest office tower. More on it later, ami.

Beyond the hum and mutter of the worker drones in their cubicles and offices, the Loop is known for one major thing — offering every service or product imaginable up for sale. Of course, where cryptos are flowing, there are plenty of opportunists. Hackers and fixers abound, looking to make a quick flip.

Third Life Industries Arcology

Always on the cutting edge of gene cloning, gene therapy, and DNA recombination, TLI has set up a secure arcology to give its employees and lab departments an expansive facility where its evolutionary gene-hacking and splicing work can continue mostly unmolested. No one but TLI knows exactly what goes on inside the arcology (yes, there are always rumors of alien DNA and inhuman beasts being bred deep in their blackout labs). Lately, there's been numerous employee kidnappings and killings orchestrated by zealous religious groups.

Waukegan

A smaller city swallowed up by Chicagoland after the Wall was built, Waukegan holds a rather large blue plater community alongside a dense unemployment population. The only ones who really benefit are the corporate landlords who are constantly raising rents and kicking entire families to the curb when they miss a single month's payment. As such, Waukegan sees high housing turnover, making it one of the more transitory subsectors.

Zion Forest Preserve

Five miles wide and twenty-five miles long, Zion Forest Preserve not only stands as a testament to biodiversity within the sprawl, but also acts as training grounds for Ravenlocke soldiers preparing for woodland warfare. Dozens of smaller chimera communities hide among the trees here.

SOUTH CHICAGO

Urban Hell summarizes this area perfectly. These are all neighborhoods and cities that, for whatever reasons, have become overpopulated, but failed as desirable places to live over time. Now it's all mostly gangland…Mostly. Some of the corps have set up shop here. Maybe it's because of the low property value, maybe it's because they don't want other megacorps and law enforcement agencies looking too hard at what they're doing here. It's hard to say for sure why they're here, but more than a few peeps have posted Media of strange things prowling the Gary Hell Zone at night.

Biosolutions Inc.

A CHIMERA subsidiary, Biosolutions Inc. has a minor presence in the sprawl, offering an array of biomedical services

and simulacrum production tech. Much of their work is linked to Nortec, and the more suspicious Hashtaggers out there have tried to establish a stronger link between the two corporations, suggesting Biosolutions is just another front for Nortec operations.

Burbank

Tired of gnawing on the same old vat-produced, cloned food blocks? Get on down to Burbank and take your pick of the hundreds of restaurants vying for business. Sure, most of what they serve is the same old foodpaste if you wanna dither about the actual ingredients. But the cooks and chefs in this sector must perform some kind of dark ritual magic in their kitchens, because the dishes they serve will have you salivating for the rest of the day. Top-ranked dives for the week include the Gnawzone, Veggiefreakz, and La Chatte Noire.

Chicago Heights

Did you know this area used to be known as the "Crossroads of the Nation" before the Second Civil War? Funny thing, considering nowadays they might as well have an invisible force field surrounding this neighborhood for as welcoming as they are. Practically every citizen in the area is decked out with weaponry, from fist packs to the latest plasma blasters. And if they spot someone who they decide doesn't "belong" in their precious protected community, or who might be endangering the peace, they aren't shy about escorting them out.

Des Plains Recyc Sector

Most city waste and water gets funneled through the recycling sector, where it's purified and sent out for another cycle through the mouths of the masses. Most people try to ignore the fact that they're guzzling their own sanitized waste, and that the food paste in the tube they just bought was in their stomachs a week earlier. The main recycling plant also processes most of the city's trash and cybernetic castoffs, reducing to elemental components for resale.

Gary Hell Zone

Welcome to Hell, ami. All your nightmares of a burnt-out, bombed-out, gang-infested wasteland are realized in this strip of devastation. It's a zone only the most hardened survivors should ever wander into, as the roving predators (human and otherwise) will make short work of any unwary ronin. At this point, the sector is so bad, no security force wants to even bother with it, which just lets the bodies keep piling up in the streets.

GYY

Business workers, executives, military operatives, and political figures looking to get into Chicagoland without worrying about all the port dynamic can fly directly into Gary International Airport — but the area has its risks. The whole surrounding sector is almost fully gang controlled, so you don't want to be stuck there for long. GYY is fully walled off to public access, and most travelers use VTOL transport to get from the terminals to the city proper.

Kenta Cyber Dynamics Arcology

The world's premier cyber-tech developer and manufacturer, KCD has established a thriving business in its Chicago arcology, providing all grade of implants to civilians and military clients alike. This branch is responsible for their more primo streetware products, whereas their gutterware lines (carefully devoid of any identifying logo or registry tag) are handled off the premises.

Little Cuba

Little Cuba is one of the few areas where the Mexican Mafia's influence is entrenched beyond the penal sector. Here, they're represented by a splinter group called Muerto 13, identified by the bone-handled daggers always strapped to their bared arms. In fact, the gang's presence in this Hispanic-dominated community has given rise to rumors about a series of tunnels and prisoner smuggling routes that stretch from this southern portion of Chi-town all the way up to Chicago's Penal Sector itself.

After a recent rash of prison riots, several big-time crooks went missing in the chaos, while word circulated on the news feeds that they'd been spotted down in Little Cuba before disappearing again. The coordination and resources required to pull off this sort of operation would be staggering, but the Militia apparently gave enough credence to these tips that they marched in and shook down the whole area.

So far, neighborhood sweeps have turned up nothing but legitimate storefronts and restaurants, which only makes it more suspicious if you think about it long enough.

Lock Port

When migrants get signed on by the megacorps and processed through the Plainfield Port, their next stop is Lock Port. This is where they get temporary quarters, a decent vat-grown meal, sanitizing showers, and paperwork finalized for their new lives as Chicagoland citizens. The sector is mostly processing agent offices, trying to help people get accustomed to their new environment with orientation sessions, a few cryptos to get them started, and a map that marks out the sectors they shouldn't go anywhere near unless heavily armed.

Nortec Simulacra Production Centre

This is the center where Nortec produces its top-of-the-line simulacra. These are the bioforms sold to the highest bidder, custom jar-grown and specialized for individual buyers' exclusive tastes. More labor-intensive and common-build sims are outsourced to its LIVEfacs across the rest of the city. But here is where you go if you're looking for a puppet crafted just for you and no one else



Oak Forest

You won't see a single blade of grass in Oak Forest, much less a tree. The sector is the primary residential area for blue platers who work in the Oak Lawn Warehouse District, giving them a short commute and a decently secure neighborhood, thanks to heightened Ravenlocke presence. The homes and apartment complexes are far from pretty, but they function well enough, and that's all that counts in the end, neh?

Orlando Park LIVEfacs

Another simulacrum vat factory under the jurisdiction of Nortec Industries. Nortec apparently has also struck a deal with TLI for this factory usage, allowing them to produce hybrid life forms and reestablished species that have been approved for public exposure.

Ravenlocke South Sector HQ

This Ravenlocke HQ doesn't handle as many live patrols, but acts as the private security corps' surveillance center. It's here that they monitor, record, and analyze millions of hours of video LIVEfeeds, keeping an eye on the many arcologies, industrial sectors, and megaplexes they're contracted to protect. There's enough material in their archives to blackmail half the city!

Roseland

What's in a name, ami? Call Roseland by any other name, and would it smell so sweet? Nope, 'cause this neighborhood plain ol' stinks through and through. This place is just one step above Gary Hell Zone, and that's not saying much. Settled by Dutch immigrants in the 1840s, Roseland tried to fashion itself into quite the cosmopolitan community — until the gangs took over. And that's where they've stayed until this very day, looting, shooting, and generally making living conditions as uncomfortable as possible for folks just trying to get by.

The Maze

With its snarl of streets, the Maze is one of the more popular areas for JUMP bike racing, road wars, and any other illegal motorsport competition — far enough away from Ravenlocke-patrolled regions and close enough to Gary Hell Zone that no one bothers trying to refurbish the area. Get down there early if you want to get your bets in before the deaths and crashes start piling up.

The Steelyards

The Steelyards used to be the main waterfront industrial center, providing materials import, export, and storage; however, it is currently an unviable location due to its proximity to the

Gary Hell Zone. With its cranes and warehouses now overrun by gangs, the Steelyard is now a constant battle zone, with countless corpses shoved into the waters surrounding the docks every day.

WEST CHICAGO

The west side of Chicago isn't as inherently hostile to the average sprawler as the south side is, but it still has its share of rough areas. This is a place you can go to earn some real cryptos, if you don't mind negotiating through the gangs and devastated areas. This area is full of large communities that have grown together over time, like devastated Aurora, or the affluent Naperville.

Aurora Barrens

What used to be one of Chicago's more affluent areas was drilled back down to dirt during the civil war bombings. Now, it's a patchwork place, with blue platers stitched up alongside more affluent folks who brush shoulders with starving gangsters — with enough brewing animosity between them all that the Militia keeps a watchful eye should it ever boil over. Its defining feature is the ever-popular Paramount Theater, which broadcasts Deep-augmented films to this day.

CDF Headquarters

The NAC maintains a presence in Chicago through its control of the Congregational Doctrine of Faith; a religious watchdog group. Their theocratic ideals put them at odds with many megacorps that eschew morality in place of profits, especially Nortec, as they decry the soulless manufacturing of simulacra. As such, the CDF is believed to be behind many of the industrial bombings and sabotage that plagues these ungodly companies.

CHIMERA Arcology

The CHIMERA megacorp is globally famous for pioneering simulacrum engineering, making the genetic-manipulation breakthroughs and laying the technological foundations for the many artificial life forms we bump shoulders with and work alongside today. Like Nortec and Third Life Industries, it faces ongoing opposition to its operations, especially from anti-sim military factions or highly religious organizations such as CDF.

To keep scientific progress safe from the ignorant masses and protect its valuable (and often brilliant) employees, CHIMERA built this arcology with high-security housing, entertainment facilities, and social centers. As one of the most powerful megacorps in the world, they spare no expense in protecting their staffing investments, and should anyone be foolish enough to try and take one of their workers for ransom, CHIMERA will go out of its way to turn the would-be-kidnapper into a decisive and violent statement.

Elgin

Once a small city, Elgin has been subsumed by the Chicagoland sprawl. Elgin has some of the oldest original architecture around, with multi-generational families embedded in the area for nearly a hundred years. Needless to say, there's a lot of pride and general dislike of outsiders. Hybrids are particularly unwelcome in this sector, and the local reputation has been sullied by a spate of specism hate crimes in the past few years.

The Flesh Pot

Anything goes at the Flesh Pot, so long as it happens in meatspace. If you're visiting this establishment, you're either going to enjoy the parade of gorgeous, surgically-altered prostitutes, perhaps pick one out of the lineup for a back-room dalliance, or you're heading there to get your own body tweaked and transformed in a variety of exotic options. So long as you've got the cryptos, the Flesh Pot has the right company to keep you warm and tingly all night — or for a few minutes, however long you need. Call ahead for private reservations or for group rates.

Hoffman Estates LIVEfacs

One of the primary simulacrum factories owned by Nortec, Hoffman Estates LIVEfacs has recently suffered numerous production setbacks due to internal sabotage and external opposition. Seems like every day, this massive clone vat center is the site of another protest group of varying degrees of vehemence and violence. Many point to CDF as the main culprit, given their anti-clone extremism, but no proof has been confirmed.

Galaxy Entertainment

Want to get the latest simulation seared straight into your optical nerves? Ready to experience a full-sensory VR domain? Want to spend every last credit you have on the latest and greatest entertainment tech? Galaxy Entertainment is all too happy to oblige. This here's their Chicagoland headquarters, where they produce and develop any sort of media for the eager masses. Movies, Deep channels, digital overlays, and every illegal gutter flick unleashed on humanity…you name it, they make and sell it. This center acts as admin offices, production studios, and even has a subsector devoted to sensory immersion chambers.

Meissner

Would you believe Orthodox Judaism has survived this long, after so much persecution? While many religious communities have settled up in Antioch, Meissner is distinguished by having Chicago's largest Jewish population. It's one of the more insular subsectors around, but so long as they stay quiet, no one's complaining.

North Aurora

Aurora got hit hard in the war, and even though there's been some rebuilding in the area, it keeps getting knocked down by the near-constant local gang warfare. Not exactly where you want to invest in real estate, neh? Mostly, it's an inhospitable stretch that daring smugglers or freelancers use as a shortcut when they want to avoid Militia patrols. It's claimed by the Aurora Angels of Death, one of the more infamous sprawlander gangs.

North Aurora AgroFacs

There's plenty of food around town, but most of it's crap. You've got the North Aurora AgroFacs to thank for much of that. Their accelerated agricultural factory never actually factors in things like taste or visual appeal as it works to churn out and clone enough bland food paste, vat chum, and fake meat to keep the masses from starving.

Ravenlocke West Sector HQ

Ravenlocke makes sure to keep a clear presence in most Chi-town sectors, and the Westside is no exception. This is where they launch all local patrols, transfer criminals to the Chicago Penal Sector, or any number of their unmarked "rehabilitation" centers, and present a positive public face so citizens are assured the private security corp always has their best interests at heart.

CENTRAL CHICAGO

Central Chi-town is a sector of contrasts. Some of the largest megacorps in the plex are based in central Chicago. That, along with the Space Elevator and the Chicago Defense Force (CDF), means heavy security, fast response times, and general more pain and hell than most freelancers are willing to deal with. All that said, there are fringe areas where you'll find some of the hardest blasters and razors to walk the plex. The Lombard projects, Coffin City, and other places will grind you to dust if you aren't careful. The Triads, Russian mafia Tongs and other crime syndicates base their operations in central Chicago where they can influence the city's political and corporate leaders. Tread carefully here ami.

Black Knight Armaments

HQ and main market for the Black Knight Armaments weapons and armor manufacturing company. Getting ready to make a hit on the nearest corp skyscraper or wanting to push a competitor ronin out of your territory? It's in your favor to stock up here, ami, assuming you've got the cryptos. Word on the street is they're the best in the business, but you should never believe everything you hear. Most of their popularity is due to savvy marketing rather than the quality of their gear. Still, their stock can help you get the job done, and bangers might think twice before attacking if they see you striding along with titanium plate armor strapped to your chest.

Chicago Medical District

It's no coincidence Chi-town's largest medical sector popped up alongside the O'Hare Military Sector. Many of the clinics and borg shops here are owned by Ravenlocke or the Militia, giving soldiers and mercs a steep discount whenever they need patching up. Civilians can solicit here, but unless your life's on the line, prices are gonna make you wonder if any cure is worth the deduction to your credit account. Oh, and none of that "chakra alignment" or other mystic healing bullcrap here. All services are robot or flesh-based. You want some chants and crystals? I know a place in Korea Town...

Chicagoland Stadium

The original Chicago Stadium only remained open until 1994, having been an indoor sports arena, theater, and community center. In the 2020s, the new Chicagoland Stadium was constructed for similar purposes, through on a far grander scale, and it hosted countless concerts, rodeos, political rallies, and war protests.

These days, this stadium is the epicenter of one of the largest ongoing black market operations in the sprawl. Illegal sim and virtual domains are sold side-by-side with drugs that'll have you foaming at the mouth for a week. Gangs can get their hands on plenty of glitched weaponry, and even the local militia has been seen strolling through in civvies, eyeing the wares. It's all overseen by a woman named Merc Matron who takes a significant cut from the vendors — profits she then uses to fund private security and keep the peace.

Chinatown

There's a reason Chinatown clings close to the Loop and the Gold Coast. The Chinese have made some heavy investments in Chicagoland's post-war development, and they're sticking around for good to make sure they see decent returns on their deposits. The Chinatown population keeps the culture thriving with curio shops, restaurants, automated needle carts, and souvenir joints. They've got their fair share of gangs too, but fortunately the mile-long civilian region — the single largest in Chicago, if you'd believe it — at least gives them room to hash out their street-side battles with minimal innocents getting caught in the crossfire.

Coffin City

Twenty-three years ago, architects and city planners, looking to solve the growing problem of over-crowding, delved deep into the guts of the earth and built Eden, an underground LIVEfac unlike anything anyone had ever seen.

They had high hopes, marketing Eden with the catchy meme; "Down is the new up!" Hoping to attract affluent members of society, they spared no expense to ensure the sector was both safe and fun to live in. The place had expansive subterranean housing complexes, agro-domes; even restaurants, media theaters, roadways, EDUfacilities and shopping malls. To top

it off, they coded a state-of-the-art AI (Ophelia-9) to handle the infrastructure.

It backfired.

Nobody…well none of the right people…bought into the propaganda. The rich simply preferred to live above ground, as high above ground as possible, and billions of cryptos in development couldn't convince them to move underground. The media feed hyped Coffin City as the wave of the future. Coffin City was supposed to be this slick, shiny sub-sector. Instead, Coffin City devolved into a ghetto filled with some of the worst criminal elements in the megasprawl after the developers, looking to make at least some of their money back, slashed the cost of living space to a fraction of the original price. Personally, I wouldn't set foot in the place… Check that. I'd go down into the coffin if I was being paid. Gotta make your scratch anyway ya can, neh? The place is a death trap Ami, and that's the straight truth.

Downers Grove

A huge swath of urban sprawl, Downers Grove is a mishmash of housing, industrial factories, and gang hovels that somehow escaped the war relatively intact. It's a popular area for those looking for work, but the concentrated and diverse population makes for a volatile stew of crime. The atmosphere can turn from safe to deadly from block-to-block, so be sure you know where you're heading if you ever traverse this sector.

Holy Cross Hospital

Nothing holy about it, ami — unless you mean the patients praying they'll be discharged with all the parts they came in with. The docs here do a good job, don't doubt it, but they're always looking for ways to line their pockets. If you're in to get a nasty gut shot treated, and then a blinger gets shuttled in needing a heart transplant and you just so happen to match his blood type…capisce? In the southern portion of Chicago's Medical District, this is the largest medical center independent of any military, corp, or private sec control.

Funky Buddha Lounge

Better bring a personal air filter when you visit this establishment. Equal doses of enlightenment and entertainment are found in the Funky Buddha Lounge, which purports to hold the city's widest selection of drugs and stims (legal and illegal both). From the moment you pay the reasonable cover charge, you're enveloped in a haze of psychotropic smoke, and if you aren't careful you soon won't be able to tell the floor from the ceiling as you hand over your last credit just to continue floating along a rainbow river.

Every surface is designed to offer a cozy pad for clients to sink into as their latest hit takes hold, while the chaotic color scheme confuses where reality begins and the trip ends even more. They've even got some padded back rooms where patrons can safely sample some of the edgier batches without anyone getting hurt. The place is watched over by the bloodshot eyes of one self-named Guru Bashki, a man of indefinable ethnic background who likes to trap people in long, rambling conversations about "doors of the mind" and the "transformative power of music."

Jaxes

Jaxes isn't your typical dance-and-drink dive. Nothing even close, ami, and best you be warned of that upfront for two big reasons. First, you don't want to be the sprawler dumb enough to get lured in here, promised a heaping plate of hot food and easy cryptos. Second, you don't want to work for the sickos who go here for "fun."

Once you get past the cozy front, an incredibly disturbing reality lurks in the back rooms. Want to whip someone bloody? Want to taunt a prisoner while they're tortured to death in a cage? Pay up and enjoy having your most twisted appetites sated. Most clients are wealthy psychos with anger management issues who get off on the pain and suffering of others weaker than them. Everything from psychological to nerve-scarring torment is on the menu, and the club employs the latest in stim-tech to keep prisoners conscious and screaming in agony for as long as possible.

Plenty of folks wouldn't mind seeing the place burned to the ground, and the sociopathic owner along with it…but the dude has the muscle and cryptos to successfully defend against any legal or physical threats so far. Some say he's even funneling Nortec Industries funds to keep things running smooth, seeing as his pappy's the CEO.

Koreatown

Don't let the name fool you here. Koreatown is actually the most racially and ethnically diverse sector around. Plenty of migrants who don't have roots elsewhere tend to get funneled into this area, adding more spice to the mix. Vestiges of the original Korean population still exist if you know where to look.

This doesn't stop the place from being a hotbed of gang warfare. In fact, because no particular group can lay a solid claim to the area, it only encourages even the smallest gang to try and take its cut. Practically every gang in Chicagoland keeps sniffing around here, getting into countless scraps, trying to somehow prove they've got the cojones to take and keep control. My advice? Keep your nose out of their business and the Seoulpa rings will tend to ignore you in return. That's how most of the area's denizens avoid getting bullet-riddled on a daily basis.

Lincoln Park

City planners have done their best to cling to the few parks this sprawl has left, trying to keep the industrial expansion from taking over fully. Lincoln Park is their biggest success so far, partly because it's so close to the Gold Coast City Mega Block, with the elite living there willing to pony up to keep "their" park looking nice. Just like the nearby beaches, access requires either an annual (1,000 cryptos) or daily pass (100

a head). Ravenlocke patrols and battlebots are a constant presence, but that doesn't stop opportunists from trying to abduct people from the area, since they know it's lousy with CEOs and others worth a ransom.

Little Italy

Technology evolves faster than we can comprehend. Cities get nuked to dust, one megacorp swallows another whole, but despite the chaos, Little Italy is still the best place to find primo pizza when you need a sauce fix. Sure, the neighborhood is a bit more of a demographic mingle, thanks to the Second Civil War and migrant influx, but the Italian culture has never exactly been known for closing up shop and quietly slipping away, even when technically outnumbered by its new tenants. Two hundred years of Italian settlement leaves a deep footprint here, bolstered by a sense of national pride. The area may not be as wealthy as it once was, but glory days come and go. Aggressive preservation attempts have kept a few landmarks intact, including Arrigo Park, Our Lady of Pompeii church, and the Italian-American Sports Hall of Fame.

Lombard Projects

Hastily constructed in the wake of the Second Civil War when refugees streamed out of newly irradiated sectors, the Lombard Projects now provide some of the cheapest dwellings in the Chicago sprawl. As always, you get what you pay for, ami. Crowded, dank, and dirty, with plumbing that could be described as "fickle" at best, these crammed-together complexes always look like they're just a heavy wind away from toppling into heaps of brick and lumber. Only a matter of time before someone lobs a Molotov cocktail in the wrong direction and the whole neighborhood goes up in kindling, taking thousands of families and squatters with it.

Melrose Park

A gorgeous strip of heavily wooded lawn, Melrose Park is home to several hybrid and chimera gangs that have bought into the idea of tapping into their animalistic "totems" by sticking closer to nature. Odd thing is, these gangs have proven relatively harmless so far, being more about living alongside humanity (which they no longer see themselves as part of) in harmony. In fact, their guardianship of the park makes it one of the more peaceful spots you'll find, and most nights you can walk its paths without worrying about being mugged — but if you ever disrespect the Spirit of Nature (whatever that means) these gangs revere or significantly damage the trees and brush, you'll become so much plant food.

Naperville

Some might make you think the only living options in Chitown are the Gold Coast megaplexes or the slums. Not true! Naperville is a thirty-five-square mile, primarily residential area that has pooled its resources enough to keep most gangs at bay, providing a comfortable, upper-middle class experience for those living there. There are a decent number of corporate offices established there as well, which are more the source of any espionage or sabotage that happens in the area.

O'Hare Milsec

O'Hare has turned into one big army base, and most of this sector marches to the beat of the military drum. It's HQ for the Chicago Defense Force, and even if you live there without donning a uniform and rank, likelihood is you still take orders from these war dogs, whether you want to or not. One perk of sticking close to the guys with the guns and keeping their boots polished is they tend to return the favor by providing decently safe living arrangements compared to the rest of the sprawl —until the bomb sirens start wailing, that is. United Nations troops are also bunked here, 20,000 troops strong. In other words, ami, do not stroll in there carrying an unregistered weapon (or at least don't get caught doing so) unless you want to bring the full wrath of the rank-and-file upon your head.

Space Elevator

Up and away, ami! The Space Elevator and surrounding Chicago Spaceport is one of the main reasons the sprawl has stayed independent from outside control. A steady stream of workers, cargo, and gear is shuttled along to the orbital station at its top, serviced by space-optimized robots and sims. Being one of only a handful of functioning space elevators in the world, plenty of private corps and nations are willing to hand over fistfuls of cryptos to use our direct line to zero gravity and back.

The elevator itself is like a mini-city, full of restaurants, shops, and even temporary living quarters. At the same time, it's such a tempting target that plenty of terrorists have set their sights on it, hoping to topple the whole pipeline. Guess it's a good thing the Chicago Militia is camped right on its doorstep where they can keep a close eye on potential troublemakers, neh? If you're ever looking to break free from the sprawl, the Space Elevator is your quickest ticket off-planet — assuming you can afford the ride, that is.

Sugar Grove

Ravenlocke has grown far beyond the private sec services that made it famous. Not only does Ravenlocke own Nortec Industries, but the corp has become highly diversified, to the point where it even started dabbling in the candy-making business. Sugar Grove is home to one such candy factory, with products being successful enough that they've come under scrutiny for potentially addictive ingredients. A concrete jungle of prefab housing and homeless warrens surrounds this factory.

Sunny Heights Condoplex

If you were born in this hellish Condoplex, you've likely spent most of your life trying to escape it. Sad to say, ami, this pit has a nastier reputation than quicksand for dragging people down and suffocating them before they even have a chance to make good.

It's like someone took 100 stories of the cheapest housing around and crammed tens of thousands of Chi-town's least upstanding citizens into the same square footage. Gang rule is law here, though which gang will depend on what floor you stumbled into. If you took the Gold City Mega Block and engineered its evil twin, Sunny Heights Condoplex would be the vile result. Its nickname is "The Candy Factory" for a reason, too. Got an itch that can't quite be scratched? An urge you need purged? A lust that must...eh, you get the point. Anything and everything can be bought and sold in this Condoplex, including your sanity and soul.

The Underground

Can't afford to have your implants tuned up in Chicago's Medical District? Want to avoid having to scan your biometrics at Holy Cross Hospital? Get on over to the Underground, the best-known private chop shop in town. The prices are right (cheap) and the service is stellar (fast and confidential). Just remember they tend to get all their medical supplies by raiding supply caravans, while many of their extra organs and implants aren't grown on the premises, but bought off chrome chopper gangs.

Ukrainian Village

The Ukrainian Village started out as a promisingly peaceful community back when the original settlers established its industrial borders — but it's been all a slide into the gutter ever since. The ethnic Ukrainians who once dominated the population charts have been slowly pushed out while plenty of gangs and criminal hives have replaced the businesses that supported the region. To grind a little salt into the wound, all the abandoned factories surrounding the area have been left to rust and rot. Toxic manufacturing waste has seeped into the landscape and buildings over the years, adding mutants, disease, and large swaths of contaminated earth to the mix.

PORTS OF ENTRY

Lookin to make a home in the walled city? Read on for a list of the major entry points in and out. I'm not saying these are all the ways to get in and out of Chicago, but they are the only legal ways in.

Hampshire Port of Entry

The main entry port into the sprawl, watched over by Chicago Militia and private security forces alike. Most official migrants are processed through here and given a handful of basic supplies, a TAP if they need it, and a quick orientation session so they can avoid getting killed their first day on the inside.

North Chicago Port of Entry

Thanks to its proximity to the Ravenlocke North Sector HQ, this port acts as a primary military ingress and the port of choice for visiting political and corporate representatives looking for safe passage into Chi-town.

Crest Hill Immigration Zone

The second-highest concentration of would-be immigrants beyond Hampshire, the Crest Hill Immigration Zone is overseen by numerous megacorp representatives searching for new labor and particular skills among the rabble. Lucky migrants are often approached with contracts ready for signing, offering them streamlined entry so long as they sign over at least the first ten years of their new lives to one corp or another.

Plainfield Port of Entry

One of two main ports servicing the Crest Hill Immigration Zone, the Plainfield Port is most often privately employed by megacorps who have successfully rounded up a new crop of employees from the shanty towns beyond the Wall. These are shuttled through to sanitization clinics and undergo employee orientation within their first twenty-four hours of city life. Welcome to the grind, ami.

Joliet Port of Entry

The other main port used for the Crest Hill Immigration Zone, the Joliet port is more used by migrants who enter the sprawl without any sort of corporate sponsor. These get no welcoming committee. Just a couple food paste tubes and a "good luck" slap on the backside.

Gary Port of Entry

The Gary Port of Entry is the wretched sewer the desperate can crawl through to get into Chi-town while dodging official channels. This winds them up straight into Gary Hell Zone, where plenty of gangs and scroungers are waiting with broad smiles, open arms, and sharpened razors, ready to dice up the fresh meat. This port has been subjected to numerous bombings over the years, so even getting through the half-collapsed tunnel is a treacherous option.

I-88 Port of Entry

Chicagoland does a good job of generating all necessary goods and services its citizens might desire from within, but that doesn't mean it refuses any trade with the outside world. Merchant runners use the I-88 port for trafficking goods into the sprawl — and this, of course, has fostered a heavily-entrenched smuggling ring that operates within the port's processing center, diverting select shipments.

APPENDIX

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