

STARFINDER



ARMORY

THE PACT WORLDS SYSTEM

APC

THE DIASPORA

ABSALOM STATION

IDARI

ABALLON

AKITON

CASTROVEL

VERCES

STARFINDER

ARMORY





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This book refers to several other Starfinder products, yet these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available online for free at paizo.com/sfrd.



OVERVIEW

It's a dangerous galaxy, and the widespread use of both technology and magic—sometimes together—make it downright suicidal to venture into the unknown without an arsenal of offensive and defensive equipment. Threats ranging from the destruction-hungry Cult of the Devourer and the expansionist Azlanti Star Empire to the myriad threats lurking on uncharted planets mean there's hardly a starfaring ysoki who doesn't have at least a stickybomb grenade stuffed in her cheek pouches.

The *Starfinder Armory* is full of new options for every kind of character in the *Starfinder* universe, starting with a dizzying array of weapons and armor that complement those in the *Starfinder Core Rulebook* and provide plenty of choices at every level. But armor and weapons are only the half of it—this book also contains an extraordinary range of useful equipment, whether you want to turn the tide of battle or make sure it doesn't start in the first place.

While *Starfinder* has a preponderance of nonhumanoid aliens with strange morphology, any playable alien race can purchase and use the equipment in this book. A betentacled barathu (*Starfinder Alien Archive* 20) soldier can wield a hydra cannon and make use of hoverskates just as easily as a kasathan soldier.

A character does have to adjust armor created for a different race before it can wear that armor effectively; see page 196 of the *Core Rulebook* for rules on adjusting armor. At the GM's discretion, these rules can be used as a baseline for adjusting other types of equipment for similar reasons.

NAVIGATING THIS BOOK

The *Armory* is organized primarily by equipment type, each of which is described below. Following over 100 pages of new gear is a chapter with equipment-focused player options for each of *Starfinder*'s seven core classes.

WEAPONS

Hundreds of new weapons spanning every item level await you in these well-armed pages. Check out new makes and models of every weapon type and category, and marvel at the new disintegrator category—weapons that deal acid damage as they rip targets apart at the molecular level. New critical hit effects and weapon special properties debut here as well, and there are also several types of grenades and ammunition, along with more solarian weapon crystals which include more low-level options.

Additionally, the Manufacturers section (see page 55) introduces new weapon modifications offered by the galaxy's most prominent arms dealers, from AbadarCorp to VitariTech. Of course, those additional features often come with a higher price tag, but your life is worth it, right?

WEAPON ACCESSORIES

When it comes to your weapons, it's often important to have exactly the capabilities you need to deal with a wide range of foes. On top of the myriad weapon options of the previous section, there are accessories with which you can modify your weapons. With these accessories you can, for instance, make your spined blade collapsible and easier to hide, or add a scope to your graviton pistol.



WEAPON FUSIONS

While most weapons are purely technological, adding a magical fusion or two to a favored weapon can boost its power and capability significantly. Check out this section for dozens of enchanting options for tricking out your weapon—including a weapon fusion that lets you rend your target's psyche.

SPECIAL MATERIALS

Starmetals are rare materials that can be used to craft enhanced equipment; this section expands upon adamantine and noqual and introduces several more new materials.

ARMOR

This section is padded full of protective suits of light and heavy armor, many of which are designed for use by a particular race but available to any who can shell out the credits.

POWERED ARMOR

Some prefer that their armor adds to their offensive capabilities as well, and this section has more than a dozen new powered armor models, along with rules for updating powered armor you've already invested in to make it even more useful.

ARMOR UPGRADES

Armor upgrades add versatility to many types of armor, so head to this section if you'd like to install juggernaut boosters into your vesk overplate or a *displacement field* into your advanced iridishell.

AUGMENTATIONS

This section presents dozens of new biotech and cybernetic augmentations to expand upon those offered in the *Core Rulebook*, and also introduces two new types of augmentation: necrograft and magitech. Using these new undead and technomagical augmentation options, you can replace your eyes with motes of fiery-red light or swap just their lenses with psychically active crystal.

TECHNOLOGICAL ITEMS

Technological items can be useful both in and out of combat, so refer to this section if you need to pick up a grenade scrambler and grounding boots for an upcoming skirmish—or if you just want to buy a holographic strategy game to pass the time with the rest of your crew.

MAGIC ITEMS

This section reveals the arcane secrets of more than 50 new magic items (many with several increasingly powerful versions), including seven new *aeon stones* that offer increased speed, telepathic ability, and more. The section ends by introducing three powerful artifacts to *Starfinder*—three legendary items that could each provide a campaign's worth of adventuring possibilities.

HYBRID ITEMS

Hybrid items are where magic and technology intertwine to produce effects not found in any other gear. A lucky

MINOR EQUIPMENT

It would take a high-tier computer to hold a list of every device, gadget, and spinning widget available in *Starfinder's* setting; the galaxy is chock full of technology and magic. With GM approval, any minor piece of equipment (such as an alarm clock, digital keys for a vehicle you own, headphones, a simple camera, and so on) can be purchased for 5 credits. Such items typically have light bulk and an item level of 0.

computer idol gives you a digital green thumb, and fearsome *entropy gloves* let you wield negative energy. Perhaps most impactful are the hybrid grenades presented in this section; throw a *wonder grenade* and you'll cause one of 20 randomly determined effects—good luck!

PERSONAL ITEMS

Not all gear means the difference between life and death; sometimes you just need some perfume and a party outfit. Of course, a glass cutter, a lighter, and some rope can play their own significant roles in an evening's plans. Or maybe you have some spare UPBs and would like a glass of brandy or a fresh salad—head to this section and pick up a culinary synthesizer.

DRUGS, MEDICINALS, AND POISONS

Where there is sentient biology, there is pharmacology, and this section provides substances that range from recreational or preventative to pernicious. A coagulant medicinal might save you from goreflow poison's bleeding effect, but unless you have a hale constitution, you might want to just enjoy some rapture dust before you go.

OTHER PURCHASES

There are plenty of things worth spending credits on that you can't take with you, and this section provides options for sampling Pact Worlds cuisine in restaurants, employing additional professional services, and obtaining new modes of transportation, including living creatures!

VEHICLES

This section provides dozens of options for those driven to take to land, sea, and sky at accelerated speeds. Pick up a stealth sub to explore the oceans under an ice planet's rimed surface, use a recon enercopter to infiltrate hostile skies, or make a less subtle entrance with a two-legged tactical walker.

CLASS OPTIONS

Acquiring the best equipment the galaxy has to offer is only the beginning—this section provides new equipment-focused abilities for each of *Starfinder's* seven core classes, which characters can use to make the weapons, armor, and other gear in this book even more effective. A new archetype on page 143 helps those especially interested in augmentations elevate their self-modification to an art form.



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STARFINDER



EQUIPMENT

1



WEAPONS

A good weapon [or three] is essential for any spacefaring adventurer who wants to set foot on a dangerous, uncharted world—and who also wants to step off it intact. A staggering array of weapons are available in the galaxy, each with its own advantages and drawbacks. Whether you want to blast, bludgeon, burn, or merely incapacitate your foes, and do it from a distance of hundreds of feet or up close and personal, you'll find a model to suit your needs in the pages to follow.

The weapons in this chapter use the rules presented starting on page 168 of the *Starfinder Core Rulebook*. The weapons appear on tables grouped first by type (one- and two-handed basic and advanced melee weapons, small arms, longarms, heavy weapons, sniper weapons, grenades, and special weapons) and then by category (cryo, disintegrator, flame, laser, plasma, projectile, shock, and sonic). Weapons without a category are listed as uncategorized, and additional tables list ammunition and *solarian weapon crystals*. New weapon special properties and critical hit effects appear on pages 27 and 31, while descriptions of all the items in this section begin on page 31.

Combined with the weapons in the *Core Rulebook*, this chapter provides weapons of every type at nearly every item level. If you want to upgrade an existing weapon to be more effective, you can do so by selecting a weapon of the same type and category with a higher item level. You then pay the price of the new weapon, minus 10% of the price of the original weapon. You can do this yourself if you have the skill ranks to craft the new weapon, or have a professional do the work at the same price. If the weapon had one or more weapon fusions, an additional price must be paid equal to the price to move such a fusion from the original weapon to the new weapon.

TABLE 1-1: BASIC MELEE WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
UNCATEGORIZED						
Handaxe, basic	1	90	1d4 S	—	L	Analog, thrown (20 ft.)
Sap, light	2	450	1d4 B	—	L	Analog, nonlethal, operative
Sledge	3	1,050	1d8 B	—	1	Analog, unwieldy
Switchblade, tactical	3	1,300	1d4 S	—	L	Analog, conceal, operative
Handaxe, tactical	4	1,825	1d6 S	—	L	Analog, thrown (20 ft.)
Tailblade	4	2,300	1d4 S	—	L	Analog, operative, tail
Retractable spike, tactical	5	3,150	1d4 P	—	L	Conceal, integrated (1 slot), operative
Spined blade, basic	5	2,600	1d6 P	Injection DC +2	L	Analog
Sap, medium	6	3,900	1d6 B	—	L	Analog, nonlethal, operative
Shell knuckles, tactical	6	4,050	3d4 B	—	L	Analog, shells (1, usage 1)
Hook knife	7	6,300	1d8 S	Bleed 1d6	L	Analog
Spined blade, buzzblade	8	9,400	1d10 P	Injection DC +2	L	Powered (capacity 20, usage 1)
Switchblade, ultrathin	8	9,100	2d4 S	—	L	Analog, conceal, operative
Handaxe, sintered	9	12,500	2d6 S	—	L	Analog, thrown (30 ft.)
Retractable spike, advanced	10	18,400	3d4 P	—	L	Conceal, integrated (1 slot), operative
Sap, heavy	11	23,100	2d8 B	—	L	Analog, nonlethal, operative
Spined blade, ripper	11	24,500	2d10 P	Injection DC +2	L	Powered (capacity 20, usage 1)
Shell knuckles, advanced	12	32,500	4d8 B	—	L	Analog, shells (2, usage 2)
Switchblade, zero-edge	13	48,600	5d4 S	—	L	Analog, conceal, operative
Handaxe, ultrathin	14	66,800	6d6 S	—	L	Analog, thrown (30 ft.)
Spined blade, gravity	14	62,400	4d10 P	Injection DC +2	L	Powered (capacity 40, usage 2)
Retractable spike, elite	15	119,000	7d4 P	—	L	Conceal, integrated (1 slot), operative
Shell knuckles, elite	16	151,000	10d8 B	—	L	Analog, shells (3, usage 3)
Spined blade, rivener	18	325,000	8d10 P	Injection DC +2	L	Powered (capacity 40, usage 2)
Switchblade, molecular rift	18	354,000	11d4 S	—	L	Analog, conceal, operative
Handaxe, molecular rift	19	502,000	12d6 S	—	L	Analog, thrown (40 ft.)
Retractable spike, paragon	20	895,000	6d10 P	—	L	Conceal, integrated (1 slot), operative
Shell knuckles, paragon	20	525,000	14d8 B	—	L	Analog, shells (4, usage 4)

TABLE 1-1: BASIC MELEE WEAPONS (CONTINUED)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
UNCATEGORIZED						
Garrote, wire	2	900	1d2 S	—	L	Analog, conceal, grapple, operative, throttle
Warclub	2	450	1d10 B	—	1	Analog
Greataxe, tactical	3	1,100	1d12 S	—	1	Analog
Lance, tactical	3	1,450	1d6 P	—	1	Analog, reach
Chitinblade, tactical	4	1,890	1d6 S	Bleed 1d6	1	Analog
Puzzleblade, conviction	4	2,100	1d6 S	—	1	Breakdown
Living staff, tactical	5	3,300	1d6 B	Bind	1	Block, living, powered (capacity 20, usage 1), reach
Maul, tactical	5	2,750	1d8 B	Knockdown	1	Analog, unwieldy
Greataxe, sintered	6	4,150	3d6 S	—	1	Analog
Scythe, tactical	6	3,900	1d8 S	—	1	Analog, trip
Garrote, nanofiber	7	6,700	2d4 S	—	L	Analog, conceal, grapple, operative, throttle
Lance, advanced	8	9,400	2d6 P	—	1	Analog, reach
Chitinblade, microerrated	9	12,400	4d4 S	Bleed 2d4	1	Analog
Puzzleblade, dedication	9	13,700	3d6 S	—	1	Breakdown
Greataxe, ultrathin	10	18,100	2d12 S	—	1	Analog
Maul, advanced	10	17,200	3d8 B	Knockdown	1	Analog, unwieldy
Scythe, sintered	11	23,200	4d6 S	—	1	Analog, trip
Garrote, microfilament	12	34,800	4d4 S	Bleed 1d6	L	Analog, conceal, grapple, operative, throttle
Living staff, advanced	12	39,500	4d6 B	Bind	1	Block, living, powered (capacity 20, usage 1), reach
Chitinblade, nanoserrated	13	46,400	4d8 S	Bleed 2d8	1	Analog
Lance, elite	13	50,800	5d6 P	—	1	Analog, reach
Greataxe, molecular rift	14	69,800	4d12 S	—	1	Analog
Puzzleblade, moderation	14	77,400	7d6 S	—	1	Breakdown
Maul, elite	15	95,000	7d8 B	Knockdown	1	Analog, unwieldy
Living staff, elite	16	181,000	12d6 B	Bind	1	Block, living, powered (capacity 20, usage 1), reach
Scythe, ultrathin	16	160,000	7d8 S	—	1	Analog, trip
Chitinblade, ultraserrated	17	219,000	8d8 S	Bleed 3d8	1	Analog
Garrote, monowire	17	225,000	5d8 B	Bleed 2d6	L	Analog, conceal, grapple, operative, throttle
Lance, paragon	18	365,000	11d6 P	—	1	Analog, reach
Puzzleblade, tradition	19	605,000	14d6 S	—	1	Breakdown
Living staff, paragon	20	919,000	14d6 B	Bind	1	Block, living, powered (capacity 20, usage 1), reach
Maul, paragon	20	724,000	15d8 B	Knockdown	1	Analog, unwieldy

TABLE 1-2: ADVANCED MELEE WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
CRYO						
Ice needle, undercover	1	330	1d4 C & P	Injection DC +2	L	Conceal, injection, powered (capacity 20, usage 4)
Cryospike, personal	2	1,100	1d4 C	—	L	Extinguish, integrated (2 slots), powered (capacity 20, usage 2)
Bone scepter, chill	3	1,490	1d6 C	Leech	L	Analog, antibiological
Zero knife, frostbite-class	4	2,810	1d4 C	Staggered	L	Conceal, operative, powered (capacity 40, usage 1)
Ice needle, furtive	5	3,140	1d6 C & P	Injection DC +2	L	Conceal, injection, powered (capacity 40, usage 4)
Gale baton, tempest	6	4,240	1d6 C	Staggered	L	Deflect, operative, powered (capacity 80, usage 4)
Zero knife, hailstorm-class	7	5,540	1d6 C	Staggered	L	Conceal, operative, powered (capacity 40, usage 1)
Bone scepter, void	8	9,850	2d6 C	Leech	L	Analog, antibiological
Cryospike, residential	9	13,700	3d4 C	—	L	Extinguish, integrated (2 slots), powered (capacity 20, usage 2)
Ice needle, artifice	10	18,400	4d6 C & P	Injection DC +2	L	Conceal, injection, powered (capacity 40, usage 4)
Gale baton, cyclone	11	24,500	3d8 C	Staggered	L	Deflect, operative, powered (capacity 80, usage 4)
Zero knife, blizzard-class	12	32,400	2d6 C	Staggered	L	Conceal, operative, powered (capacity 40, usage 1)
Bone scepter, rigor	13	51,800	5d6 C	Leech	L	Analog, antibiological
Ice needle, espionage	14	74,100	7d6 C & P	Injection DC +2	L	Conceal, injection, powered (capacity 40, usage 4)
Cryospike, industrial	15	114,000	9d4 C	—	L	Extinguish, integrated (2 slots), powered (capacity 20, usage 2)
Zero knife, avalanche-class	16	145,000	5d6 C	Staggered	L	Conceal, operative, powered (capacity 40, usage 1)
Gale baton, hurricane	17	245,000	9d6 C	Staggered	L	Deflect, operative, powered (capacity 80, usage 4)
Ice needle, subterfuge	18	384,000	13d6 C & P	Injection DC +2	L	Conceal, injection, powered (capacity 80, usage 4)
Bone scepter, cadaver	19	598,000	12d6 C	Leech	L	Analog, antibiological

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TABLE 1-2: ADVANCED MELEE WEAPONS (CONTINUED)

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Zero knife, icequake-class	20	729,000	7d6 C	Staggered	L	Conceal, operative, powered (capacity 40, usage 1)

DISINTEGRATOR

Disintegration lash, liquidator	3	1,450	1d6 A	Corrode 1d6	L	Living, powered (capacity 20, usage 1), reach
Disintegration lash, decimator	8	9,800	1d10 A	Corrode 1d6	L	Living, powered (capacity 20, usage 1), reach
Disintegration lash, executioner	16	113,000	2d20 A	Corrode 2d6	L	Living, powered (capacity 20, usage 1), reach
Disintegration lash, eradicator	20	850,000	4d20 A	Corrode 4d6	L	Living, powered (capacity 20, usage 1), reach

FLAME

Junk censer	1	125	1d6 B & F	Burn 1d4	L	Analog, fueled (capacity 20, usage 4), thrown (10 ft.)
Resistance rod, strain-gauge	2	510	1d4 F	Burn 1d4	L	Powered (capacity 20, usage 1)
Pyrod, luminous	3	1,300	1d6 F	Jet 1d4	L	Analog, fueled (capacity 20, usage 1), professional (dancer)
Magma blade, rhyolite	4	2,300	1d8 F & S	Wound	1	Powered (capacity 20, usage 2)
Searing grip, low-heat	5	3,010	1d6 F	Burn 1d6	L	Grapple, powered (capacity 20, usage 2)
Mirage dagger, distortion	6	4,450	1d4 F	—	L	Feint, operative, powered (capacity 20, usage 1)
Magma blade, andesite	8	10,900	2d8 F & S	Wound	1	Powered (capacity 40, usage 2)
Resistance rod, thermistor	9	12,600	4d4 F	Burn 2d4	L	Powered (capacity 20, usage 1)
Pyrod, torch	10	13,500	3d6 F	Jet 2d6	L	Analog, fueled (capacity 20, usage 1), professional (dancer)
Searing grip, high-heat	11	25,200	3d8 F	Burn 2d6	L	Grapple, powered (capacity 20, usage 2)
Resistance rod, piezoresistor	12	31,500	6d4 F	Burn 3d4	L	Powered (capacity 20, usage 1)
Mirage dagger, hallucination	13	50,800	4d4 F	—	L	Feint, operative, powered (capacity 20, usage 1)
Magma blade, basalt	14	79,400	7d8 F & S	Wound	1	Powered (capacity 40, usage 2)
Resistance rod, induction	15	94,200	10d4 F	Burn 4d4	L	Powered (capacity 20, usage 1)
Pyrod, beacon	16	164,000	8d6 F	Jet 4d6	L	Analog, fueled (capacity 20, usage 1), professional (dancer)
Searing grip, weaponized	18	364,000	11d6 F	Burn 3d6	L	Grapple, powered (capacity 20, usage 2)
Magma blade, plagioclase	19	610,000	13d8 F & S	Wound	1	Powered (capacity 80, usage 2)
Mirage dagger, illusion	20	897,000	10d4 F	—	L	Feint, operative, powered (capacity 20, usage 1)

PLASMA

Welder, utility	1	300	1d4 E & F	—	L	Powered (capacity 20, usage 1), professional (contractor)
Solar brand, red star	2	790	1d6 E & F	—	L	Powered (capacity 20, usage 2)
Plasma lash, red star	3	1,550	1d4 E & F	Knockdown	L	Powered (capacity 20, usage 1), reach, trip
Angel wing, movanic	4	1,890	1d6 E & F	Burn 1d6	L	Powered (capacity 20, usage 2), unwieldy
Welder, industrial	5	3,100	2d4 E & F	—	L	Powered (capacity 40, usage 2), professional (contractor)
Solar brand, yellow star	6	4,250	1d8 E & F	Wound	L	Powered (capacity 40, usage 4)
Angel wing, monadic	7	5,500	2d6 E & F	Burn 2d6	L	Powered (capacity 20, usage 2), unwieldy
Plasma lash, yellow star	8	11,000	3d4 E & F	Knockdown	L	Powered (capacity 20, usage 1), reach, trip
Angel wing, astral	10	17,100	4d6 E & F	Burn 2d6	L	Powered (capacity 20, usage 2), unwieldy
Welder, starship	11	25,800	5d4 E & F	—	L	Powered (capacity 40, usage 2), professional (contractor)
Solar brand, white star	12	35,200	3d8 E & F	Wound	L	Powered (capacity 80, usage 4)
Plasma lash, white star	14	80,500	6d4 E & F	Knockdown	L	Powered (capacity 20, usage 1), reach, trip
Welder, offensive	16	164,000	11d4 E & F	—	L	Powered (capacity 40, usage 4), professional (contractor)
Solar brand, blue star	17	245,000	7d8 E & F	Severe wound	L	Powered (capacity 80, usage 4)
Plasma lash, blue star	19	912,000	15d4 E & F	Knockdown	L	Powered (capacity 20, usage 1), reach, trip

SHOCK

Spark knife, runner	1	390	1d4 E & S	Arc 1d4	L	Drain charge, operative, powered (capacity 20, usage 1)
Shock pad, static	2	1,100	1d4 E	Staggered	L	Integrated (1 slot), powered (capacity 20, usage 1), stun
Glass blade, live	3	1,230	1d6 E & P	—	L	Powered (capacity 20, usage 1)
Neural lash, electroplax	4	2,230	1d4 E	Arc 1d4	L	Living, powered (capacity 20, usage 1), reach, stun, thought, unwieldy
Spark knife, recruit	5	3,070	1d6 E & S	Arc 1d6	L	Drain charge, operative, powered (capacity 20, usage 1)
Shock pad, aurora	6	4,900	2d4 E	Staggered	L	Integrated (1 slot), powered (capacity 20, usage 1), stun
Glass blade, jolt	7	5,440	2d6 E & P	—	L	Powered (capacity 20, usage 2)
Neural lash, amperometric	9	14,600	3d4 E	Arc 2d4	L	Living, powered (capacity 20, usage 1), reach, stun, thought, unwieldy

TABLE 1-2: ADVANCED MELEE WEAPONS (CONTINUED)

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Spark knife, crew	10	18,200	2d6 E & S	Arc 2d6	L	Drain charge, operative, powered (capacity 20, usage 1)
Shock pad, storm	12	37,500	6d4 E	Staggered	L	Integrated (1 slot), powered (capacity 20, usage 1), stun
Glass blade, impulse	13	46,500	6d6 E & P	—	L	Powered (capacity 20, usage 2)
Neural lash, galvanic	14	79,400	8d4 E	Arc 4d4	L	Living, powered (capacity 20, usage 1), reach, stun, thought, unwieldy
Spark knife, boss	15	112,000	5d6 E & S	Arc 3d6	L	Drain charge, operative, powered (capacity 20, usage 1)
Shock pad, tempest	17	268,000	13d4 E	Staggered	L	Integrated (1 slot), powered (capacity 20, usage 1), stun
Glass blade, surge	18	327,000	13d6 E & P	—	L	Powered (capacity 20, usage 2)
Neural lash, voltaic	20	909,000	8d10 E	Arc 3d10	L	Living, powered (capacity 20, usage 1), reach, stun, thought, unwieldy

SONIC

Singing disk, soprano	1	115	1d4 So	Confuse	L	Analog, thrown (20 ft.)
Wailing blade, tymbal	3	1,270	1d6 S & So	Deafen	L	Powered (capacity 20, usage 2)
Shrieking knife, harmonic	4	2,180	1d4 So	—	L	Operative, powered (capacity 20, usage 2)
Resonant gauntlet, cellular	5	3,230	1d4 So	Nauseate	L	Boost 1d4, powered (capacity 20, usage 1)
Singing disk, soprano	6	3,900	1d6 So	Confuse	L	Analog, thrown (30 ft.)
Wailing blade, euphonic	8	9,080	2d8 S & So	Deafen	L	Powered (capacity 40, usage 2)
Shrieking knife, interference	9	13,700	2d4 So	—	L	Operative, powered (capacity 20, usage 2)
Resonant gauntlet, molecular	10	19,900	3d4 So	Nauseate	L	Boost 3d4, powered (capacity 20, usage 1)
Singing disk, alto	11	23,600	3d6 So	Confuse	L	Analog, thrown (40 ft.)
Wailing blade, strident	13	47,100	6d6 S & So	Deafen	L	Powered (capacity 40, usage 4)
Shrieking knife, infrasonic	14	77,400	4d4 So	—	L	Operative, powered (capacity 20, usage 4)
Resonant gauntlet, atomic	15	124,000	8d4 So	Nauseate	L	Boost 4d4, powered (capacity 20, usage 1)
Singing disk, tenor	16	146,000	7d6 So	Confuse	L	Analog, thrown (60 ft.)
Shrieking knife, ultrasonic	17	259,000	7d4 So	—	L	Operative, powered (capacity 20, usage 4)
Wailing blade, warbler	18	363,000	15d6 S & So	Deafen	L	Powered (capacity 80, usage 4)
Singing disk, bass	19	482,000	10d6 So	Confuse	L	Analog, thrown (80 ft.)
Resonant gauntlet, quantum	20	901,000	6d12 So	Nauseate	L	Boost 3d12, powered (capacity 20, usage 1)

UNCATEGORIZED

Hook sword	3	1,420	1d8 S	Bleed 1d4	L	Analog, trip
Talon, drone	4	2,400	1d6 A or S	Corrode 1d6	L	Modal, powered (capacity 20, usage 1)
Warfan	5	3,070	1d8 S	—	L	Analog, block
Living lash	6	4,150	1d8 S	Bind	L	Living, powered (capacity 20, usage 1), reach, thought, unwieldy
Talon, warrior	8	10,500	2d6 A or S	Corrode 1d6	L	Modal, powered (capacity 20, usage 1)
Talon, knight	12	39,100	4d6 A or S	Corrode 2d6	L	Modal, powered (capacity 20, usage 1)
Talon, queen	16	195,000	8d6 A or S	Corrode 3d6	L	Modal, powered (capacity 40, usage 2)
Talon, god	20	925,000	8d12 A or S	Corrode 4d6	L	Modal, powered (capacity 40, usage 2)

TWO-HANDED WEAPONS**CRYO**

Shadow chains, follower	1	390	1d3 C	Bind	2	Analog, disarm, reach, trip
Void staff, grave-class	2	1,080	1d4 C	Suffocate	1	Analog, block
Frost maul, aufeis	3	1,240	1d8 B & C	Staggered	2	Powered (capacity 20, usage 2), sunder
Icestar staff, defender	4	2,080	1d6 C or F	—	1	Block, double (flame), powered (capacity 40, usage 2)
Spined iceblade, frostbite-class	4	2,150	1d6 C	Staggered	1	Powered (capacity 20, usage 1)
Void staff, crypt-class	6	4,600	1d10 C	Suffocate	1	Analog, block
Icestar staff, seeker	7	6,320	2d6 C or F	—	1	Block, double (flame), powered (capacity 40, usage 2)
Shadow chains, acolyte	7	6,800	3d4 C	Bind	2	Analog, disarm, reach, trip
Frost maul, iceberg	8	8,700	3d8 B & C	Staggered	2	Powered (capacity 20, usage 2), sunder
Spined iceblade, hailstorm-class	9	13,700	3d6 C	Staggered	1	Powered (capacity 20, usage 1)
Shadow chains, penitent	10	18,800	5d4 C	Bind	2	Analog, disarm, reach, trip
Icestar staff, warrior	11	25,200	4d6 C or F	—	1	Block, double (flame), powered (capacity 40, usage 2)
Void staff, tomb-class	11	27,100	3d10 C	Suffocate	1	Analog, block
Frost maul, floe	13	46,100	6d8 B & C	Staggered	2	Powered (capacity 20, usage 2), sunder

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TABLE 1-2: ADVANCED MELEE WEAPONS (CONTINUED)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Icestar staff, drifter	14	73,100	6d6 C or F	—	1	Block, double (flame), powered (capacity 40, usage 2)
Shadow chains, ecclesiastic	14	76,800	9d4 C	Bind	1	Analog, disarm, reach, trip
Void staff, ossuary-class	15	123,000	5d10 C	Suffocate	1	Analog, block
Spined iceblade, blizzard-class	16	170,000	7d6 C	Staggered	1	Powered (capacity 20, usage 1)
Frost maul, glacier	17	224,000	10d8 B & C	Staggered	2	Powered (capacity 40, usage 2), sunder
Icestar staff, leader	17	251,000	10d6 C or F	—	1	Block, double (flame), powered (capacity 40, usage 2)
Shadow chains, devotional	18	261,000	9d8 C	Bind	2	Analog, disarm, reach, trip
Spined iceblade, avalanche-class	19	570,000	10d6 C	Staggered	1	Powered (capacity 20, usage 1)
Void staff, barrow-class	20	904,000	9d10 C	Suffocate	1	Analog, block

FLAME

Flame spinner, fireball	1	225	1d6 F	Burn 1d4	1	Analog, free hands (2), fueled (capacity 20, usage 1), unwieldy
Burning chains, fiend-class	3	1,450	1d8 F	Fatigue	2	Analog, disarm, fueled (capacity 20, usage 1), reach, trip
Flame spinner, immolation	5	2,860	1d8 F	Burn 1d6	1	Analog, free hands (2), fueled (capacity 20, usage 2), unwieldy
Meteor glaive, tactical	6	4,390	1d12 F & S	Wound	2	Fueled (capacity 40, usage 4), reach
Burning chains, malebranche-class	9	13,900	2d8 F	Fatigue	2	Analog, disarm, fueled (capacity 20, usage 1), reach, trip
Meteor glaive, advanced	10	18,200	3d8 F & S	Wound	2	Fueled (capacity 40, usage 4), reach
Flame spinner, supernova	12	33,900	3d10 F	Burn 2d6	1	Analog, free hands (2), fueled (capacity 20, usage 1), unwieldy
Meteor glaive, elite	15	112,000	5d10 F & S	Wound	2	Fueled (capacity 40, usage 4), reach
Burning chains, archdevil-class	16	178,000	5d12 F	Fatigue	2	Analog, disarm, fueled (capacity 20, usage 1), reach, trip
Meteor glaive, paragon	18	385,000	10d10 F & S	Severe wound	2	Fueled (capacity 40, usage 4), reach
Flame spinner, fission	20	802,000	8d12 F	Burn 5d6	1	Analog, free hands (2), fueled (capacity 20, usage 1), unwieldy

PLASMA

Flare axe, red star	1	120	1d4 E & F	Burn 1d4	1	Powered (capacity 20, usage 1)
Nova lance, red star	2	995	1d4 E & F	Wound	2	Powered (capacity 20, usage 1), reach
Core hammer, tactical	3	1,320	1d6 E & F	Jet 1d6	2	Powered (capacity 40, usage 2)
Plasma ribbon, student	4	2,120	1d6 E & F	—	L	Operative, professional (dancer), powered (capacity 20, usage 1)
Flare axe, yellow star	5	2,710	1d8 E & F	Burn 1d8	1	Powered (capacity 20, usage 1)
Nova lance, yellow star	7	6,870	3d4 E & F	Wound	2	Reach, powered (capacity 20, usage 1)
Core hammer, advanced	8	9,150	3d6 E & F	Jet 2d6	2	Powered (capacity 40, usage 2)
Plasma ribbon, professional	9	13,600	2d10 E & F	—	L	Operative, professional (dancer), powered (capacity 20, usage 1)
Flare axe, white star	11	23,100	3d10 E & F	Burn 1d10	1	Powered (capacity 20, usage 1)
Nova lance, white star	12	39,500	7d4 E & F	Severe wound	2	Reach, powered (capacity 40, usage 2)
Core hammer, fusion	13	48,200	6d6 E & F	Jet 4d6	2	Powered (capacity 40, usage 5)
Plasma ribbon, competitor	14	74,100	3d10 E & F	—	L	Operative, professional (dancer), powered (capacity 20, usage 1)
Flare axe, blue star	16	148,000	5d12 E & F	Burn 3d6	1	Powered (capacity 20, usage 1)
Nova lance, blue star	17	279,000	8d6 E & F	Severe wound	2	Reach, powered (capacity 40, usage 4)
Plasma ribbon, champion	19	578,000	6d10 E & F	—	L	Operative, professional (dancer), powered (capacity 20, usage 1)
Core hammer, reactor	20	725,000	15d6 E & F	Jet 8d6	2	Powered (capacity 80, usage 8)

SHOCK

Polarity gauntlets, spark	1	410	1d3 E	—	1	Operative, polarize 1d3, powered (capacity 20, usage 2)
Stun staff, tactical	2	750	1d4 E	Staggered	1	Block, powered (capacity 20, usage 1), stun
Storm hammer, diamagnetic	3	1,300	1d8 B & E	Knockdown	1	Powered (capacity 20, usage 2)
Polarity gauntlets, static	4	2,350	1d6 E	—	1	Operative, polarize 1d4, powered (capacity 40, usage 2)
Electroflail, tactical	5	2,910	1d6 E	Arc 1d6	1	Disarm, powered (capacity 20, usage 1)
Stun staff, static	6	4,210	1d10 E	Staggered	1	Block, powered (capacity 20, usage 1), stun
Storm hammer, paramagnetic	7	5,520	3d6 B & E	Knockdown	1	Powered (capacity 20, usage 2)
Polarity gauntlets, aurora	8	10,600	2d6 E	—	1	Operative, polarize 1d6, powered (capacity 40, usage 4)
Electroflail, advanced	9	12,800	3d6 E	Arc 2d6	1	Disarm, powered (capacity 20, usage 1)
Stun staff, aurora	10	18,100	3d8 E	Staggered	1	Block, powered (capacity 20, usage 1), stun
Storm hammer, ferromagnetic	11	22,900	6d6 B & E	Knockdown	1	Powered (capacity 20, usage 2)
Polarity gauntlets, current	12	39,100	3d6 E	—	1	Operative, polarize 2d6, powered (capacity 80, usage 4)
Stun staff, storm	13	50,200	4d10 E	Staggered	1	Block, powered (capacity 20, usage 1), stun
Electroflail, elite	14	69,900	7d6 E	Arc 3d6	1	Disarm, powered (capacity 20, usage 1)

TABLE 1-2: ADVANCED MELEE WEAPONS (CONTINUED)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Polarity gauntlets, storm	15	122,000	5d6 E	—	1	Operative, polarize 3d6, powered (capacity 80, usage 8)
Storm hammer, antiferromagnetic	16	145,000	12d6 B & E	Knockdown	1	Powered (capacity 20, usage 2)
Stun staff, tempest	17	244,000	6d10 E	Staggered	1	Block, powered (capacity 20, usage 1), stun
Electroflail, paragon	18	360,000	11d6 E	Arc 4d6	1	Disarm, powered (capacity 20, usage 1)
Polarity gauntlets, tempest	19	615,000	9d6 E	—	1	Operative, polarize 4d6, powered (capacity 100, usage 10)
Storm hammer, metamagnetic	20	728,000	20d6 B & E	Knockdown	1	Powered (capacity 20, usage 2)

SONIC

Seismic pick, light	1	180	1d4 So	Deafen	1	Penetrating, powered (capacity 20, usage 1), professional (miner)
Vibrogarrote, basic	2	410	1d3 So	Deafen	L	Conceal, grapple, operative, powered (capacity 20, usage 1), throttle
Resonant staff, sonorous	3	1,380	1d4 So	Knockdown	1	Block, boost 1d4, powered (capacity 20, usage 1)
Singing spear, soprano	4	2,200	1d8 P & So	Confuse	1	Analog, thrown (20 ft.)
Seismic pick, heavy	5	2,790	1d8 So	Deafen	1	Penetrating, powered (capacity 20, usage 1), professional (miner)
Interference blade, monophonic	6	4,420	1d10 So	Wound	1	Powered (capacity 40, usage 4)
Vibrogarrote, harmonic	7	7,200	2d4 So	Deafen	L	Conceal, grapple, operative, powered (capacity 20, usage 1), throttle
Singing spear, soprano	8	9,500	2d8 P & So	Confuse	1	Analog, thrown (20 ft.)
Seismic pick, driver	9	12,600	4d6 So	Deafen	1	Penetrating, powered (capacity 20, usage 1), professional (miner)
Interference blade, harmonic	10	18,700	3d10 So	Wound	1	Powered (capacity 40, usage 8)
Vibrogarrote, interference	11	27,100	3d6 So	Deafen	L	Conceal, grapple, operative, powered (capacity 20, usage 1), throttle
Singing spear, alto	12	35,200	4d8 P & So	Confuse	1	Analog, thrown (20 ft.)
Resonant staff, reverberant	13	49,900	5d6 So	Knockdown	1	Block, boost 2d6, powered (capacity 20, usage 1)
Interference blade, polyphonic	14	76,700	4d10 So	Wound	1	Powered (capacity 100, usage 10)
Seismic pick, demolition	15	101,000	6d8 So	Deafen	1	Penetrating, powered (capacity 20, usage 1), professional (miner)
Vibrogarrote, infrasonic	16	189,000	6d6 So	Deafen	L	Conceal, grapple, operative, powered (capacity 20, usage 1), throttle
Singing spear, tenor	17	247,000	11d8 P & So	Confuse	1	Analog, thrown (20 ft.)
Resonant staff, stentorian	18	381,000	8d6 So	Knockdown	1	Block, boost 5d6, powered (capacity 20, usage 1)
Interference blade, multiphonic	19	597,000	8d10 So	Wound	1	Powered (capacity 100, 20 usage)
Vibrogarrote, ultrasonic	20	927,000	10d6 So	Deafen	L	Conceal, grapple, operative, powered (capacity 20, usage 1), throttle

UNCATEGORIZED

Battle ribbon, traditional	3	270	1d8 S	—	1	Analog, operative, professional (dancer)
Battle ribbon, micro-edge	8	9,400	3d8 S	Wound	1	Analog, operative, professional (dancer)
Battle ribbon, zero-edge	12	35,200	5d8 S	Severe wound	1	Analog, operative, professional (dancer)

TABLE 1-3: SMALL ARMS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
CRYO									
Hail pistol, subzero	1	120	1d4 C & P	20 ft.	Bleed 1d4	20 charges	1	L	—
Subduer, frost	2	790	1d3 C	40 ft.	Staggered	20 charges	1	L	Nonlethal
Bone pistol, grave-class	3	900	1d4 C	40 ft.	—	20 charges	4	L	Antibiological
Shadow pistol, caliginous	4	2,100	1d4 C	60 ft.	Blind	40 charges	4	L	—
Bone pistol, crypt-class	6	4,350	1d6 C	40 ft.	—	20 charges	4	L	Antibiological
Shadow pistol, sable	7	6,750	1d10 C	60 ft.	Blind	40 charges	4	L	—
Hail pistol, gelid	8	8,600	2d6 C & P	20 ft.	Bleed 1d6	20 charges	1	L	—
Subduer, rime	9	13,200	1d12 C	60 ft.	Staggered	20 charges	1	L	Nonlethal
Bone pistol, sepulcher-class	11	25,500	2d8 C	40 ft.	—	20 charges	4	L	Antibiological
Shadow pistol, tenebrous	12	35,400	2d10 C	60 ft.	Blind	40 charges	4	L	—
Subduer, sleet	13	50,500	3d6 C	60 ft.	Staggered	20 charges	1	L	Nonlethal
Hail pistol, ultracold	14	63,200	3d8 C & P	40 ft.	Bleed 1d8	20 charges	2	L	—

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TABLE 1-3: SMALL ARMS (CONTINUED)

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Subduer, glacier	16	169,000	3d10 C	60 ft.	Staggered	20 charges	1	L	Nonlethal
Hail pistol, absolute-zero	17	218,000	5d10 C & P	40 ft.	Bleed 1d10	20 charges	2	L	—
Bone pistol, vault-class	18	591,000	5d8 C	40 ft.	—	40 charges	4	L	Antibiological
Shadow pistol, umbral	20	855,000	5d10 C	60 ft.	Blind	40 charges	4	L	—

DISINTEGRATOR

Decoupler, bruiser	1	430	1d4 A	20 ft.	Demoralize	20 charges	2	L	—
Decoupler, pusher	4	2,300	1d6 A	30 ft.	Demoralize	40 charges	2	L	—
Disintegrator pistol, liquidator	6	4,500	1d10 A	15 ft.	—	20 charges	2	L	—
Decoupler, screamer	8	10,800	1d10 A	30 ft.	Demoralize	40 charges	2	L	—
Disintegrator pistol, decimator	11	28,000	1d20 A	20 ft.	—	20 charges	2	L	—
Disintegrator pistol, executioner	16	200,000	2d20 A	25 ft.	Corrode 1d6	40 charges	4	L	—
Disintegrator pistol, eradicator	20	745,000	3d20 A	30 ft.	Corrode 2d6	40 charges	4	L	—

FLAME

Wave modulator I	2	1,080	1d4 F or So	30 ft.	—	20 charges	4	L	Modal (sonic)
Shellgun, bombard	3	1,150	1d6 F	10 ft.	Burn 1d4	1 shell	1	L	—
Scorchgun, microwave	4	2,050	1d6 F	60 ft.	—	20 charges	1	L	Stun
Dragon pistol, wyrmling	5	2,650	1d6 F	30 ft.	Burn 1d6	20 petrol	1	L	—
Wave modulator II	5	3,400	1d6 F or So	30 ft.	—	20 charges	4	L	Modal (sonic)
Radshot, electromagnetic	6	4,010	2d4 F	40 ft.	Irradiate	40 charges	1	L	Radioactive
Flame pistol, blaze	7	5,500	2d4 F	20 ft.	Burn 1d4	20 petrol	5	L	Line, unwieldy
Scorchgun, S-band	8	9,350	1d10 F	60 ft.	—	20 charges	1	L	Stun
Wave modulator III	8	11,000	2d4 F or So	30 ft.	—	20 charges	4	L	Modal (sonic)
Shellgun, blaze	9	11,500	2d6 F	20 ft.	Burn 1d6	2 shells	2	L	—
Dragon pistol, drake	10	17,000	3d4 F	30 ft.	Burn 2d4	20 petrol	1	L	—
Flame pistol, inferno	11	23,000	2d8 F	30 ft.	Burn 1d8	20 petrol	5	L	Line, unwieldy
Wave modulator IV	11	28,600	2d8 F or So	60 ft.	—	20 charges	4	L	Modal (sonic)
Shellgun, fury	12	30,500	3d6 F	20 ft.	Burn 2d6	8 shells	8	L	—
Scorchgun, C-band	13	49,100	2d10 F	60 ft.	—	20 charges	1	L	Stun
Radshot, neutron	14	69,500	5d4 F	40 ft.	Irradiate	80 charges	2	L	Radioactive
Wave modulator V	14	81,000	2d10 F or So	60 ft.	—	20 charges	4	L	Modal (sonic)
Dragon pistol, wyvern	15	95,000	4d6 F	30 ft.	Burn 3d6	20 petrol	1	L	—
Scorchgun, K-band	16	165,000	3d10 F	60 ft.	—	20 charges	1	L	Stun
Wave modulator VI	16	195,000	3d10 F or So	60 ft.	—	40 charges	4	L	Modal (sonic)
Flame pistol, solar flare	17	220,000	3d10 F	30 ft.	Burn 2d6	20 petrol	5	L	Line, unwieldy
Scorchgun, X-band	18	368,000	4d10 F	60 ft.	—	20 charges	1	L	Stun
Dragon pistol, true	19	489,000	5d8 F	40 ft.	Burn 5d6	20 petrol	1	L	—
Radshot, rapid-decay	20	767,000	11d4 F	40 ft.	Irradiate	80 charges	4	L	Radioactive
Wave modulator VII	20	919,000	4d10 F or So	80 ft.	—	40 charges	4	L	Modal (sonic)

LASER

Shoulder laser, azimuth	2	870	1d3 F	40 ft.	—	20 charges	1	L	Integrated (1 slot)
Compliance ray, flash	3	1,400	1d6 F	60 ft.	Blind	20 charges	1	L	Nonlethal
Lens pistol, cylindrical	4	1,850	1d8 F	80 ft.	Burn 1d4	20 charges	2	L	Unwieldy
Compliance ray, flare	7	6,400	2d4 F	60 ft.	Blind	20 charges	1	L	Nonlethal
Shoulder laser, corona	8	9,700	1d8 F	40 ft.	Burn 1d6	20 charges	1	L	Integrated (1 slot)
Lens pistol, lenticular	10	17,100	2d8 F	80 ft.	Burn 1d8	40 charges	4	L	Unwieldy
Compliance ray, strobe	11	25,100	4d4 F	60 ft.	Blind	20 charges	1	L	Nonlethal
Shoulder laser, aphelion	13	51,500	2d8 F	40 ft.	Burn 2d6	20 charges	1	L	Integrated (1 slot)
Compliance ray, starburst	15	171,000	6d4 F	60 ft.	Blind	20 charges	1	L	Nonlethal
Lens pistol, electron	16	146,000	4d8 F	100 ft.	Burn 2d8	80 charges	5	L	Unwieldy
Shoulder laser, perihelion	18	383,000	3d8 F	40 ft.	Burn 3d6	20 charges	1	L	Integrated (1 slot)
Compliance ray, sunspot	19	545,000	9d4 F	80 ft.	Blind	20 charges	1	L	Nonlethal
Lens pistol, sunglass	20	728,000	7d8 F	120 ft.	Burn 3d8	80 charges	8	L	Unwieldy

TABLE 1-3: SMALL ARMS (CONTINUED)

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
PLASMA									
Plasma claw, electrocellular	1	280	1d4 E & F	20 ft.	–	20 charges	2	L	Living
Forked pistol, 6-notch	2	720	1d3 E & F	30 ft.	Burn 1d4	20 charges	1	L	Boost 1
Cavitation pistol, vapor	3	1,430	1d6 E & F	20 ft.	Pulse 1d4	20 charges	4	L	Unwieldy
Plasma ring, single-valve	4	2,350	1d4 E & F	40 ft.	Wound	40 charges	4	L	–
Plasma claw, synthecite	5	3,350	1d6 E & F	30 ft.	–	20 charges	4	L	Living
Forked pistol, 8-notch	6	4,100	1d4 E & F	30 ft.	Burn 1d4	20 charges	1	L	Boost 1d4
Cavitation pistol, inertial	8	9,700	2d6 E & F	20 ft.	Pulse 1d6	40 charges	5	L	Unwieldy
Persuader	9	13,500	2d4 E & F	30 ft.	Wound	20 charges	2	L	Boost 1d4
Plasma claw, organic	10	20,100	2d6 E & F	30 ft.	–	40 charges	8	L	Living
Plasma ring, dual-valve	11	27,000	2d8 E & F	50 ft.	Wound	40 charges	4	L	–
Forked pistol, 9-notch	13	48,100	4d4 E & F	30 ft.	Burn 3d4	40 charges	2	L	Boost 2d4
Cavitation pistol, hydrodynamic	14	75,200	2d12 E & F	40 ft.	Pulse 2d6	40 charges	8	L	Unwieldy
Plasma claw, biodynamic	16	189,000	4d6 E & F	30 ft.	–	40 charges	8	L	Living
Plasma ring, multichannel	17	280,000	4d8 E & F	60 ft.	Wound	40 charges	4	L	–
Cavitation pistol, thermodynamic	18	584,000	3d12 E & F	20 ft.	Pulse 3d6	80 charges	10	L	Unwieldy
Forked pistol, 10-notch	20	801,000	9d4 E & F	30 ft.	Burn 4d4	40 charges	4	L	Boost 5d4
PROJECTILE									
Handcannon, bravado	2	790	1d8 P	20 ft.	Knockdown	1 shell	1	1	Analog, free hands (1), unwieldy
Injector pistol, medic	3	1,290	1d6 P	40 ft.	Injection DC +2	10 darts	1	L	Injection
Rotating pistol, tactical	4	1,900	2d4 P	20 ft.	–	4 rounds	1	L	Analog, conceal
Injector pistol, zoologist	5	2,890	1d8 P	60 ft.	Injection DC +2	20 darts	1	L	Injection
Handcannon, swagger	6	4,350	1d12 P	40 ft.	Knockdown	6 shells	1	1	Analog, free hands (1), unwieldy
Injector pistol, poacher	8	9,050	2d6 P	60 ft.	Injection DC +2	20 darts	1	L	Injection
Handcannon, bombast	9	13,200	2d10 P	40 ft.	Knockdown	8 shells	1	1	Analog, free hands (1), unwieldy
Rotating pistol, advanced	11	23,400	4d4 P	30 ft.	–	8 rounds	1	L	Analog, conceal
Handcannon, braggadocio	12	35,100	3d8 P	40 ft.	Knockdown	8 shells	1	1	Analog, free hands (1), unwieldy
Injector pistol, subjugation	14	68,500	5d6 P	80 ft.	Injection DC +2	20 darts	1	L	Injection
Rotating pistol, elite	16	153,000	8d4 P	40 ft.	–	8 rounds	1	L	Analog, conceal
Handcannon, gasconade	18	364,000	8d8 P	40 ft.	Knockdown	12 shells	1	1	Analog, free hands (1), unwieldy
Injector pistol, elite	19	532,000	9d6 P	80 ft.	Injection DC +2	20 darts	1	L	Injection
SHOCK									
Handcoil, explorer	3	1,200	1d6 E	40 ft.	Arc 1d6	20 charges	2	L	–
Anchor pistol, voltaic	4	2,100	1d6 E	40 ft.	Bind	40 charges	2	L	Nonlethal
Lightning pistol, sheet	5	3,000	1d6 E	20 ft.	–	40 charges	4	L	Line, stun, unwieldy
Ionizer, cupric	6	4,650	2d4 E	30 ft.	Arc 1d6	20 charges	1	L	Integrated (2 slots), unwieldy
Handcoil, fighter	7	5,600	1d10 E	40 ft.	Arc 1d10	20 charges	2	L	–
Lightning pistol, ribbon	8	9,700	1d8 E	30 ft.	–	40 charges	5	L	Line, stun, unwieldy
Anchor pistol, emergent	9	13,200	2d6 E	40 ft.	Bind	40 charges	4	L	Nonlethal
Ionizer, ferric	10	20,100	4d4 E	30 ft.	Arc 2d4	20 charges	1	L	Integrated (2 slots), unwieldy
Handcoil, pilot	11	24,000	2d8 E	60 ft.	Arc 2d8	40 charges	4	L	–
Lightning pistol, rocket	12	37,000	2d8 E	30 ft.	–	40 charges	8	L	Line, stun, unwieldy
Ionizer, chromic	14	80,000	5d4 E	30 ft.	Arc 3d4	20 charges	1	L	Integrated (2 slots), unwieldy
Anchor pistol, inductive	15	108,000	4d6 E	40 ft.	Bind	80 charges	4	L	Nonlethal
Handcoil, capital	16	150,000	3d8 E	80 ft.	Arc 3d8	40 charges	4	L	–
Lightning pistol, smooth-channel	17	260,000	3d10 E	40 ft.	–	40 charges	10	L	Line, stun, unwieldy

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TABLE 1-3: SMALL ARMS (CONTINUED)

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Ionizer, stannic	19	611,000	5d8 E	30 ft.	Arc 5d8	20 charges	1	L	Integrated (2 slots), unwieldy
Anchor pistol, flux	20	814,000	8d6 E	60 ft.	Bind	80 charges	5	L	Nonlethal

SONIC

Dirge pistol, harmonic	1	440	1d3 So	20 ft.	Sicken	20 charges	1	L	Antibiological
Perforator pistol, diffraction	2	500	1d4 So	20 ft.	Bleed 1d4	20 charges	2	L	Penetrating
Sonic suppressor, murmur	3	1,430	1d4 So	40 ft.	Stifle	20 charges	2	L	—
Shrieking larva	5	2,800	1d8 So	30 ft.	Deafen	20 Charges	4	L	Living, thought, unwieldy
Dirge pistol, resonant	6	4,950	1d8 So	40 ft.	Sicken	20 charges	1	L	Antibiological
Resonant pistol, lattice	7	6,100	1d6 So	40 ft.	Deafen	40 charges	2	L	Boost 1d6
Sonic suppressor, whisper	8	9,700	2d4 So	40 ft.	Stifle	40 charges	2	L	—
Perforator pistol, refraction	9	13,000	2d6 So	20 ft.	Bleed 1d6	40 charges	4	L	Penetrating
Dirge pistol, anharmonic	10	20,500	3d4 So	40 ft.	Sicken	20 charges	1	L	Antibiological
Sonic suppressor, hush	12	36,500	2d8 So	40 ft.	Stifle	40 charges	2	L	—
Perforator pistol, linear	13	46,000	2d10 So	20 ft.	Bleed 2d6	40 charges	5	L	Penetrating
Dirge pistol, parametric	15	133,000	6d4 So	60 ft.	Sicken	20 charges	1	L	Antibiological
Sonic suppressor, repose	17	257,000	4d8 So	40 ft.	Stifle	40 charges	2	L	—
Resonant pistol, matrix	18	358,000	5d6 So	40 ft.	Deafen	40 charges	2	L	Boost 2d6
Dirge pistol, radial	19	660,000	10d4 So	60 ft.	Sicken	20 charges	1	L	Antibiological
Perforator pistol, phased	20	732,000	5d10 So	40 ft.	Bleed	40 charges	8	L	Penetrating

UNCATEGORIZED

Graviton pistol, linear	3	1,450	—	60 ft.	Knockdown	20 charges	4	2	Gravitation (10 ft.)
Shield projector, sentry	4	2,180	—	40 ft.	—	40 charges	4	2	Shield 1d4, unwieldy
Sting pistol, ant	4	2,150	1d8 A & P	20 ft.	Corrode 1d6	20 charges	5	L	Living
Graviton pistol, vector	5	3,050	—	60 ft.	Knockdown	40 charges	4	2	Gravitation (15 ft.)
Tetrad rings, tactical	7	6,900	1d6 B	40 ft.	Push (5 ft.)	20 charges	2	L	Force
Graviton pistol, tensor	8	9,800	—	60 ft.	Knockdown	40 charges	4	2	Gravitation (20 ft.)
Shield projector, defender	9	13,800	—	40 ft.	—	80 charges	10	2	Shield 2d6, unwieldy
Sting pistol, yellow jacket	10	18,500	2d8 A & P	40 ft.	Corrode 2d6	20 charges	4	L	Living
Tetrad rings, advanced	12	39,000	2d6 B	60 ft.	Push (5 ft.)	20 charges	2	L	Force
Graviton pistol, chiral	13	49,500	—	60 ft.	Knockdown	40 charges	4	2	Gravitation (25 ft.)
Shield projector, guardian	14	75,200	—	40 ft.	—	80 charges	16	2	Shield 2d12, unwieldy
Sting pistol, wasp	15	113,000	5d8 A & P	60 ft.	Corrode 3d6	40 charges	4	L	Living
Sting pistol, hornet	18	381,000	6d8 A & P	80 ft.	Corrode 4d6	40 charges	2	L	Living
Shield projector, warden	19	594,000	—	40 ft.	—	100 charges	20	2	Shield 4d12, unwieldy
Tetrad rings, elite	19	620,000	5d6 B	60 ft.	Push (10 ft.)	20 charges	2	L	Force

TABLE 1-4: LONGARMS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
CRYO									
Numbing beam, tactical	1	370	1d6 C	50 ft.	Staggered	20 charges	1	1	Nonlethal
Ice carbine, subzero	2	510	1d8 C & P	60 ft.	—	20 charges	2	2	Automatic
Void rifle, grave-class	2	1,020	1d6 C	60 ft.	Suffocate	20 charges	1	1	Antibiological
Freeze ray, hiemal	3	1,420	1d4 C	30 ft.	Staggered	20 charges	4	2	Line, unwieldy
Numbing beam, advanced	5	3,050	1d8 C	50 ft.	Staggered	20 charges	1	1	Nonlethal
Frost projector, frostbite-class	6	5,100	1d10 C	30 ft.	Staggered	40 charges	2	1	Integrated (2 slots)
Void rifle, crypt-class	6	4,400	1d8 C	60 ft.	Suffocate	20 charges	1	1	Antibiological
Freeze ray, algid	7	6,300	2d4 C	30 ft.	Staggered	20 charges	4	2	Line, unwieldy
Ice carbine, gelid	9	12,400	3d8 C & P	60 ft.	—	40 charges	2	2	Automatic
Numbing beam, elite	10	18,000	3d6 C	80 ft.	Staggered	20 charges	1	1	Nonlethal
Freeze ray, glacial	11	24,800	5d4 C	40 ft.	Staggered	20 charges	4	2	Line, unwieldy
Void rifle, tomb-class	11	26,300	2d10 C	80 ft.	Suffocate	40 charges	2	1	Antibiological
Frost projector, hailstorm-class	12	42,000	2d10 C	30 ft.	Staggered	40 charges	2	1	Integrated (2 slots)

TABLE 1-4: LONGARMS (CONTINUED)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Ice carbine, ultracold	13	47,100	6d6 C & P	80 ft.	–	40 charges	2	2	Automatic
Numbing beam, paragon	15	112,000	6d6 C	80 ft.	Staggered	20 charges	1	1	Nonlethal
Freeze ray, isothermal	16	16,500	5d8 C	40 ft.	Staggered	20 charges	4	2	Line, unwieldy
Void rifle, ossuary-class	16	182,000	4d10 C	100 ft.	Suffocate	40 charges	1	1	Antibiological, boost 1d10
Ice carbine, absolute-zero	17	218,000	11d6 C & P	80 ft.	–	40 charges	2	2	Automatic
Frost projector, blizzard-class	19	680,000	5d10 C	30 ft.	Staggered	40 charges	2	1	Integrated (2 slots)
Void rifle, barrow-class	19	606,000	6d10 C	100 ft.	Suffocate	80 charges	2	1	Antibiological, boost 2d10
Freeze ray, hypothermic	20	818,000	5d12 C	50 ft.	Staggered	20 charges	4	2	Line, unwieldy

DISINTEGRATOR

Dross gun, scrapper	2	720	1d6 A	15 ft.	–	20 charges	1	1	Penetrating
Dross gun, scoring	5	3,300	1d8 A	20 ft.	Wound	20 charges	2	1	Penetrating
Disintegrator rifle, liquidator	6	4,740	1d20 A	30 ft.	Corrode 1d6	40 charges	4	2	–
Dross gun, flux	10	19,200	2d12 A	20 ft.	Severe wound	20 charges	4	1	Penetrating
Disintegrator rifle, decimator	11	29,000	3d10 A	30 ft.	Corrode 2d6	40 charges	4	2	–
Disintegrator rifle, executioner	16	210,000	5d10 A	30 ft.	Corrode 3d6	80 charges	8	2	–
Disintegrator rifle, eradicator	20	745,000	5d20 A	30 ft.	Corrode 4d6	80 charges	8	2	–

FLAME

Gulchgun	1	90	1d8 F	20 ft.	Burn 1d6	4 shells	1	1	Analog
Flare rifle, dazzler	3	445	2d4 F	60 ft.	Burn 1d6	8 flares	1	1	Analog, bright, harrying
Blaze rifle, ifrit-class	4	1,900	1d10 F	40 ft.	Burn 1d6	40 petrol	2	1	Analog, unwieldy
Petrol converter, light	4	2,150	1d8 F or A	40 ft.	–	40 petrol	2	1	Analog, modal (disintegrator)
Dragon rifle, wyrmiling	5	3,020	1d8 F	60 ft.	Burn 1d4	20 petrol	1	1	Automatic
Flare rifle, vivifier	6	3,600	1d10 F	80 ft.	Burn 2d4	8 flares	1	1	Analog, bright, harrying
Blaze rifle, salamander-class	7	5,800	2d8 F	60 ft.	Burn 2d6	40 petrol	2	1	Analog, unwieldy
Petrol converter, tactical	7	6,750	2d6 F or A	80 ft.	–	40 petrol	4	1	Analog, modal (disintegrator)
Igniter, ember	8	9,900	–	80 ft.	Burn 2d6	40 charges	4	1	Ignite 2d6
Dragon rifle, drake	9	13,400	3d6 F	60 ft.	Burn 2d4	20 petrol	1	1	Automatic
Flare rifle, coruscator	10	15,700	5d4 F	80 ft.	Burn 2d6	12 flares	2	1	Analog, bright, harrying
Petrol converter, advanced	10	18,500	3d6 F or A	80 ft.	–	40 petrol	1	1	Analog, modal (disintegrator)
Blaze rifle, hellhound-class	11	23,200	3d10 F	60 ft.	Burn 3d6	40 petrol	2	1	Analog, unwieldy
Igniter, blaze	12	34,200	–	80 ft.	Burn 3d6	40 charges	4	1	Ignite 3d6
Flare rifle, scorcher	13	43,900	7d4 F	80 ft.	Burn 3d6	12 flares	3	1	Analog, bright, harrying
Dragon rifle, wyvern	14	72,200	6d6 F	80 ft.	Burn 3d4	20 petrol	1	1	Automatic
Petrol converter, elite	14	76,500	5d6 F or A	80 ft.	–	40 petrol	2	1	Analog, modal (disintegrator)
Igniter, inferno	15	108,000	–	80 ft.	Burn 4d6	40 charges	4	1	Ignite 4d6
Blaze rifle, firedrake-class	16	153,000	5d10 F	60 ft.	Burn 4d6	40 petrol	2	1	Analog, unwieldy
Flare rifle, nova	17	201,000	12d4 F	100 ft.	Burn 4d6	12 flares	4	1	Analog, bright, harrying
Igniter, solar flare	18	360,000	–	80 ft.	Burn 5d6	40 charges	4	1	Ignite 5d6
Petrol converter, paragon	18	385,000	9d6 F or A	80 ft.	–	40 petrol	2	1	Analog, modal (disintegrator)
Dragon rifle, true	19	559,000	11d6 F	100 ft.	Burn 4d4	20 petrol	1	1	Automatic
Blaze rifle, phoenix-class	20	765,000	9d10 F	80 ft.	Burn 5d6	40 petrol	2	1	Analog, unwieldy

LASER

Serpent laser, azimuth	2	500	2d4 F	100 ft.	Burn 1d4	20 charges	10	1	–
Infinity rifle, tactical	3	1,300	1d6 F	40 ft.	–	20 charges	1	1	Boost 1d6
Excavation laser, light	4	2,050	1d10 F	60 ft.	–	40 charges	2	2	Penetrating, professional (miner)
Serpent laser, corona	5	2,700	2d6 F	100 ft.	Burn 2d4	40 charges	20	1	–
Infinity rifle, advanced	7	6,100	2d4 F	60 ft.	–	20 charges	1	1	Boost 2d4



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BRAVADO HANDCANNON
TYPE: Small arm (one-handed)
CATEGORY: Projectile
DAMAGE: 1d8 P
CRITICAL: Knockdown



TACTICAL ROTATING PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Projectile
DAMAGE: 2d4 P
CRITICAL: –



ELECTROMAGNETIC RADSHOT
TYPE: Small arm (one-handed)
CATEGORY: Flame
DAMAGE: 2d4 F
CRITICAL: Irradiate



NEUTRON RADCANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Flame
DAMAGE: 3d6 F
CRITICAL: Irradiate



STROBE DAZZLER
TYPE: Heavy weapon (two-handed)
CATEGORY: Laser
DAMAGE: 2d12 F
CRITICAL: Blind



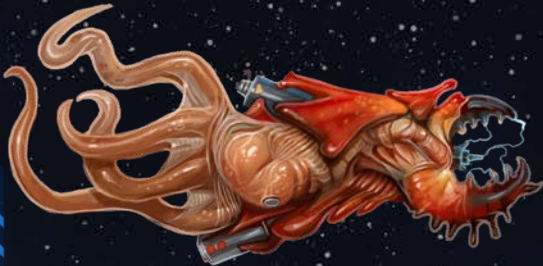
FLASH COMPLIANCE RAY
TYPE: Small arm (one-handed)
CATEGORY: Laser
DAMAGE: 1d6 F
CRITICAL: Blind



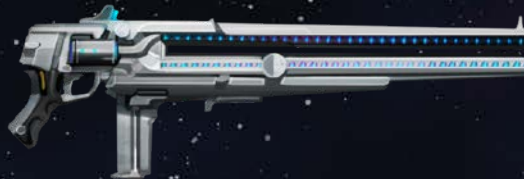
STANDARD SURGECASTER
TYPE: Longarm (two-handed)
CATEGORY: Shock
DAMAGE: 1d10 E
CRITICAL: Arc 1d10



ELITE RAIL CANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Projectile
DAMAGE: 8d10 P
CRITICAL: Bleed 3d6



ROCKET STORMCALLER
TYPE: Heavy weapon (two-handed)
CATEGORY: Shock
DAMAGE: 4d8 E
CRITICAL: –



ADVANCED RAIL GUN
TYPE: Longarm (two-handed)
CATEGORY: Projectile
DAMAGE: 1d10 P
CRITICAL: –



DUAL FOCUS RIFLE
TYPE: Sniper weapon (two-handed)
CATEGORY: Laser
DAMAGE: 2d4 F
CRITICAL: Burn 1d4



QUAD FOCUS RIFLE
TYPE: Sniper weapon (two-handed)
CATEGORY: Laser
DAMAGE: 7d4 F
CRITICAL: Burn 3d4



6-NOTCH FORKED PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Plasma
DAMAGE: 1d3 E & F
CRITICAL: Burn 1d4

12-NOTCH PLASMA FORK
TYPE: Longarm (two-handed)
CATEGORY: Plasma
DAMAGE: 1d8 E & F
CRITICAL: Knockdown



AZIMUTH SERPENT LASER
TYPE: Longarm (two-handed)
CATEGORY: Laser
DAMAGE: 2d4 F
CRITICAL: Burn 1d4



DIFFRACTION PERFORATOR PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Sonic
DAMAGE: 1d4 So
CRITICAL: Bleed 1d4



PERIHELION SERPENT LASER
TYPE: Longarm (two-handed)
CATEGORY: Laser
DAMAGE: 3d12 F
CRITICAL: Burn 4d4



MATRIX RESONANT PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Sonic
DAMAGE: 5d6 So
CRITICAL: Deafen



SHOUT RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Sonic
DAMAGE: 1d4 So
CRITICAL: Demoralize



GRAVE-CLASS VOID RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Cryo
DAMAGE: 1d6 C
CRITICAL: Suffocate



EXHORTER SHOUT PROJECTOR
TYPE: Heavy weapon (two-handed)
CATEGORY: Sonic
DAMAGE: 1d6 So
CRITICAL: Demoralize



TOMB-CLASS VOID RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Cryo
DAMAGE: 2d10 C
CRITICAL: Suffocate



MERC MINELAYER
TYPE: Heavy weapon (two-handed)
CATEGORY: Uncategorized
DAMAGE: –
CRITICAL: –



HORNET STING PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Uncategorized
DAMAGE: 6d8 A & P
CRITICAL: Corrode 4d6



SENTRY-SHIELD PROJECTOR
TYPE: Small arm (one-handed)
CATEGORY: Uncategorized
DAMAGE: –
CRITICAL: –



YELLOW JACKET STING PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Uncategorized
DAMAGE: 2d8 A & P
CRITICAL: Corrode 2d6



PULSE STACCATO RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Sonic
DAMAGE: 1d10 So
CRITICAL: Deafen



HAMMER STACCATO RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Sonic
DAMAGE: 8d10 So
CRITICAL: Deafen

TABLE 1-4: LONGARMS (CONTINUED)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Serpent laser, aphelion	8	8,800	2d8 F	120 ft.	Burn 3d4	40 charges	20	1	—
Infinity rifle, elite	10	17,100	2d6 F	80 ft.	—	20 charges	1	1	Boost 2d6
Excavation laser, medium	12	36,000	3d10 F	60 ft.	—	40 charges	2	2	Penetrating, professional (miner)
Serpent laser, perihelion	14	66,000	3d12 F	120 ft.	Burn 4d4	40 charges	20	1	—
Infinity rifle, paragon	16	155,000	4d6 F	100 ft.	—	20 charges	1	1	Boost 4d6
Excavation laser, heavy	18	380,000	6d10 F	60 ft.	—	80 charges	4	2	Penetrating, professional (miner)

PLASMA

Plasma bolter, tactical	1	260	1d10 E & F	40 ft.	—	20 charges	4	2	Unwieldy
Nova rifle, red star	2	940	1d6 E & F	30 ft.	Blind	20 charges	2	1	Line, unwieldy
Plasma fork, 12-notch	3	1,290	1d8 E & F	60 ft.	Knockdown	20 charges	1	1	Boost 1d4
Microfusion rifle, light	4	2,350	1d8 E & F	15 ft.	Irradiate	40 charges	4	2	Blast, radioactive, unwieldy
Plasma bolter, advanced	5	3,010	2d8 E & F	60 ft.	Wound	40 charges	8	2	Unwieldy
Nova rifle, yellow star	7	6,800	2d6 E & F	60 ft.	Blind	40 charges	4	1	Line, unwieldy
Plasma fork, 15-notch	8	8,850	1d10 E & F	80 ft.	Knockdown	20 charges	1	1	Boost 1d10
Plasma bolter, elite	9	14,000	3d10 E & F	60 ft.	Wound	40 charges	4	2	Unwieldy
Nova rifle, white star	11	25,300	3d6 E & F	80 ft.	Blind	40 charges	4	1	Line, unwieldy
Microfusion rifle, medium	12	40,800	3d8 E & F	30 ft.	Irradiate	40 charges	4	2	Blast, radioactive, unwieldy
Plasma fork, 19-notch	14	64,800	3d10 E & F	80 ft.	Knockdown	40 charges	2	1	Boost 2d10
Plasma bolter, paragon	16	170,000	9d8 E & F	60 ft.	Wound	80 charges	4	2	Unwieldy
Microfusion rifle, heavy	18	410,000	5d8 E & F	40 ft.	Irradiate	40 charges	4	2	Blast, radioactive, unwieldy
Plasma fork, 22-notch	19	750,000	6d10 E & F	100 ft.	Knockdown	40 charges	2	1	Boost 3d10

PROJECTILE

Rail gun, tactical	3	1,150	1d8 P	60 ft.	—	12 rounds	1	1	Automatic
Breaching gun, utility	4	2,350	1d10 P	20 ft.	Knockdown	4 shells	1	1	Analog, breach, penetrating
Rocket rifle	5	3,010	1d12 B	80 ft.	—	5 mini-rockets	1	1	Analog, unwieldy
Rail gun, advanced	6	3,770	1d10 P	60 ft.	—	15 rounds	1	1	Automatic
Breaching gun, snub	7	6,800	2d10 P	20 ft.	Knockdown	8 shells	2	1	Analog, breach, penetrating
Breaching gun, impact	11	25,300	3d10 P	30 ft.	Knockdown	12 shells	2	1	Analog, breach, penetrating
Breaching gun, vortex	15	119,000	6d10 P	30 ft.	Knockdown	16 shells	2	1	Analog, breach, penetrating
Breaching gun, grapeshot	19	509,000	10d10 P	30 ft.	Knockdown	20 shells	2	1	Analog, breach, penetrating

SHOCK

Storm coil, live	3	1,480	1d6 E	40 ft.	—	20 charges	5	2	Line, unwieldy
Polarity rifle, static	4	2,400	1d8 E	60 ft.	—	40 charges	2	1	Polarize 1d4
Surgecaster, standard	5	3,300	1d10 E	40 ft.	Arc 1d10	20 charges	2	1	Boost 1d6, living
Storm coil, jolt	7	6,900	2d6 E	60 ft.	—	40 charges	8	2	Line, unwieldy
Charge emitter, impulse	8	10,900	3d4 E	20 ft.	Staggered	20 charges	2	1	Integrated (1 slot), stun
Polarity rifle, aurora	10	21,000	2d8 E	80 ft.	—	40 charges	2	1	Polarize 1d10
Storm coil, impulse	12	35,200	4d6 E	80 ft.	—	80 charges	10	2	Line, unwieldy
Charge emitter, jolt	13	57,000	3d10 E	30 ft.	Staggered	20 charges	2	1	Integrated (1 slot), stun
Surgecaster, advanced	14	83,000	3d10 E	60 ft.	Arc 2d10	40 charges	2	1	Boost 1d10, living
Polarity rifle, storm	15	137,000	4d8 E	80 ft.	—	40 charges	2	1	Polarize 2d8
Storm coil, surge	17	261,000	7d6 E	120 ft.	—	100 charges	10	2	Line, unwieldy
Charge emitter, surge	18	435,000	5d10 E	40 ft.	Staggered	80 charges	5	1	Integrated (1 slot), stun
Polarity rifle, tempest	20	1,000,000	8d8 E	80 ft.	—	80 charges	2	1	Polarize 3d8

SONIC

Shout rifle	1	450	1d4 So	30 ft.	Demoralize	20 charges	4	1	Blast, nonlethal, unwieldy
Boomer rifle, tremor	2	520	1d8 So	40 ft.	Deafen	12 shells	3	1	Analog
Blindmark rifle, thunderstrike	3	1,400	2d4 So	60 ft.	—	20 charges	2	1	Echo, stun
Staccato rifle, pulse	4	2,000	1d10 So	40 ft.	Deafen	40 charges	1	2	Automatic

TABLE 1-4: LONGARMS (CONTINUED)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Boomer rifle, rumbler	6	4,100	2d6 So	40 ft.	Deafen	12 shells	4	1	Analog
Blindmark rifle, LFD	8	9,800	2d8 So	80 ft.	—	40 charges	5	1	Echo, stun
Staccato rifle, surge	9	13,000	2d10 So	60 ft.	Deafen	40 charges	2	2	Automatic
Boomer rifle, concussive	11	24,000	4d6 So	40 ft.	Knockdown	15 shells	5	1	Analog
Blindmark rifle, HFD	13	51,000	4d8 So	100 ft.	Sicken	40 charges	8	1	Echo, stun
Staccato rifle, drum	15	107,000	4d10 So	60 ft.	Deafen	40 charges	2	2	Automatic
Boomer rifle, shockwave	17	230,000	8d6 So	40 ft.	Knockdown	20 shells	5	1	Analog
Blindmark rifle, banshee	19	585,000	8d8 So	120 ft.	Sicken	80 charges	10	1	Echo, stun
Staccato rifle, hammer	20	810,000	8d10 So	80 ft.	Deafen	80 charges	4	2	Automatic

UNCATEGORIZED

Nanite thrower, tactical	9	13,300	—	60 ft.	Wound	10 nanites	1	1	Deconstruct 2d6
Nanite thrower, advanced	12	35,400	—	60 ft.	Wound	10 nanites	1	1	Deconstruct 3d6
Nanite thrower, elite	15	110,000	—	80 ft.	Severe wound	10 nanites	2	1	Deconstruct 4d6
Nanite thrower, paragon	20	830,000	—	80 ft.	Severe wound	10 nanites	2	1	Deconstruct 5d6

TABLE 1-5: HEAVY WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
CRYO									
Hailcannon, subzero	1	275	1d8 C & P	60 ft.	Staggered	20 charges	2	2	Automatic
Ice launcher, aufeis	2	760	1d12 B & C	60 ft.	Knockdown	20 charges	4	3	Unwieldy
Coolant sprayer, hiemal	3	1,600	1d4 C	20 ft.	Staggered	40 charges	4	3	Blast, entangle (1d4 rounds), unwieldy
Energy converter, tactical	4	2,400	1d6 C	90 ft.	Staggered	20 charges	1	2	Explode (10 ft.), unwieldy
Ice launcher, iceberg	5	3,100	2d8 B & C	60 ft.	Knockdown	40 charges	4	3	Unwieldy
Hailcannon, gelid	6	4,350	2d8 C & P	60 ft.	Staggered	40 charges	4	2	Automatic
Coolant sprayer, algid	7	7,400	1d6 C	30 ft.	Staggered	40 charges	4	3	Blast, entangle (1d4 rounds), unwieldy
Ice launcher, floe	8	9,430	3d12 B & C	60 ft.	Knockdown	40 charges	8	3	Unwieldy
Hailcannon, ultracold	9	14,300	4d8 C & P	80 ft.	Staggered	40 charges	4	2	Automatic
Energy converter, advanced	10	20,900	2d8 C	90 ft.	Staggered	20 charges	1	2	Explode (15 ft.), unwieldy
Coolant sprayer, glacial	12	41,000	2d6 C	40 ft.	Staggered	40 charges	4	3	Blast, entangle (2d4 rounds), unwieldy
Hailcannon, absolute-zero	13	50,800	6d8 C & P	80 ft.	Staggered	80 charges	5	2	Automatic
Ice launcher, glacier	15	108,000	8d12 B & C	60 ft.	Knockdown	80 charges	8	3	Unwieldy
Energy converter, elite	16	198,000	3d10 C	100 ft.	Staggered	20 charges	1	2	Explode (20 ft.), unwieldy
Coolant sprayer, isothermal	17	290,000	3d6 C	40 ft.	Staggered	40 charges	4	3	Blast, entangle (2d4 rounds), unwieldy
Hailcannon, clathrate	19	565,000	14d8 C & P	100 ft.	Staggered	80 charges	8	2	Automatic
Ice launcher, icecap	20	892,000	14d12 B & C	60 ft.	Knockdown	80 charges	8	3	Unwieldy

DISINTEGRATOR

Disintegrator cannon, liquidator	6	4,800	1d20 A	40 ft.	Corrode 1d6	40 charges	4	3	Line, unwieldy
Nanite decoupler, caustic	9	15,000	2d6 A	60 ft.	Corrode 1d6	10 nanites	2	3	Explode (10 ft.), unwieldy
Disintegrator cannon, decimator	11	29,500	3d10 A	40 ft.	Corrode 2d6	40 charges	4	3	Line, unwieldy
Disintegrator cannon, executioner	16	220,000	5d10 A	40 ft.	Corrode 3d6	80 charges	8	3	Line, unwieldy
Nanite decoupler, vitriolic	19	650,000	2d20 A	80 ft.	Corrode 3d6	10 nanites	5	3	Explode (20 ft.), unwieldy
Disintegrator cannon, eradicator	20	765,000	5d20 A	40 ft.	Corrode 4d6	80 charges	8	3	Line, unwieldy

FLAME

Agitator, ember	1	330	1d8 F	60 ft.	Burn 1d4	20 charges	1	2	Boost 1d4
Burner, ifrit-class	3	1,300	1d10 F	30 ft.	Burn 1d6	40 petrol	4	2	Line, unwieldy
Radcannon, electromagnetic	4	2,150	1d8 F	30 ft.	Irradiate	40 charges	2	2	Blast, radioactive, unwieldy
Flame launcher, fireball	5	3,250	1d8 F	60 ft.	Burn 1d6	20 petrol	2	2	Explode (10 ft.), unwieldy
Agitator, blaze	6	4,300	2d6 F	80 ft.	Burn 2d4	40 charges	1	2	Boost 1d6

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TABLE 1-5: HEAVY WEAPONS (CONTINUED)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Burner, salamander-class	7	6,050	2d10 F	40 ft.	Burn 2d6	40 petrol	4	2	Line, unwieldy
Flame launcher, immolation	9	14,200	2d8 F	80 ft.	Burn 2d6	40 petrol	4	2	Explode (10 ft.), unwieldy
Radcannon, neutron	10	18,700	3d6 F	50 ft.	Irradiate	40 charges	2	2	Blast, radioactive, unwieldy
Burner, hellhound-class	11	23,800	3d10 F	50ft.	Burn 3d6	40 petrol	4	2	Line, unwieldy
Agitator, inferno	13	50,800	6d6 F	80 ft.	Burn 3d4	40 charges	2	2	Boost 2d6
Flame launcher, supernova	14	79,800	5d8 F	120 ft.	Burn 3d6	40 petrol	5	2	Explode (10 ft.), unwieldy
Burner, firedrake-class	16	158,000	6d10 F	60 ft.	Burn 4d6	40 petrol	4	2	Line, unwieldy
Radcannon, rapid-decay	17	264,000	7d8 F	60 ft.	Irradiate	40 charges	2	2	Blast, radioactive, unwieldy
Agitator, solar flare	19	580,000	12d6 F	100 ft.	Burn 4d4	40 charges	2	2	Boost 5d6
Burner, phoenix-class	20	795,000	10d10 F	75 ft.	Burn 5d6	40 petrol	4	2	Line, unwieldy

LASER

Rotolaser, tactical	2	720	1d8 F	100 ft.	Burn 1d4	20 charges	1	2	Automatic
Dazzler, flash	3	1,420	1d10 F	120 ft.	Blind	20 charges	2	2	Nonlethal
Convergent laser, single-wave	4	2,100	1d12 F	100 ft.	Burn 1d6	40 charges	4	2	Unwieldy
Divergent laser, single-wave	5	3,430	1d8 F	60 ft.	Burn 1d6	40 charges	2	2	Blast, unwieldy
Rotolaser, advanced	7	6,040	2d8 F	120 ft.	Burn 1d6	20 charges	1	2	Automatic
Dazzler, strobe	8	9,420	2d12 F	150 ft.	Blind	20 charges	2	2	Nonlethal
Convergent laser, multiwave	11	24,500	4d10 F	120 ft.	Burn 3d6	40 charges	4	2	Unwieldy
Divergent laser, multiwave	12	41,200	4d8 F	80 ft.	Burn 2d6	40 charges	2	2	Blast, unwieldy
Dazzler, sunspot	14	71,500	4d12 F	150 ft.	Blind	20 charges	2	2	Nonlethal
Convergent laser, wide-spectrum	15	118,000	7d10 F	120 ft.	Burn 4d6	40 charges	4	2	Unwieldy
Divergent laser, wide-spectrum	18	414,000	7d8 F	90 ft.	Burn 3d6	40 charges	2	2	Blast, unwieldy

PLASMA

Conqueror, red star	1	430	1d10 E & F	60 ft.	Wound	20 charges	4	3	Unwieldy
Hydra cannon, python-series	2	1,070	1d6 E & F	20 ft.	—	20 charges	2	2	Blast, shape 1, unwieldy
Plasma array, red star	3	1,380	1d10 E & F	80 ft.	Burn 1d4	20 charges	1	2	Automatic
Conqueror, yellow star	4	2,400	1d12 E & F	80 ft.	Wound	40 charges	4	3	Unwieldy
Aurora cannon, hydrogen	5	3,100	2d4 E & F	100 ft.	Blind	40 charges	2	2	Aurora
Hydra cannon, viper-series	6	4,900	2d6 E & F	25 ft.	—	20 charges	2	2	Blast, shape 2, unwieldy
Plasma array, yellow star	7	6,300	2d10 E & F	80 ft.	Burn 2d4	20 charges	1	2	Automatic
Conqueror, white star	9	15,200	3d12 E & F	80 ft.	Wound	40 charges	4	3	Unwieldy
Aurora cannon, electron	10	18,200	6d4 E & F	120 ft.	Blind	40 charges	2	2	Aurora
Plasma array, white star	11	26,400	3d10 E & F	100 ft.	Burn 3d4	20 charges	1	2	Automatic
Hydra cannon, asp-series	12	41,000	4d6 E & F	30 ft.	—	20 charges	2	2	Blast, shape 3, unwieldy
Conqueror, blue star	13	52,000	5d10 E & F	100 ft.	Wound	80 charges	4	3	Unwieldy
Plasma array, blue star	15	109,000	5d10 E & F	100 ft.	Burn 4d4	20 charges	1	2	Automatic
Aurora cannon, proton	17	258,000	15d4 E & F	120 ft.	Blind	40 charges	2	2	Aurora
Conqueror, violet star	18	590,000	10d10 E & F	100 ft.	Wound	80 charges	8	3	Unwieldy
Hydra cannon, cobra-series	19	642,000	10d6 E & F	40 ft.	—	20 charges	2	2	Blast, shape 4, unwieldy

PROJECTILE

Dart cannon, light	2	690	1d8 P	120 ft.	Embed 1d6	50 darts	10	2	Unwieldy
Rail cannon, tactical	3	1,410	1d10 P	60 ft.	Bleed 1d4	20 rounds	5	2	Line, unwieldy
Dart cannon, tactical	5	2,800	1d12 P	130 ft.	Embed 1d8	50 darts	10	2	Unwieldy
Dart cannon, heavy	8	9,650	2d12 P	140 ft.	Embed 1d8	50 darts	10	2	Unwieldy
Dart cannon, advanced	11	22,300	3d12 P	150 ft.	Embed 1d10	50 darts	10	2	Unwieldy
Rail cannon, advanced	12	37,000	3d10 P	80 ft.	Bleed 2d4	40 rounds	8	2	Line, unwieldy
Dart cannon, elite	15	118,000	6d12 P	150 ft.	Embed 2d12	50 darts	5	2	Unwieldy
Rail cannon, elite	16	176,000	8d10 P	80 ft.	Bleed 3d6	50 rounds	10	2	Line, unwieldy
Dart cannon, paragon	19	584,000	9d12 P	1500 ft.	Embed 3d12	50 darts	5	2	Unwieldy
Rail cannon, paragon	19	591,000	12d10 P	100 ft.	Bleed 4d6	60 rounds	10	2	Line, unwieldy

TABLE 1-5: HEAVY WEAPONS (CONTINUED)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
SHOCK									
Arc caster, static	1	375	1d8 E	60 ft.	Second arc 1d6	20 charges	2	2	First arc 1d6, unwieldy
Stormcaller, sheet	2	1,100	1d8 E	30 ft.	—	20 charges	5	2	Flexible line, living, unwieldy
Colossus coil, corona	3	1,450	1d8 E	80 ft.	Arc 1d6	20 charges	4	3	Boost 1d8
Cathode cannon, tactical	4	2,040	1d10 E	40 ft.	—	40 charges	4	2	Unwieldy, wide line
Arc caster, aurora	5	3,160	2d6 E	60 ft.	Second arc 1d6	40 charges	2	2	First arc 1d6, unwieldy
Stormcaller, ribbon	7	7,700	2d8 E	40 ft.	—	40 charges	5	2	Flexible line, living, unwieldy
Cathode cannon, advanced	8	9,300	2d12 E	60 ft.	—	40 charges	4	2	Unwieldy, wide line
Colossus coil, brush	9	13,800	3d8 E	100 ft.	Arc 2d6	40 charges	8	3	Boost 1d8
Arc caster, storm	11	25,600	5d6 E	80 ft.	Second arc 2d6	40 charges	4	2	First arc 2d6, unwieldy
Cathode cannon, elite	12	35,300	3d12 E	60 ft.	—	40 charges	4	2	Unwieldy, wide line
Stormcaller, rocket	13	57,000	4d8 E	60 ft.	—	40 charges	5	2	Flexible line, living, unwieldy
Colossus coil, streamer arc	14	76,400	5d8 E	100 ft.	Arc 3d6	40 charges	8	3	Boost 2d8
Cathode cannon, paragon	15	109,000	6d12 E	100 ft.	—	40 charges	4	2	Unwieldy, wide line
Arc caster, tempest	17	262,000	10d6 E	80 ft.	Second arc 4d6	40 charges	5	2	First arc 4d6, unwieldy
Cathode cannon, shockstorm	18	647,000	7d12 E	120 ft.	—	80 charges	4	2	Unwieldy, wide line
Stormcaller, smooth-channel	18	440,000	8d8 E	60 ft.	—	40 charges	5	2	Flexible line, living, unwieldy
Colossus coil, multistream	19	888,000	10d8 E	120 ft.	Arc 4d6	80 charges	10	3	Boost 3d8
SONIC									
Shout projector, exhorter	1	420	1d6 So	30 ft.	Demoralize	20 charges	2	2	Explode (10 ft.), integrated (2 slots), nonlethal, unwieldy
Dirge cannon, harmonic	2	900	1d8 So	20 ft.	Deafen	20 charges	4	3	Antibiological, blast, unwieldy
Sonic bolter, light	3	1,480	1d10 So	60 ft.	Sicken	20 charges	2	2	Antibiological, line, unwieldy
Resonator, diffraction	4	2,080	1d8 So	60 ft.	Deafen	40 charges	2	2	Boost 1d8, penetrating
Shout projector, damper	6	4,750	2d6 So	40 ft.	Demoralize	20 charges	2	2	Explode (10 ft.), integrated (2 slots), nonlethal, unwieldy
Dirge cannon, resonant	7	4,270	2d6 So	30 ft.	Deafen	40 charges	4	3	Antibiological, blast, unwieldy
Sonic bolter, heavy	8	10,100	2d10 So	80 ft.	Sicken	20 charges	2	2	Line, unwieldy
Resonator, refraction	10	18,300	2d8 So	80 ft.	Deafen	40 charges	2	2	Boost 2d8, penetrating
Shout projector, pacifier	11	22,800	3d8 So	60 ft.	Demoralize	40 charges	4	2	Explode (15 ft.), integrated (2 slots), nonlethal, unwieldy
Sonic bolter, assault	12	38,000	3d12 So	80 ft.	Sicken	20 charges	2	2	Line, unwieldy
Dirge cannon, anharmonic	13	49,900	5d6 So	40 ft.	Deafen	80 charges	4	3	Antibiological, blast, unwieldy
Resonator, linear	14	73,800	4d8 So	100 ft.	Deafen	40 charges	2	2	Boost 3d8, penetrating
Dirge cannon, parametric	16	172,000	7d6 So	50 ft.	Deafen	80 charges	4	3	Antibiological, blast, unwieldy
Shout projector, riot	17	304,000	5d8 So	60 ft.	Demoralize	40 charges	4	2	Explode (15 ft.), integrated (4 slots), stun, unwieldy
Sonic bolter, devastator	18	398,000	6d12 So	90 ft.	Sicken	20 charges	2	2	Line, unwieldy
Resonator, phased	19	565,000	8d8 So	110 ft.	Deafen	40 charges	2	2	Boost 5d8, penetrating
Shout projector, crackdown	20	918,000	9d8 So	80 ft.	Demoralize	80 charges	8	2	Explode (20 ft.), integrated (4 slots), stun, unwieldy
UNCATEGORIZED									
Psychic-wave cannon I	2	1,100	1d6	30 ft.	Demoralize	20 charges	4	2	Blast, living, mind-affecting, unwieldy
Minelayer, merc	3	1,470	—	40 ft.	—	8 grenades	1	2	Mine
Psychic-wave cannon II	5	3,520	1d12	40 ft.	Demoralize	20 charges	4	2	Blast, living, mind-affecting, unwieldy
Cluster launcher, tactical	6	4,150	—	60 ft.	—	8 grenades	1	2	Cluster (5 ft.)
Minelayer, squad	7	6,930	—	50 ft.	—	12 grenades	1	2	Mine
Psychic-wave cannon III	11	28,200	2d12	50 ft.	Demoralize	20 charges	4	2	Blast, living, mind-affecting, unwieldy

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TABLE 1-5: HEAVY WEAPONS (CONTINUED)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Cluster launcher, advanced	12	35,800	—	70 ft.	—	10 grenades	1	3	Cluster (10 ft.)
Minelayer, platoon	13	51,400	—	60 ft.	—	16 grenades	1	2	Mine
Cluster launcher, elite	15	105,000	—	80 ft.	—	12 grenades	1	3	Cluster (10 ft.)
Psychic-wave cannon IV	16	198,000	4d12	50 ft.	Demoralize	20 charges	4	2	Blast, living, mind-affecting, unwieldy
Minelayer, command	17	243,000	—	80 ft.	—	20 grenades	1	2	Mine
Cluster launcher, paragon	18	360,000	—	100 ft.	—	16 grenades	1	3	Cluster (15 ft.)
Psychic-wave cannon V	20	990,000	7d12	60 ft.	Demoralize	20 charges	4	2	Blast, living, mind-affecting, unwieldy

TABLE 1-6: SNIPER WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
FLAME									
Gamma rifle, terrestrial	4	2,120	1d10 F	80 ft.	Irradiate	40 charges	4	1	Radioactive, sniper (500 ft.), unwieldy
Gamma rifle, ionizing	9	13,600	2d10 F	80 ft.	Irradiate	40 charges	5	1	Radioactive, sniper (500 ft.), unwieldy
Gamma rifle, fusion	12	36,600	3d10 F	100 ft.	Irradiate	40 charges	8	1	Radioactive, sniper (750 ft.), unwieldy
Gamma rifle, synchrotron	17	272,000	7d10 F	100 ft.	Irradiate	40 charges	10	1	Radioactive, sniper (1,000 ft.), unwieldy

LASER

Focus rifle, dual	3	1,400	2d4 F	100 ft.	Burn 1d4	20 charges	4	1	Penetrating, sniper (500 ft.), unwieldy
Focus rifle, triple	7	6,460	3d4 F	120 ft.	Burn 2d4	40 charges	4	1	Penetrating, sniper (650 ft.), unwieldy
Focus rifle, quad	13	50,800	7d4 F	120 ft.	Burn 3d4	40 charges	8	1	Penetrating, sniper (800 ft.), unwieldy
Focus rifle, compound	18	375,000	13d4 F	150 ft.	Burn 4d4	80 charges	8	1	Penetrating, sniper (1,000 ft.), unwieldy

PLASMA

Plasma guide, series-21	2	1,070	1d8 E & F	60 ft.	—	20 charges	5	2	Guided, sniper (250 ft.), unwieldy
Plasma guide, series-28	6	4,920	1d10 E & F	60 ft.	Wound	40 charges	5	2	Guided, sniper (250 ft.), unwieldy
Plasma guide, series-37	8	10,800	2d8 E & F	70 ft.	Wound	40 charges	8	2	Guided, sniper (500 ft.), unwieldy
Plasma guide, series-42	11	28,200	3d8 E & F	70 ft.	Severe wound	80 charges	8	2	Guided, sniper (500 ft.), unwieldy
Plasma guide, series-62	16	193,000	5d8 E & F	80 ft.	Severe wound	80 charges	10	2	Guided, sniper (750 ft.), unwieldy
Plasma guide, series-73	20	980,000	9d8 E & F	80 ft.	Severe wound	100 charges	10	2	Guided, sniper (1,000 ft.), unwieldy

PROJECTILE

Coil rifle, precision	1	390	1d6 P	60 ft.	—	4 rounds	1	2	Sniper (250 ft.)
Assassin rifle, stalker	3	1,510	1d10 P	60 ft.	—	1 round	1	1	Breakdown, sniper (250 ft.), unwieldy
Multistage rifle, dual	4	2,380	1d10 B	50 ft.	—	2 mini-rockets	2	2	Indirect, sniper (500 ft.), unwieldy
Coil rifle, specialist	5	3,120	2d6 P	70 ft.	Bleed 1d6	6 rounds	1	2	Sniper (250 ft.)
Assassin rifle, shadow	6	4,550	2d6 P	60 ft.	—	1 round	1	1	Breakdown, sniper (500 ft.), unwieldy
Multistage rifle, dual-plus	7	7,500	2d8 B	50 ft.	—	2 mini-rockets	2	2	Indirect, sniper (500 ft.), unwieldy
Assassin rifle, phantom	9	14,900	3d6 P	60 ft.	—	1 round	1	1	Breakdown, sniper (600 ft.), unwieldy

TABLE 1-6: SNIPER WEAPONS (CONTINUED)

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Coil rifle, rangefinder	10	18,600	3d6 P	70 ft.	Bleed 2d6	8 rounds	1	2	Sniper (500 ft.)
Multistage rifle, triple	11	27,900	3d8 B	60 ft.	—	3 mini-rockets	3	2	Indirect, sniper (750 ft.), unwieldy
Assassin rifle, spectre	12	39,500	5d6 P	70 ft.	—	1 round	1	1	Breakdown, sniper (750 ft.), unwieldy
Coil rifle, saboteur	14	76,700	7d6 P	80 ft.	Bleed 3d6	12 rounds	1	2	Sniper (750 ft.)
Multistage rifle, triple-plus	15	124,000	7d8 B	70 ft.	—	3 mini-rockets	3	2	Indirect, sniper (750 ft.), unwieldy
Assassin rifle, wraith	17	278,000	11d6 P	70 ft.	—	1 round	1	1	Breakdown, sniper (1,000 ft.), unwieldy
Multistage rifle, quad	18	627,000	9d8 B	80 ft.	—	4 mini-rockets	4	2	Indirect, sniper (1,000 ft.), unwieldy
Coil rifle, assassin	19	590,000	12d6 P	90 ft.	Bleed 4d6	16 rounds	1	2	Sniper (750 ft.)

UNCATEGORIZED

Wraith-sting rifle, yellow jacket	1	375	—	40 ft.	Injection DC +2	1 dart	1	1	Injection, sniper (250 ft.), subtle, unwieldy
Wraith-sting rifle, wasp	5	2,980	—	60 ft.	Injection DC +2	1 dart	1	1	Injection, sniper (500 ft.), subtle, unwieldy
Nanite rifle, tactical	10	20,100	2d12 A	60 ft.	Wound	10 nanites	10	2	Sniper (500 ft.), unwieldy
Wraith-sting rifle, hornet	14	71,200	—	80 ft.	Injection DC +2	1 dart	1	1	Injection, sniper (750 ft.), subtle, unwieldy
Nanite rifle, advanced	15	131,000	3d12 A	80 ft.	Severe wound	10 nanites	5	2	Sniper (750 ft.), unwieldy
Nanite rifle, elite	19	648,000	6d12 A	100 ft.	Severe wound	10 nanites	2	2	Sniper (1,000 ft.), unwieldy

TABLE 1-7: SPECIAL WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
UNCATEGORIZED									
Shuriken, grooved (10)	4	370	1d8 P	20 ft.	Injection DC +2	Drawn	—	L	Injection, quick reload, thrown
Shuriken, microerrated (10)	7	1,120	3d6 P	20 ft.	Bleed	Drawn	—	L	Quick reload, thrown
Shuriken, flash (10)	10	3,120	4d6 F	20 ft.	Blind	Drawn	—	L	Quick reload, thrown
Shuriken, singing (10)	13	8,550	6d6 So	20 ft.	Confuse	Drawn	—	L	Quick reload, thrown
Shuriken, ultraserrated (10)	16	29,100	7d10 P	20 ft.	Bleed	Drawn	—	L	Quick reload, thrown
Shuriken, dynamo (10)	19	98,000	12d6 E	40 ft.	—	Drawn	—	L	Quick reload, recall, thrown

TABLE 1-8: AMMUNITION

STANDARD AMMUNITION	LEVEL	PRICE	CHARGES/CARTRIDGES	BULK	SPECIAL
Nanite canisters	9	2,150	10 nanites	L	—

SPECIAL AMMUNITION	LEVEL	PRICE	CHARGES/CARTRIDGES	BULK	SPECIAL
Explosive arrow	2	75	20	L	Fier
Explosive darts	2	50	25	L	Fier
Explosive rounds, small arm	2	60	30	L	Fier
Explosive rounds, longarm and sniper	2	150	25	L	Fier
Explosive scattergun shells	2	110	25	L	Fier
Explosive rounds, heavy	3	180	20	L	Fier
Explosive mini-rockets	5	450	10	L	Fier
Phasing I longarm and sniper rounds	7	820	25	L	—
Plasma missile, ionized	11	6,700	1	1	8d8 E & F
Arrows, diamond-edge	12	5,200	20	L	4d6 P
Phasing II longarm and sniper rounds	14	9,420	25	L	—
Plasma missile, stellar	16	53,200	1	1	12d10 E & F
Arrows, molecular rift	18	53,700	20	L	10d6 P
Plasma missile, HED	19	175,000	1	1	17d12 E & F



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TABLE 1-9: SOLARIAN WEAPON CRYSTALS

SOLARIAN WEAPON CRYSTALS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Electron crystal, shard	1	280	+1 E	—	—	Stun
Photon crystal, shard	1	145	+1 F	Burn 1d4	—	—
W-boson crystal, shard	1	215	+1	Bleed 1d4	—	—
Z-boson crystal, shard	1	115	+1	Push (5 ft.)	—	—
Gluon crystal, shard	2	770	+1	Wound	—	—
Muon crystal, least	2	760	+1	—	—	Penetrating
T-quark crystal, least	2	750	+1	—	—	Variant boost 1d3 (2/day)
Electron crystal, least	3	1,430	+1d2 E	—	—	Stun
Positron crystal, least	3	1,310	+1d2 F	Irradiate	—	—
Muon crystal, minor	4	2,200	+1d2	—	—	Penetrating
Z-boson crystal, least	4	1,950	+1d2	Push (5 ft.)	—	—
T-quark crystal, minor	5	3,000	+1d3	—	—	Variant boost 1d4 (3/day)
Electron crystal, minor	6	3,850	+1d4 E	—	—	Stun
T-quark crystal, lesser	7	6,950	+1d4	—	—	Variant boost 2d4 (3/day)
Z-boson crystal, minor	7	7,000	+1d4	Push (10 ft.)	—	—
Electron crystal, lesser	9	12,100	+1d6 E	—	—	Stun
Muon crystal, lesser	10	18,100	+2d4	—	—	Penetrating
Z-boson crystal, lesser	10	17,500	+1d8	Push (10 ft.)	—	—
Electron crystal, standard	12	30,500	+3d4 E	—	—	Stun
Positron crystal, minor	13	47,700	+2d8 F	Irradiate	—	—
T-quark crystal, standard	13	45,000	+1d12	—	—	Variant boost 2d6 (4/day)
Z-boson crystal, standard	13	47,500	+2d8	Push (20 ft.)	—	—
Electron crystal, greater	15	93,000	+4d4 E	—	—	Stun
T-quark crystal, greater	16	175,000	+3d6	—	—	Variant boost 3d6 (5/day)
Muon crystal, standard	16	166,000	+6d4	—	—	Penetrating
Z-boson crystal, greater	16	177,500	+3d8	Push (25 ft.)	—	—
Electron crystal, true	18	332,000	+6d4 E	—	—	Stun
Positron crystal, lesser	19	528,000	+5d6 F	Irradiate	—	—
Z-boson crystal, true	19	561,000	+4d8	Push (30 ft.)	—	—
Muon crystal, greater	20	760,000	+10d4	—	—	Penetrating
T-quark crystal, true	20	750,000	+6d6	—	—	Variant boost 6d6 (5/day)

TABLE 1-10: GRENADES

GRENADES	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
Holy water grenade I	2	375	20 ft.	Drawn	L	Explode (2d6 B, holy water, 20 ft.)
Riot grenade I	2	185	20 ft.	Drawn	L	Explode (staggered, 10 ft.)
Foam grenade I	3	410	20 ft.	Drawn	L	Explode (extinguish, 10 ft.)
Web grenade I	3	490	20 ft.	Drawn	L	Explode (mire 1d4 rounds, 10 ft.)
Holy water grenade II	5	940	20 ft.	Drawn	L	Explode (4d6 B, holy water, 20 ft.)
Pulse grenade I	5	950	20 ft.	Drawn	L	Explode (1d10 E, entangled 1 round, 20 ft.)
Riot grenade II	5	810	20 ft.	Drawn	L	Explode (staggered, 15 ft.)
Riot grenade III	7	1,640	20 ft.	Drawn	L	Explode (1d8 S, nonlethal, staggered, 15 ft.)
Foam grenade II	9	3,520	20 ft.	Drawn	L	Explode (extinguish, 20 ft.)
Pulse grenade II	9	4,350	20 ft.	Drawn	L	Explode (3d10 E, entangled 1d4 rounds, 20 ft.)
Web grenade II	9	3,950	20 ft.	Drawn	L	Explode (mire 2d4 rounds, 10 ft.)
Holy water grenade III	11	7,680	20 ft.	Drawn	L	Explode (4d12 B, holy water, 20 ft.)
Riot grenade IV	11	6,910	20 ft.	Drawn	L	Explode (2d10 S, nonlethal, staggered, 20 ft.)
Web grenade III	13	14,700	20 ft.	Drawn	L	Explode (mire 1 minute, 15 ft.)
Foam grenade III	15	26,100	20 ft.	Drawn	L	Explode (extinguish, 30 ft.)
Pulse grenade III	15	37,500	20 ft.	Drawn	L	Explode (6d10 E, entangled 1d4 rounds, 20 ft.)
Riot grenade V	15	28,200	20 ft.	Drawn	L	Explode (4d10 S, nonlethal, staggered, 20 ft.)
Pulse grenade IV	17	82,500	20 ft.	Drawn	L	Explode (1d6 E, entangled 2d4 rounds, 20 ft.)
Riot grenade VI	17	67,000	20 ft.	Drawn	L	Explode (4d12 S, nonlethal, staggered, 25 ft.)
Holy water grenade IV	19	175,000	20 ft.	Drawn	L	Explode (8d12 B, holy water, 20 ft.)
Web grenade IV	19	163,000	20 ft.	Drawn	L	Explode (mire 1 minute, 25 ft.)
Riot grenade VII	20	222,000	20 ft.	Drawn	L	Explode (6d12 S, nonlethal, staggered, 25 ft.)

WEAPON SPECIAL PROPERTIES

Some weapons have inherent special properties, which are listed in the Special column entry in its corresponding weapons table. These special properties can significantly impact the performance and utility of a weapon. New special properties introduced in this book are detailed below. Other weapon special properties can be found on pages 180–182 of the *Core Rulebook*, and the rules for determining the save DCs of weapon special properties can be found in the sidebar on page 181 of the *Core Rulebook*.

ANTIBIOLOGICAL

An antibiological weapon damages only living targets. Objects and creatures with the unliving special quality, such as robots and undead, are immune to its effects.

AURORA

When an aurora weapon strikes a target, the creature glows with a soft luminescence for 1 minute. This negates invisibility effects and makes it impossible for the target to gain concealment from or hide in areas of shadow or darkness.

BREACH

A breach weapon is specifically designed to apply sudden force to doors and walls in an effort to break them. If you are trained in Engineering, as a full action you can use a breach weapon against an adjacent stationary door or wall, or at the GM's discretion, against a similar adjacent object. An attack with the weapon expends ammunition as normal, but instead of making an attack roll, you attempt a Strength check against the object's break DC (*Core Rulebook* 408) and add the breach weapon's item level to the check.

BREAKDOWN

A breakdown weapon can be taken apart into multiple small pieces. While broken down, the weapon is treated as especially small or easy to hide for the purpose of Sleight of Hand's hide object task and can fit into spaces that can typically hold only items of light bulk (including a ysoki's cheek pouches). It takes 1 minute to take apart or reassemble a breakdown weapon.

CLUSTER

A cluster weapon is a form of grenade launcher that can fire a single grenade or (if loaded with appropriate grenades) can expend two identical grenades as a single attack. In the latter case, the grenades act as a single grenade of the same type (with a single attack roll, dealing damage only once, and so on), except its radius is increased by the listed amount listed and the save DC of any effects created by the grenade is calculated using the cluster weapon's item level if it is higher than the grenade's item level. Attempting to fire two nonidentical grenades results in an error code and the weapon does not fire.

CONCEAL

A weapon with the conceal special property is considered especially small or easy to hide for purposes of Sleight of Hand's

hide object task, granting you a +4 circumstance bonus to skill checks to hide object.

DECONSTRUCT

The target of a weapon with the deconstruct special property takes the listed amount of acid damage every round until the target succeeds at a Reflex save to end the damage. This functions as the burning condition, except as noted and that the ongoing damage is also ended if the target takes any amount of electricity damage.

DEFLECT

A weapon with the deflect special property generates both an energy and a kinetic effect, which allows you to use it with the Deflect Projectiles feat (if you have it) to counter both kinetic and energy ranged attacks.

DOUBLE

A double weapon has two different weapons placed end to end so you can attack with either easily without changing your grip. For the purpose of the Multi-Weapon Fighting feat, a double weapon is treated as two or more operative melee weapons. A double weapon is not treated as an operative weapon for any other purpose unless it has the operative weapon special property.

Some double weapons have ends that deal different damage types. When making a single attack with such a weapon, you can choose which damage type to deal, but if you make more than one attack in the same round, at least one of those attacks must be made with the second damage type. The weapon category of a double weapon that deals more than one damage type is based on the first damage type listed. If its second damage type causes it to be considered a different weapon category when dealing that damage, that category is listed in parentheses. For example, a double weapon in the flame category that deals 1d6 fire damage or 1d6 cold damage lists "double (cryo)" to indicate that when it is used to deal cold damage, it is treated as a weapon in the cryo category.

DRAIN CHARGE

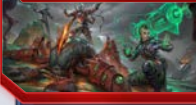
When a weapon with the drain charge weapon special property hits an enemy that has a natural attack that deals electricity damage (an attack not dependent on armor upgrades, spells, spell-like abilities, or carried weapons or equipment), it siphons off some of that target's inherent electricity and regains the number of charges listed in the weapon's usage entry.

ECHO

An echo weapon establishes a lingering sonic resonance within a target. A creature with blindsense or blindsight (vibration or sound) can detect a target hit by an echo weapon at a distance of up to 10 × its normal range. This does not grant blindsense or blindsight to creatures that do not already have this ability.

EXTINGUISH

You can expend all remaining charges of this weapon (even if it has only a single charge or use) as a swift action to remove



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the burning condition from yourself or an adjacent creature, or to quench the flames in 1 square. If the weapon affects an area, it extinguishes all flames in that area (including ending the burning condition for all targets fully within the area). Extinguishing flames does not prevent the area from catching fire again, especially if flames survive nearby.

FEINT

When using this weapon to feint (*Core Rulebook* 247), you gain a +2 circumstance bonus to your Bluff check.

FIERY

Fiery ammunition bursts into glowing embers when fired. While this is not enough to change its normal damage to fire damage, any extra damage from a critical hit is considered fire damage and the weapon deals half damage to targets that take half damage from energy attacks but no damage from kinetic attacks (such as incorporeal creatures) and counts as a weapon with the explode special property against creatures with swarm defenses. If fiery ammunition is used in a weapon that already deals half fire damage (such as a weapon with the flaming weapon fusion), on a critical hit, all the damage dealt is fire damage. At the GM's discretion, fiery ammunition can set extremely flammable materials on fire, such as oil-soaked rags or dry tinder.

FIRST ARC

A weapon with the first arc special property always generates an electrical arc, per the critical hit effect (*Core Rulebook* 182), whenever it hits a target.

FLEXIBLE LINE

A flexible weapon generates lines of effect at a distance from the user. Choose two points, both of which must be within the weapon's first range increment. The weapon's effect extends from one point to the other. Other than this placement, resolve the attack per the line weapon special property (*Core Rulebook* 181).

FORCE

A force weapon is treated as having the force descriptor (*Core Rulebook* 269), which can cause it to interact differently with some targets (as defined by the targets' special rules). Force weapons deal kinetic damage but still target EAC.

FREE HANDS

A free hands weapon is unbalanced or otherwise awkward to use. This difficulty in using the weapon can be negated by moving the listed number of hands that are not holding anything or being used for any other purpose as counterweights. You wield a free hands weapon using the normal number of hands, but if you have the listed number of free hands available while wielding it, the weapon is not considered unwieldy. For example, a kasatha wielding a flame spinner in two of her hands while her other two hands remain empty treats the weapon as though it does not have the unwieldy weapon special property.



FOAM GRENADE

FUELED

A fueled weapon has an integrated petrol tank and must be activated to function properly. This works like the powered weapon special property (*Core Rulebook* 181), except it uses petrol as a fuel source instead of a battery. Unlike a battery, petrol is permanently expended upon use and must be purchased rather than recharged.

GRAPPLE

When wielding a grapple weapon, you can use it to perform a grapple combat maneuver without having your hands free. When you do so, you gain a +2 bonus to the attack roll, and if you roll a natural 20 on the attack roll, you apply the weapon's critical hit effect (if any) to the target.

GRAVITATION

When you hit a target with a gravitation weapon, you can move that target the listed distance either toward you or away from you unless it succeeds at a Reflex save (DC = 10 + 1/2 weapon's item level + your Dexterity bonus). If this movement would cause the target to move through a wall, object, or another barrier, the target creature stops moving, but it does not fall prone or take damage. If the movement would push the target off a cliff, into a trap, or otherwise move it into an area of obvious danger, the target must succeed at a second Reflex saving throw to stop its movement or be moved into the dangerous space. Movement caused by a gravitation weapon does not trigger attacks of opportunity.

GUIDED

A guided weapon uses a signal along with wireless telemetry, magnetic guidance, or another means of guiding its payload after the weapon has been fired. When you take a move action to aim the weapon and then fire it on the same turn (including doing so with a sniper weapon), your target does not gain the bonus to AC provided by cover, partial cover, or soft cover. Improved cover and total cover still confer their bonuses normally.

HARRYING

A harrying weapon produces exceptionally distracting bursts of fire. When you take the harrying fire action with this weapon, you gain a +2 insight bonus to your attack roll.

HOLY WATER

A holy water weapon is infused with the blessings of one or more good-aligned deities (most commonly Hylax, Iomedae, or Sarenrae within the Pact Worlds, though devoted followers of any good-aligned deity could create such weapons). It damages only undead (regardless of alignment) and outsiders with the evil subtype, and even those creatures suffer no effect (and show no sign of their nature if it is not already obvious) with a successful saving throw. Crafting a holy water grenade requires the blessing of formally trained priests of a good deity, though a character of any alignment can do the actual crafting.

IGNITE

Weapons with the ignite special property use an accelerant to start small, intense fires on their targets. A target hit by a weapon with this special property must succeed at a Reflex save (DC = 20 + 1/2 the item's level + your Dexterity bonus) or gains the burning condition (*Core Rulebook* 273) with the listed amount of damage. Gaining the burning condition multiple times from the ignite special property does not increase your burning damage—you take only the highest listed ignite damage each round. A character who gains the burning condition through other means (such as the burn critical effect, even from a weapon with ignite) does add that damage to her burning damage each round. Ending the burning condition ends burning from all sources.

INDIRECT

An indirect weapon uses a wireless signal along with a multistage firing system, internal telemetry, bimetallic fluctuation, magnetic guidance, or some other system to make it appear as if a shot from the weapon had been fired from a different location. This reduces the penalty to Stealth checks for sniping by 10.

INTEGRATED

An integrated weapon can be wielded normally or installed in an armor upgrade slot. When properly installed, the weapon is considered to be wielded without needing to assign a number of hands to wield it. An integrated weapon requires the listed number of armor slots for proper installation. An android or any other creature with the upgrade slot racial ability cannot combine its racial upgrade slot with armor upgrade slots to install an integrated weapon. Installing, removing, or replacing an integrated weapon in a suit of armor takes 10 minutes, as if it were an armor upgrade.

LIVING

Unlike simpler forms of biotech, a living weapon is not just organic material—it's actually a simple living organism. The core function of a living weapon is based on the same scientific principles as manufactured weapons, but come about as part of its natural development and body function.

A living weapon can be affected by spells that target creatures, though it is mindless, incapable of independent action, and has no ability scores other than Constitution (which is always equal to its item level). It is subject to poisons and diseases, though it does not need to breathe and is always protected as well as a creature with active environmental protection from armor. If it is forced to make a saving throw, its save bonus is always equal to its item level. If it suffers a condition that would normally cause it to take a penalty to attacks, damage, or save DCs, those penalties apply to any attack or effect created with it. Living weapons "eat" by absorbing part of the charges or fuel (or energy from some other form of ammunition) when fired. They do not sleep or breathe, cannot communicate in any way, are

immune to pain effects due to their incredibly simple nervous systems, and are mindless.

If damaged, a living weapon can regain Hit Points from effects that restore Hit Points to living creatures, such as a *mystic cure* spell, and it regains a number of Hit Points equal to its item level each day. You can use the Life Science or Medicine skill instead of Engineering to repair a living weapon.

MIND-AFFECTING

A mind-affecting weapon affects only creatures with minds; targets that are immune to mind-affecting effects are immune to this weapon.

The damage from mind-affecting weapons is normally untyped, in which case it is affected by the same things that affect damage from the spell *mind thrust*.

For example, if a creature was immune to *mind thrust*, it would also be immune to untyped damage from a mind-affecting weapon.

MINE

A weapon with the mine special property is able to modify the ammunition fired from it to delay the detonation of its ordnance. Ammunition fired from this weapon (typically a grenade or mini-rocket) lands at the target grid intersection intact, detonating only when a creature moves into an adjacent square, or automatically detonating after 1d6+1 rounds have passed.

MIRE

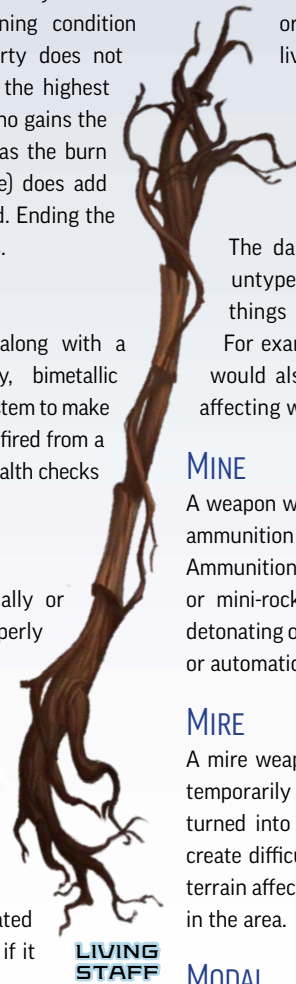
A mire weapon has a defined area (generally a radius) that it temporarily turns into difficult terrain. Only a surface can be turned into difficult terrain (you can't use a mire weapon to create difficult terrain in midair, for example), and the difficult terrain affects only the climb speed and land speed of creatures in the area.

MODAL

A modal weapon can be toggled to deal different types of damage, with the options listed in the weapon's damage entry. The weapon can deal only one type of damage at a time; changing the weapon's mode to deal another damage type requires a move action. The weapon category of a modal weapon is based on the first damage type listed. If its second damage type causes it to be considered a different category of weapon when dealing that damage, that category is listed in parentheses. For example, a modal weapon in the flame category that deals 1d6 fire damage or 1d6 cold damage lists "modal (cryo)" to indicate that when it is used to deal cold damage, it is treated as a weapon in the cryo category.

POLARIZE

A weapon with the polarize special property briefly builds up a polarized charge in a target. When striking a target multiple times with a weapon with the polarize special property in the same round, damage from each such strike after the first is increased by the listed amount. This resets at the beginning of your next turn.



LIVING STAFF



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PROFESSIONAL

A professional weapon is a tool used in a specialized trade that nevertheless has tremendous damaging potential. When using a professional weapon, you gain a +2 insight bonus to checks with the listed Profession skill (or to checks with similar skills that could reasonably use that weapon as part of the profession, subject to the GM's discretion). If you have a number of ranks in the listed Profession skill equal to the item level, you are considered proficient with that weapon, even if you would not normally be. This proficiency never counts toward prerequisites of any kind.

RADIOACTIVE

A radioactive weapon contains unstable radioactive components. When the wielder rolls a natural 1 on an attack roll, she is exposed to dangerous radiation and must succeed at a Fortitude save or be inflicted with radiation sickness (*Core Rulebook* 404). (For radioactive blast weapons, the user must attempt a Fortitude save if any of the attacks are a natural 1). This is considered a low level of radiation. The DCs for this save and the disease are each equal to the weapon's critical hit DC.

RECALL

A recall weapon is keyed to a wristband or another small device worn by the wearer (which does not count against the maximum of two worn magic or hybrid items). If you throw a recall weapon and your attack misses, the weapon returns to you at the end of your turn.

SHAPE

A weapon with the shape special property has a complex targeting array that allows it to target specified areas. If you make a single attack as a full action with such a weapon, you can exclude the listed number of squares from within this weapon's area of effect. This means you can avoid shooting an ally in the area of a blast weapon's effect, for example.

SHELLS

A few melee weapons can be loaded with scattergun shells to create a powerful close-range, one-shot attack. A weapon with the shell special property lists its capacity and usage value. Unlike charges for powered melee weapons, this usage is per attack.

SHIELD

A shield weapon encapsulates the target in a short-term force field. This force field lasts until the start of your next turn or until it has absorbed the listed amount of damage, whichever occurs first. A force field originating from a shield weapon blocks only incoming damage; it does not interfere in any way with the target's weapons or attacks. You can't use a shield projector to target yourself.

SUBTLE

A subtle weapon fires either very small ordnance or otherwise generates a nearly imperceptible discharge that even the

target may not be aware of. A target hit by a subtle weapon must succeed at a Perception check with a DC equal to 15 + 1-1/2 the weapon's item level or it doesn't realize it has been struck. The target notices other effects conveyed by a subtle weapon, such as an injected substance, as normal. For example, you might use a subtle weapon to inject a target with a poison with an onset delay; the target may not realize it has been hit by the dart, but it would notice the effects of the poison once it took effect.

SUNDER

When you attempt a sunder combat maneuver while wielding a weapon with the sunder weapon special property, you gain a +2 bonus to your attack roll.

TAIL

If you have a tail (or similar taillike appendage), you can wear a weapon with the tail weapon special property on your tail, rather than wield it in your hand. Attaching or removing a tail weapon is a full action, and once it's installed, you wield the weapon without using your hands.

THOUGHT

A thought weapon can be fully or partially controlled via telepathy. If you have the telepathy or limited telepathy racial trait, are benefiting from a *telepathy* spell, are wearing a *mindlink circlet*, or have a similar ability, you ignore the weapon's unwieldy weapon special property.

THROTTLE

A throttle weapon deals damage only when it is used to grapple a foe, automatically dealing damage with every successful grapple combat maneuver. These are considered attacks for abilities that can increase a weapon's damage (such as trick attack). All throttle weapons are also grapple weapons. While a target is successfully being grappled with a throttle weapon, it cannot use its airways to speak or make vocalizations of any kind (though other forms of making noise work normally).

VARIANT BOOST

A weapon with the variant boost special property acts as a weapon with the boost special property (*Core Rulebook* 181), except boosting the weapon does not expend additional charges and the weapon can be boosted only the listed number of times per day.

WIDE LINE

A wide line weapon functions as a weapon with the line weapon special property (*Core Rulebook* 181), except the line is 10 feet wide. When determining the squares that are in the path of a line, note which squares that line would normally pass through (*Core Rulebook* 268), and extend the area to one side of the line (your choice) so that the line is 2 squares wide. For an obstacle to block the path of a line, it must block the line's full width; otherwise, the line continues (at full width) beyond the obstacle.

CRITICAL HIT EFFECTS

Some weapons have critical effects that apply when you score a critical hit. New critical hit effects are detailed below. Other critical hit effects can be found on page 182 of the *Core Rulebook*, and the rules for determining the save DCs of critical hit effects can be found in the sidebar on page 181 of the *Core Rulebook*.

BIND

The target is entangled, as if the weapon had the entangle weapon special property (*Core Rulebook* 181).

BLIND

The target must succeed at a Reflex saving throw or gain the blinded condition for 1d3 round.

CONFUSE

The target must succeed at a Will saving throw or gain the confused condition for 1 round.

DEMORALIZE

You can attempt an Intimidate check with a -5 penalty to demoralize your foes as a reaction. Compare the result of this check to the DC of each creature that took damage from this attack using the guidelines from the demoralize task of the Intimidate skill (*Core Rulebook* 142).

EMBED

The attack embeds a barbed needle or another lingering effect in the target. The first time each round the target moves 5 feet or more in a single action (voluntarily or not), it takes the listed damage. The target can remove the embedded object with a standard action, dealing the listed damage in the process. Alternatively, with a successful Medicine check (DC = 15 + 1-1/2 the weapon's item level), another creature can remove the object from the target and deal no damage. Multiple embedded objects each deal their listed damage and must be removed one at a time.

FATIGUE

The target must succeed at a Fortitude saving throw or gain the fatigued condition for 1 round per item level of the weapon. This condition can be removed as normal.

IRRADIATE

The target must succeed at a Fortitude save or contract radiation sickness (*Core Rulebook* 404). The DC for this disease is equal to the weapon's critical hit DC. This is considered low-level radiation, regardless of the save DC.

JET

The attack emits a jet of energy that suffuses the target and extends to strike a second creature. This secondary target must be adjacent to the original target and on the opposite border or opposite corner of the target's space from you. When in doubt about whether a second creature's position compared to a target makes it subject to a jet attack, trace a line from the center of your space to the center of the second creature's space. If the line passes through opposite borders or corners of the primary target's space, then the second

creature is a valid target for the jet attack. If multiple valid targets of the jet damage are present, you choose which is the secondary target. Roll the amount of damage listed in the weapon's jet: the secondary target takes this damage (not multiplied by the critical hit) of whatever energy damage type the weapon deals.

LEECH

This weapon can leech life force from a target, draining its vitality and leaving it feeling unsteady. The target must succeed at a Fortitude save or gain the off-target condition for 1 round per item level of the weapon. This has no effect if the target is immune to disease.

NAUSEATE

The target must succeed at a Fortitude saving throw or gain the nauseated condition for 1 round.

PULSE

The weapon's output explodes in a pulse of energy. All creatures adjacent to the original target take the amount of damage listed in the pulse entry, of the same type dealt by the weapon's initial attack.

PUSH

The target is pushed the listed distance away from you. If the target runs into an obstacle, it stops moving and falls prone.

SECOND ARC

The attack's energy continues leaping from a secondary target to a tertiary target. This functions identically to the arc critical hit effect (*Core Rulebook* 182), except the second arc can't target either the original target of the attack or the creature struck by the first arc special property.

SICKEN

The target must succeed at a Fortitude saving throw or become sickened for 1d4 minutes. This has no effect if the target is immune to disease.

STIFLE

The target can't speak or make vocalizations of any kind for 1 round.

SUFFOCATE

The weapon sucks the atmosphere away from the target. If the target is wearing armor or a space suit that has activated environmental protections, the weapon depletes a number of days of that protection equal to half the weapon's item level. If this depletes the environmental protections entirely, or if the target was not wearing any such protections, the target must succeed at a Fortitude save or gain the exhausted condition.

WEAPON DESCRIPTIONS

Statistics for the following weapons are found in its corresponding weapon table. Weapons are generally listed in their associated categories (cryo, disintegrator, flame, plasma, projectile, shock, or sonic). Grenade descriptions begin on page 39, solarian



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MEDIC INJECTOR PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Projectile
DAMAGE: 1d6 P
CRITICAL: Injection DC +2



WASP WRAITH-STING RIFLE
TYPE: Sniper weapon (two-handed)
CATEGORY: Uncategorized
DAMAGE: –
CRITICAL: Injection DC + 2



EXPLORER HANDCOIL
TYPE: Small arm (one-handed)
CATEGORY: Shock
DAMAGE: 1d6 E
CRITICAL: Arc 1d6



LIGHT DART CANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Projectile
DAMAGE: 1d8 P
CRITICAL: Embed 1d6



LIVE STORM COIL
TYPE: Longarm (two-handed)
CATEGORY: Shock
DAMAGE: 1d6 E
CRITICAL: –



DRAKE DRAGON RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Flame
DAMAGE: 3d6 F
CRITICAL: Burn 2d4



CORONA COLOSSUS COIL
TYPE: Heavy weapon (two-handed)
CATEGORY: Shock
DAMAGE: 1d8 E
CRITICAL: Arc 1d6



WYRMLING DRAGON PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Flame
DAMAGE: 1d6 F
CRITICAL: Burn 1d6



FIREBALL FLAME LAUNCHER
TYPE: Heavy weapon (two-handed)
CATEGORY: Flame
DAMAGE: 1d8 F
CRITICAL: Burn 1d6



SUBZERO HAIL PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Cryo
DAMAGE: 1d4 C & P
CRITICAL: Bleed 1d4



GELID ICE CARBINE
TYPE: Longarm (two-handed)
CATEGORY: Cryo
DAMAGE: 3d8 C & P
CRITICAL: –



PSYCHIC-WAVE CANNON I
TYPE: Heavy weapon (two-handed)
CATEGORY: Uncategorized
DAMAGE: 1d6
CRITICAL: Demoralize



SEPULCHER-CLASS BONE PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Cryo
DAMAGE: 2d8 C
CRITICAL: –



ULTRACOLD HAILCANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Cryo
DAMAGE: 4d8 C & P
CRITICAL: Staggered



PERSUADER
TYPE: Small arm (one-handed)
CATEGORY: Plasma
DAMAGE: 2d4 E & F
CRITICAL: Wound



TACTICAL PLASMA BOLTER
TYPE: Longarm (two-handed)
CATEGORY: Plasma
DAMAGE: 1d10 E & F
CRITICAL: –



FUSION GAMMA RIFLE
TYPE: Sniper weapon (two-handed)
CATEGORY: Flame
DAMAGE: 3d10 F
CRITICAL: Irradiate



BLUE STAR CONQUEROR
TYPE: Heavy weapon (two-handed)
CATEGORY: Plasma
DAMAGE: 5d10 E & F
CRITICAL: Wound



HARMONIC DIRGE PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Sonic
DAMAGE: 1d3 So
CRITICAL: Sicken



PARAMETRIC DIRGE CANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Sonic
DAMAGE: 7d6 So
CRITICAL: Deafen



HEAVY MICROFUSION RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Plasma
DAMAGE: 5d8 E & F
CRITICAL: Irradiate



GULCHGUN
TYPE: Longarm (two-handed)
CATEGORY: Flame
DAMAGE: 1d8 F
CRITICAL: Burn 1d6



LIQUIDATOR DISINTEGRATOR PISTOL
TYPE: Small arm (one-handed)
CATEGORY: Disintegrator
DAMAGE: 1d10 A
CRITICAL: –



DECIMATOR DISINTEGRATOR RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Disintegrator
DAMAGE: 3d10 A
CRITICAL: Corrode 2d6



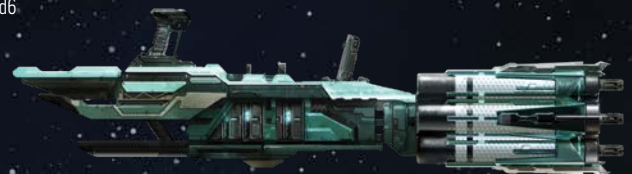
HELLHOUND-CLASS BLAZE RIFLE
TYPE: Longarm (two-handed)
CATEGORY: Flame
DAMAGE: 3d10 F
CRITICAL: Burn 3d6



EXECUTIONER DISINTEGRATOR CANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Disintegrator
DAMAGE: 5d10 A
CRITICAL: Corrode 3d6



ALGID FREEZE RAY
TYPE: Longarm (two-handed)
CATEGORY: Cryo
DAMAGE: 2d4 C
CRITICAL: Staggered



PYTHON-SERIES HYDRA CANNON
TYPE: Heavy weapon (two-handed)
CATEGORY: Plasma
DAMAGE: 1d6 E & F
CRITICAL: –

weapon crystal descriptions begin on page 49, and ammunition descriptions begin on page 55. Weapons with the operative special property are listed in Operative Weapons on page 41.

Cryo Weapons

While many cryo weapons blast supercooled gas at a target, variations on this basic mechanism exist. A number of cryo weapons combine coolants with a more traditional striking surface to deal both kinetic and energy damage, while a handful of outliers use much stranger technology. Regardless of their specific operations, most cryo weapons have an integrated coolant reservoir that continually replenishes itself by processing various gases available in a typical atmosphere; hence, the majority of these weapons require only a battery to function.

Bone Pistol

Usually crafted from bone and gristle, these pistols are prized by the Corpse Fleet and members of the Urgathoan church, but they have also been found in reaches of the galaxy untouched by Eoxian influence. The energy blasts from a bone pistol are a special blend of cold and negative energy that passes harmlessly over the nonliving. Bone pistols are commonly categorized as grave-class, crypt-class, sepulcher-class, and vault-class.

Bone Scepter

These narrow clubs are often constructed of numerous intertwined bones—as one might expect from a weapon designed by Eoxians—infused with a silvery absolute-zero alloy that instantly draws the heat out of living creatures on contact. Chill bone scepters and void bone scepters have fine threads of the rare alloy, while rigor bone scepters and cadaver bone scepters shimmer with it.

Coolant Sprayer

Coolant sprayers were designed following the principles of a flamethrower, but with an eye more toward hindrance than sheer damage. Experts can easily identify a coolant sprayer by the bulky insulation surrounding the sprayer's coolant reservoir. The weapon expels a cone of activated coolant that stiffens and freezes living tissue. While not harmless, the effect is somewhat less deadly than most energy weapons. Hiemal, algid, glacial, and isothermal coolant sprayers all function in similar ways, though their destructive potential varies from one model to another.

Cryospike

Cryospikes began as fire-extinguishing equipment, but they have since been weaponized and now serve a variety of roles. The weapon discharges a spike of hyper-cooled fluid that can be configured to put out a small fire or deal a burst of cold damage to its target. Most cryospike users integrate the apparatus's maze of polymer tubing and coolant reservoirs into their armor to keep it always close at hand. The personal cryospike is based on a model originally designed for use in powered armor prototypes (as such early designs are prone to fires caused by engineering faults). Residential cryospikes are typically employed by firefighting crews, while industrial

cryospikes is most often kept on hand in massive starship-engineering bays.

Energy Converter

Boxy devices covered with various gauges and protruding antennae, energy converters resemble dangerously experimental pieces of hardware. These devices invert matter-antimatter annihilation; instead of generating massive amounts of heat from a tiny speck of matter, an energy converter generates a tiny speck of matter by drawing an incredible amount of heat energy from a nearby area. Tactical, advanced, and elite energy converters each create relatively larger flecks of matter, drawing their energy from a larger area in order to do so.

Freeze Ray

Across the galaxy, practically every sufficiently advanced civilization has created its own variation of the freeze ray. All freeze rays function in a similar way, emitting a long line of supercooled gas, but individual models reflect their species' design aesthetics. In the Pact Worlds, the most common models reflect the slim profile of Vercite technology or the bony protrusions of Eoxian design. Hiemal, algid, and glacial freeze rays simply produce an extreme reduction in the temperature along the weapon's line of effect. Isothermal freeze rays cause a persistent temperature drop, dealing further damage, while hypothermic freeze rays causes multiple temperature reductions in rapid succession for further increased destruction.

Frost Maul

A two-handed hammer with a reservoir of coolant in its head, a frost maul simultaneously bludgeons and chills its target. As most substances become brittle and prone to shattering when subjected to extremely low temperatures, the frost maul excels at damaging objects it hits. Frost mauls come in aufeis, iceberg, floe, and glacier models.

Frost Projector

A frost projector requires two armor upgrade slots to install: one for the short, wide barrel and another for the coolant canister and battery; cables and hoses connect the two components. These weapons are produced in frostbite-class, hailstorm-class, and blizzard-class models.

Gale Baton

A vortex of supercooled air swirls around this slender baton, freezing targets before the baton even makes contact and knocking dangerous projectiles off course. The tempest gale baton is the most common model and is widely available on the *Idari* and in other kasathan communities, with later developments resulting in the more powerful cyclone and hurricane gale batons.

Hail Pistol

A hail pistol includes a chamber behind the barrel that circulates supercooled vapor and causes it to coalesce into razor-edged shards of ice that leave foes with rime-edged bleeding wounds. Subzero, gelid, ultracold, and absolute-zero hail pistols each produce progressively larger and more jagged shards.

Hailcannon

Hailcannons use a complex integrated coolant system to generate staggering barrages of ice. Unlike with many cryo weapons, the hailcannon's prolific output and massive barrel allow the weapon to be fired in automatic mode, which can overwhelm targets. Subzero hailcannons are the standard model, and the increasing damage capacity of gelid, ultracold, absolute-zero, and clathrate hailcannons proves attractive to many who swear by such weapons.

Ice Carbine

Rather than relying on coolant to produce supercooled gas, an ice carbine pumps heat out of large vents integrated in the weapon's stock and uses the temperature change to produce brittle, razor-sharp shards of ice in the chamber. This design allows it to either fire a short, targeted shot or spray a hailstorm of piercing needles at a group of foes. The heat-exchange technology used in these weapons is common on Verces, where it's used for many purposes, making it relatively easy to find them in the Pact Worlds, from the subzero models (often built in illicit basement labs) to absolute-zero ice carbines, which are the best in the Pact Worlds. Gelid and ultracold ice carbines improve on the subzero version's technology and overall power.

Ice Launcher

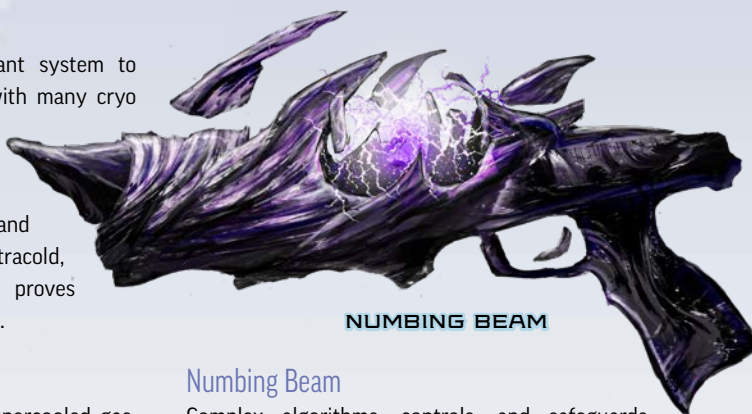
A decidedly unsubtle weapon, an ice launcher fires a huge block of ice at an opponent. The weapon is heavy and slow to fire, but the weight of the supercooled ice can knock an opponent to the ground and deal extensive cold damage. Aufeis and iceberg launchers produce small enough quantities of ice that it can be stored in the weapon's square barrel, sometimes making them appear more like bulky appliance than weapons. The more complex floe, glacier, and icecap ice launchers generate a large amount of ice in front of the barrel proper, steadying the mass with clawed protrusions before firing.

Ice Needle

This handheld melee weapon appears to be nothing more than a handle with a slot in one end. Once a vial of an injectable substance is inserted into this slot, the ice needle forms a slender spike of ice around that liquid core, allowing you to inject the substance into a foe with a virtually untraceable weapon. Undercover and furtive ice needles are often used primarily for their injecting capabilities, while artifice, espionage, and subterfuge ice needles deal significant damage along with the injection.

Icestar Staff

An icestar staff is an homage to the planet of Verces, where shirren immigrants making their first Pact Worlds home developed the weapon. One end of this staff glows with heat, while the other end shimmers with frost, offering the wielder the choice of which to use for each strike—a particular treat for its shirren creators. Icestar staves come in defender, seeker, warrior, drifter, and leader models.



NUMBING BEAM

Numbing Beam

Complex algorithms, controls, and safeguards within a numbing beam ensure the weapon never lowers its target's temperature to lethal levels. Tactical and advanced numbing beams see use in populated areas, while elite and paragon numbing beams are more often employed in military endeavors. Those models intended for use near civilians include prominent external computer interfaces, as though to advertise their safety features, while military models tend toward a sleek, traditional design.

Shadow Chains

Worshippers of Zon-Kuthon developed the first shadow chains using cutting-edge heat-transfer technology, but outsiders rapidly reverse-engineered the weapons, constructing functional facsimiles from their own tech. Shadow chains' links rapidly absorb heat, while their heavily insulated handle protect their wielders from direct exposure to the freezing darkness. Many adherents of the Midnight Lord make use of the follower, acolyte, and penitent shadow chains, while only the most devout can afford the more powerful ecclesiastic and devotional shadow chains.

Shadow Pistol

Inspired by the Shadow Plane—or, some say, followers of Zon-Kuthon—a shadow pistol replicates the energy of the Plane of Shadow to momentarily separate the target from the thermodynamic energy of the universe, damaging it with the instantaneous change in temperature. With their shadowy appearance, the caliginous and sable models resemble guns cut from polished obsidian, while the more advanced tenebrous and umbral models look more like they were cut from the blackness of space.

Spined Iceblade

The spined iceblade is a variant of the traditional kasathan spined blade. Its longer, curved handle includes internal channels where coolant builds up until it is released by the wielder's movements. Frostbite-class, hailstorm-class, blizzard-class, and avalanche-class spined iceblades are all readily available in markets that regularly serve kasathas, but similar weapons appearing on distant worlds have intrigued kasathan archaeologists.

Subduer

A subduer resembles a hollow rod with internal coolant reserves, and it relies on the user's forceful movements to spray the coolant forward. Employed primarily by kasathan



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security forces to prevent suspects from fleeing, subduers coat their targets in a thin layer of expelled coolants that cause temporary painful freezing of the target's skin that deals little lasting damage. On a lucky shot, the frozen layer also interferes with the target's ability to function. Frost and rime subduers are often employed by peacekeeping forces, while sleet and glacier subduers typically see use only by pirates or mercenary groups.

Void Rifle

A firearm designed with crystals from the Plane of Shadow, a void rifle is unique in that power flowing through those crystals allows the rifle to fire inky bolts of life-sapping cold. The rifle's frigid energy can harm only the living, so it does nothing to constructs and undead. Regardless, the rifle remains a favorite of followers of Urgathoa. Grave- and crypt-class void rifles are an option for standard issue among rank-and-file marines of the Eoxian navy, while tomb-, ossuary-, and barrow-class void rifles are reserved for elite forces.

Void Staff

Quite common on Eox, void staves are designed using extensive necromancy-derived technologies, resulting in nonreflective black coloration and a range of morbid effects. A target struck by a void staff suffers effects similar to frostbite, as the weapon drains the life energy out of the target on a cellular level and, in some cases, causes complications with breathing and other essential functions. Grave-class, crypt-class, tomb-class, and ossuary-class void staves are relatively common throughout the Pact Worlds, while barrow-class void staves are almost never seen anywhere except Eox.

Zero Knife

A zero knife appears much like a folded switchblade, though the hilt is somewhat bulkier due to the battery; when activated, the zero knife forms a blade formed entirely of an aura of intense cold rather than steel. The frostbite-class zero knife is an easily obtained weapon whose blade rapidly accumulates flakes of frozen material in most atmospheres. The more advanced hailstorm-class, blizzard-class, avalanche-class, and icequake-class zero knives incorporate technology that eliminates the build-up.

DISINTEGRATOR WEAPONS

These powerful weapons are more formally referred to as high-energy proton decouplers, as they produce streams of energized fields that corrode and break down matter much in the way a subatomic acid would. However, since their effects appear to turn metal to slag, plastic to noxious vapor, and flesh to goo, they're commonly known as disintegrators.

Most military units eschew disintegrators due to the weapons' relatively short ranges and high energy consumption. Because they cause horrific pain, however, they are popular among bounty hunters, pirates, and other combatants who seek to intimidate as much as to kill. Devourer cultists in particular revere disintegrators because the weapons slough away their enemies' flesh, as if some unseen force were consuming it.

The most common disintegrator weapons follow a similar model sequence: liquidator, decimator, executioner, and eradicator. A few types of disintegrator weapons employ alternate model sequences.

Decoupler

Some manufacturers have streamlined the disintegrator pistol's design to create a more affordable option; the result of their efforts is referred to simply as a decoupler. A decoupler is smaller and lighter than a disintegrator pistol, trading some of its outright destructive power for the ability to deal superficial pain that can leave targets shaking in their boots. In the Apostaeon city of Nightarch, the ruling House Zeizerer issues decouplers to its enforcers, many of whom refer to the weapons as "facilitators." Manufacturers typically produce bruiser, pusher, and screamer decouplers.

Disintegrator Cannon

This wide-barreled cannon emits a stream of red-tinged energy that originates from the weapon's heavy proton tank, affecting all enemies in a line. Like most disintegrator weapons, they are available in liquidator, decimator, executioner, and eradicator models.

Disintegration Lash

A disintegration lash is a marvel of bioengineering—a technological living organism that feeds on matter by breaking it down with its own high-energy proton-decoupling field. The result is a black, snakelike lash crackling with red-tinged energy, making this a weapon commonly wielded by those looking to intimidate their foes. Disintegration lashes are designated in the standard method for disintegrator weapons: liquidator, decimator, executioner, and eradicator.

Disintegrator Pistol

This hefty pistol has two small internal tanks that generate the energy needed to deliquesce the wielder's targets. Disintegrator pistols come in liquidator, decimator, executioner, and eradicator models.

Disintegrator Rifle

Rather snub nosed compared to other longarms, a disintegrator rifle is heavier than it looks due to the row of round energy-generating compartments atop its frame. These compartments generate enough energy for the weapon to liquefy enemies' bodies. Well-connected customers can purchase liquidator, decimator, executioner, and eradicator disintegrator rifles.

Dross Gun

Early models of disintegrator weapons were designed solely to deal indiscriminate corrosion damage to targets. The dross gun is a slightly more refined version, though it lacks the overall power those initial prototypes had. Its shots are slightly more concentrated, dealing substantial damage to objects and dealing painful, lasting wounds to a target on a direct hit. A scrapper dross gun is the smallest model available, used as often to remove choice parts from a wrecked starship as it is to

remove crew from the ship in the first place, and the scoring and flux models have increased wounding capabilities.

Nanite Decoupler

While most disintegrator weapons produce a stream of energy that strikes a single target, a nanite decoupler programs nanites to replicate a disintegrator's destructive energies over a set area. The integrated generators used to overcharge the nanites for the desired effect make a nanite decoupler a heavy, bulky weapon that requires a skilled user. The caustic nanite decoupler and the vitriolic nanite decoupler are both deadly, destructive weapons.

FLAME WEAPONS

Flame weapons deal fire damage without relying upon lasers or plasma. Many flame weapons have the potential to set their targets on fire, dealing ongoing burn damage in addition to their initial damage. Flame weapons typically deal fire damage via superheated coils or gas ignition; while many flame weapons use petrol (a reactive blend of hydrocarbons) for ammunition, a few flame weapons use batteries or other types of ammunition.

Agitator

An agitator is a portable generator of microwave radiation that rapidly heats up targets to create internal bubbles of steam or makes targets burst into flames. The longer the weapon is focused, the more intense the agitation becomes, making it a favored by the defenders of bunkers, guard posts, and other emplacements. Ember agitators and blaze agitators rely on individual generators, taking the form of a bulky cylinder in the middle of the gun that hums ominously as the weapon fires, but miniaturization technology allows inferno agitators and solar flare agitators to include multiple smaller generators for increased effect.

Blaze Rifle

A blaze rifle is a bulky, ungainly weapon, with a rifle stock and two tanks of petrol mounted atop the barrel. Compared to other petrol weapons, the blaze rifle fires a far narrower stream of petrol, which allows for greater accuracy. Fire-loving mercenaries often choose the blaze rifle to avoid charring their allies. Ifrit-, salamander-, hellhound-, firedrake-, and phoenix-class blaze rifles are common throughout the Pact Worlds.

Burner

Indistinguishable from a flamethrower to the lay observer, a burner uses petrol as fuel to produce a strong jet of flame. However, the subtly narrower nozzle and recoil-suppressing gyros allow a burner to fire streams of petrol with more control and focus than its traditional cousin. Ifrit-, salamander-, hellhound-, firedrake-, and phoenix-class burners are all widely available.

Burning Chains

Hellknights of the Order of the Chain favor these lengths of blackened, fiery chain, which often incorporate etchings of infernal runes or hellscape into their complex designs. Burning chains aren't known for their damage so much as their extreme flexibility in confounding an enemy—and, of course, for the

visual imagery a burning chain provides when combined with the distinctive Hellknight armor. The order's names for the various models have become the most commonly used, from fiend-class burning chains to malebranche- and archdevil-class burning chains.

Dragon Pistol

A dragon pistol features a wide muzzle that is often shaped like a dragon's maw. The weapon discharges discrete orbs of flaming petrol that can cling to targets. A wyrmling dragon pistol casts small petrol globules, while drake and wyvern dragon pistols have increased outputs. The true dragon pistol is as devastating as it is rare.

Dragon Rifle

A larger and more powerful version of a dragon pistol, a dragon rifle also commonly bears draconic motifs or iconography in its aesthetic design. The globules of petrol from a dragon rifle are slightly larger than those from a pistol, and the weapon can be set to launch a series of shots in quick succession. Wyrmling, drake, and wyvern dragon rifles are available, along with the powerful and rare true dragon rifle.

Flame Launcher

Flame launchers sling large globules of aerated petrol with carefully timed ignition. The resulting explosion is usually well contained and can be placed with surprising precision. Although fed by the same sort of petrol tank found in burners and flamethrowers, the weapon is a complicated mess of air tanks, exposed circuitry, and tubing, all required to achieve the perfect mixture for controlled explosions. Fireball flame launchers are the weakest version of this weapon, outpowered by immolation flame launchers and the exceptionally powerful supernova flame launchers.

Flame Pistol

Inventive manufacturers have developed more effective versions of the classic flame pistol, resulting in the blaze, inferno, and solar flare models. Like other flame pistols, the more advanced models fire lines of ignited petrol from their barrels, but they work at higher pressure and include nanotechnology that breaks down the petrol into more volatile compounds as the weapon is fired.

Flare Rifle

A flare rifle is similar in appearance to a combat rifle, though it has a slightly wider barrel and magazine. This weapon fires flares, which don't typically deal tremendous damage but can distract opponents. Dazzler flare rifles fire a single, relatively ordinary flare, while the vivifier flare rifle breaks open the flare and burns it all in moments, causing far greater light and heat. Coruscator, scorcher, and nova models fire more flares at a time to increase their damage output.

Flame Spinner

A flame spinner consists of two weighted balls attached to a length of cable; the pair is spun in an elegant, showy dance of



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spinning fire. Fireball and immolation flame spinners use petrol to generate a flaming nimbus around the ball's metal casing, while supernova and fission flame spinners dispense with the casing and instead compress the petrol to generate a dense mass of blazing heat in place of each ball. Using a flame spinner effectively is difficult due to the complex handling required, and kasathas and other races with additional limbs find they have a substantial advantage in that regard.

Gamma Rifle

Gamma rifles direct concentrated bursts of gamma radiation that are strong enough to overcome normal environmental protections, burning targets from a distance, though users of such weapons risk exposure to that very radiation. Many find that the destructive effects of the ray are sufficient to outweigh the risk, and targets can even be subject to radiation sickness when struck in a vital organ. Terrestrial gamma rifles and ionizing gamma rifles feed energy through a mass of radioactive material in the muzzle to produce their deadly effects. Fusion and synchrotron gamma rifles instead produce radiation in a torus near the rifle's stock, making them far more powerful, though still dangerous to the user.

Gulchgun

Gulchguns are a feat of fearless ysoki tinkering; the rifles use scattergun shells as ammunition but detonate them entirely within the rifle's internal chambers, instead firing a tongue of flame, accompanied by tremendous noise. The technology of the gulchgun eventually developed into the shorter and more stable shellgun, but ysoki purists and desperate buyers alike keep the market for these weapons alive.

Igniter

An igniter has a deep-red crystal rod in place of a typical longarm barrel. This crystal focuses infrared light on a distant foe, causing the target to burst into flames. Assassins and drow in particular often favor the weapon due to its absence of any visible discharge. Ember, blaze, inferno, and solar flare igniters are common in many places.

Junk Censer

A chain, cable, or other cord connects the long handle of this weapon to a perforated or grated container that is filled with exceptionally volatile compounds. Few are foolish enough to use such a weapon, so there's been little advancement on its design, but many space goblins use junk censers with reckless and even gleeful abandon. While it is most often wielded in melee, the junk censer can also be thrown at an enemy. Like many cobbled-together weapons, a junk censer is unstable; on an attack roll of a natural 1, it deals its regular damage to the user and gains the broken condition.

Magma Blade

Though this sturdy sword appears to be made of stone when inactive, once powered the blade cracks and melts into a glowing bar of magma held in place by magnetic fields. The incredible heat inflicts grievous injuries on targets. Rhyolite magma blades

are the most affordable model, andesite and basalt magma blades have increased intensity, and the formidable plagioclase magma blade is the most dangerous.

Meteor Glaive

The glaive is an ancient weapon, originally developed for use by and against mounted warriors. The meteor glaive is the Skyfire Legion's update on the original design, incorporating a petrol tank near the base of the slightly curved blade and relying on a long shaft to keep the wielder at a safe distance. Meteor glaives are classified into tactical, advanced, elite, and paragon models.

Mirage Dagger

The mirage dagger is an elegant one-handed blade that expels an aura of superheated air that causes visible distortions in the air around it. This minor displacement effect makes it easier to catch enemies off guard with it. A wide, circular guard protects the wielder's hand while the blade is active. Distortion mirage daggers are the standard model; hallucination and illusion mirage daggers feature increased damage capabilities.

Petrol Converter

This longarm has an extra cylinder connected to the petrol tank that contains a series of converter filters housing active bacteria. Diverting the petrol flow through this system before firing allows the bacteria to convert the fuel into acid. In addition to the tactical, advanced, elite, and paragon petrol converters, manufacturers have produced a light petrol converter for industrial applications.

Pyrod

Constructed from an insulated tube containing an integrated petrol tank with a nozzle on one end, pyrods expel a gout of flame when swung with force. The weapons are used in lashunta dance and performance combat as often as in earnest melee, and many bear elegant laser engraving, sculpted grips, or other aesthetically pleasing elements. Luminous pyrods are produced with a greater eye toward aesthetics, while torch pyrods and beacon pyrods are designed to maximize their firepower.

Radcannon

Radcannons are large, dangerous-to-wield weapons typically employed by desperate, reckless, or unliving users. A radcannon's high-voltage capacitors channel energy through a magnetron and transformer to generate massive blasts of radioactive waves, burning targets and typically exposing the target—and potentially the user—to dangerous levels of radiation. Devourer cultists often employ electromagnetic radcannons, neutron radcannons, and even rapid-decay radcannons, unfazed by the weapons' danger.

Radshot

Banned in most civilized regions of the Pact Worlds, radshots are known for the reckless amount of radiation they generate. Despite the objections of the living, radshots' signature short barrels and bulky containment sheaths can often be seen in the markets of Eox or at the hip of a Corpse Fleet officer.

They are named for the type of radiation waves they emit: electromagnetic, neutron, and rapid-decay.

Resistance Rod

The metal rod has a carefully insulated grip and a resistance coil designed to generate substantial heat surrounding the bulk of the baton's shaft. Though the weapon is named for its engineering, it is often used by members of the Android Abolitionist Front and other rebel groups because of its evocative name and ease of construction. Strain-gauge resistance rods retain some flexibility and are easier to use, while thermistor and piezoresistor resistance rods employ more advanced coils to generate a hotter output. Induction resistance rods operate at higher outputs and are significantly more dangerous.

Scorchgun

Common in areas where petrol's flammability is a liability, such as in the protected jungles of Castrovel, scorchguns employ a microwave emitter to burn targets. The emitter is generally a squat cylinder positioned above the pistol's trigger, and its adjustable output allows a wielder to deal either lethal or nonlethal damage. The original design, the microwave scorchgun, is the most widely used, and later designs focus on a specific bandwidth, with S-band, C-band, K-band, and X-band scorchguns achieving progressively more power and precision.

Searing Grip

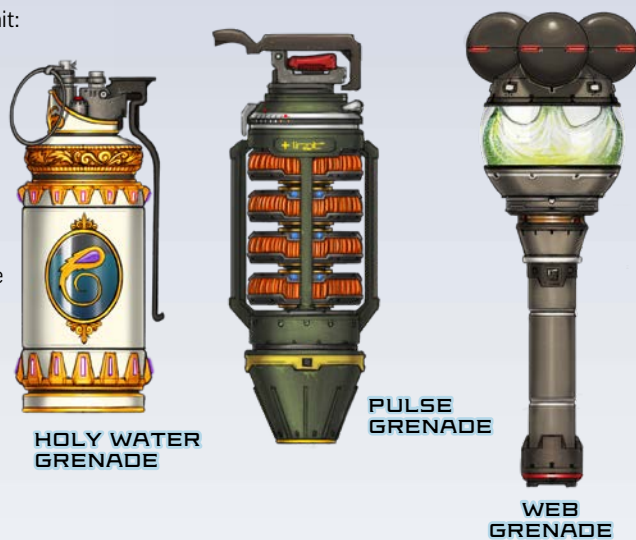
The searing grip was originally designed for artists who craft their visions in various metals. The grip has several layers of insulation to separate the wearer's hand from the resistance coils lining the palm and fingers; as such, the glove is often mistaken for a simple well-insulated work glove. Lengthy application of this heat can soften many metals, which aids in sculpting efforts, but even a quick touch can inflict painful burns, allowing searing grips to double as low-profile weapons. The versions typically employed by sculptors are designated low-heat and high-heat, though this is a relative distinction, as both operate at temperatures capable of dealing substantial damage. The weaponized searing grip drops the pretense of being an artist's tool, though those trained in its use find that its functionality doesn't differ substantially from the other models.

Shellgun

A bulky weapon favored by scrappy fighters with limited resources, this oversized pistol uses scattergun shells as ammunition but creates a short-range tongue of flame. Thought to be inspired by the longer gulchgun, the shellgun is also a favorite of ysoki. Available models include the bombard shellgun, the blaze shellgun, and the fury shellgun.

Wave Modulator

The frequency of a wave modulator's output can be adjusted to either burn a target or bombard it with damaging sonic bursts. Shirrens favor these boxy pistols because of the thrill of choosing the damage type of every shot fired. Wave modulators come in numbered models.



GRENADES

Grenades are thrown weapons that explode on impact to affect an area. Grenades are typically categorized with a roman numeral system. Rules for using grenades appear on page 183 of the *Core Rulebook*, while rules for thrown weapons in general (including grenades) are provided on page 245 of that book. Hybrid grenades, which contain magical components, can be found on page 126 of this book.

Foam Grenade

A foam grenade explodes on impact to release a burst of fire-suppressant foam akin to that from a fire extinguisher. This foam reduces the damage from the burning condition or from the corrode critical hit effect taken by creatures within the area by the listed amount each round; this ends the burning condition or corrode effect if it reduces the amount of damage to 0. This also ends any active fires within the affected area.

Holy Water Grenade

Produced by priests of good-aligned deities, holy water grenades explode with a spray of consecrated water that harms undead creatures and evil outsiders while leaving other creatures and objects merely damp. This typically isn't enough water to damage computers or other electronic or technological items.

Pulse Grenade

A pulse grenade emits a powerful EMP blast on impact whose damage and effects apply only to constructs with the technological subtype. Constructs reduced to 0 HP by a pulse grenade are not destroyed but simply nonfunctional until restored to 1 or more Hit Points. The EMP wave from a pulse grenade is not intense enough to affect augmentations, weapons, armor, or other technological gear.

Riot Grenade

Riot grenades are standard issue among police forces, as they deal nonlethal damage and slow the movements of creatures affected by the blast.



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Web Grenade

Developed using samples of haans' biological webbing, a web grenade explodes to cover the area in sticky strands of high-tensile fibers, making the affected area difficult terrain.

LASER WEAPONS

Laser weapons deal fire damage by means of highly focused beams of light. These beams can pass through glass and other transparent physical barriers, dealing damage to such barriers as they pass through. Barriers of energy or magical force block lasers, and the beams pass harmlessly through invisible creatures. Fog, smoke, and other clouds provide both cover and concealment from laser attacks. Lasers can penetrate darkness but don't provide any illumination.

Compliance Ray

With a wider beam than typical lasers, the compliance ray is designed for crowd control and other nonmilitary uses. Although these rays are legal for civilians to own, most models are themed to fit in with the local constabulary's armor; the Stewards' blue-and-gold models are common throughout the Pact Worlds. Shots from these pistols cause intense discomfort, and a hit to the eyes can cause temporary blindness. Models begin with the flash designation and increase in intensity as follows: flare, strobe, starburst, and sunspot.

Convergent Laser

For those seeking efficient laser attacks in a reliable, relatively lightweight format, the convergent laser is an ideal weapon. The weapon's smaller lasers synchronize and focus their output on a single target to deal more damage than any single beam could deal alone; however, the need to carefully aim and adjust the weapon makes it somewhat slower to fire than its single-beam counterparts. Typically, the different beams originate from the corners of a square or triangular barrel, angling in to join at a single point on the target. A single-wave convergent laser emits a single wavelength, with all its beams sharing a color. Multiwave convergent lasers produce different wavelengths for each beam, using computer assistance to continually adjust the output, while a wide-spectrum convergent laser increases the number of beams until their joining point on the target is a white so brilliant that it's painful to look at.

Dazzler

Dazzlers are a form of crowd control used primarily for civil peacekeeping. While the weapons use lasers to damage and sometimes blind targets, the beams are carefully calibrated to avoid inflicting lethal injury. Built on similar principles to the smaller compliance ray, dazzlers also tend to bear the colors of local law-enforcement groups. However, the similarities end there, as the dazzler is a bulky device usually carried with the help of a shoulder strap, with its business end covered by dozens of glassy bulbs surrounded by a conical shield. Downplaying this

somewhat disturbing appearance, dazzler manufacturer ATech holds up the weapons as an important tool for safe peacekeeping and spreads the weapons wherever AbadarCorp is found. Dazzlers come in flash, strobe, and sunspot models.

Divergent Laser

Originally developed alongside convergent lasers, divergent lasers use multiple laser beams emitting from a blocky casing to produce a cone-shaped output. This weapon's damage is significantly less than that achieved by the convergent lasers, but the same systems that synchronize wavelengths in a convergent laser allow the divergent laser to focus on multiple targets. The single-color beam of a single-wave divergent laser sets it apart from the shimmering colors of a multiwave divergent laser. A wide-spectrum divergent laser has a nearly white beam and could be mistaken for a spotlight at a glance—though not by a target struck by one!

Excavation Laser

This sturdy, snub-nosed laser rifle resembles a starship's mining laser in miniature. It fires a powerful beam that loses intensity after a relatively short distance, which makes it not only useful in many mining and quarrying endeavors but also effective in medium-range combat for those trained in its use. Most technologically advanced civilizations develop excavation lasers, and the tools are commonly seen in the hands of workers from the Ulrikka Clanholdings and other miners in the Diaspora. Light, medium, and heavy excavation lasers all see extensive use.

Focus Rifle

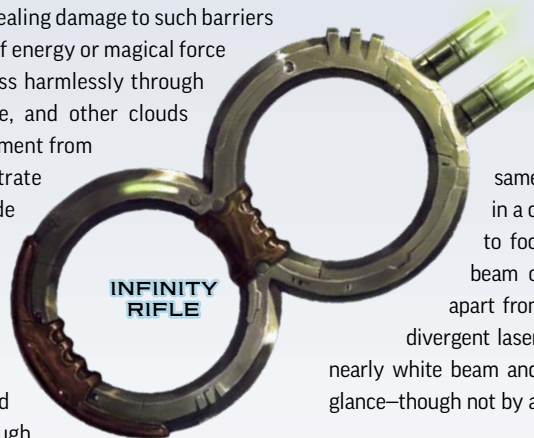
This elongated laser rifle contains additional lenses that further focus its output, creating a powerful beam that can punch through many substances at ranges far greater than those of a typical laser rifle. Dual, triple, and quad focus rifles use increasing numbers of focusing lenses, intensifying the laser but compounding the price. A compound focus rifle's lenses are specially made of a rare form of glass, creating the most powerful output currently possible for such weapons.

Infinity Rifle

Infinity rifles take their name from their shape, two conjoined rings similar to an infinity symbol with twin muzzles along the outer edge of one ring. The two rings contain a twisted loop of fiber-optic cabling that channels the laser beam; adding more energy to the loop results in a more powerful blast. These weapons were first introduced to the Pact Worlds by skittermanders (*Starfinder Alien Archive* 106), though their current nomenclature (tactical, advanced, elite, and paragon) was imposed by other weapons manufacturers.

Lens Pistol

The lenses of this laser pistol reconfigure themselves for optimal focus between every shot, resulting in a more powerfully



focused laser at a slower rate of fire. Cylindrical lens pistols and lenticular lens pistols focus their lasers using specially shaped lenses, while electron lens pistols and sunglass lens pistols are made of rarer materials and incorporate fine electronics.

Rotolaser

A rotolaser uses much of the same technology as autobeam artillery, but in addition to directing its beam through a rotating array of lenses, it also uses a rotating array of barrels that creates a series of short laser blasts. This rotating assembly helps the weapon to survive the heat and stress of rapid fire. Rotolasers come in tactical and advanced versions.

Serpent Laser

The serpent laser is a creation of the Aspis Consortium, meant to undercut the pricing of its competitors while consuming battery charges at a higher rate to drive the sale of additional batteries, higher-capacity batteries, and recharging services. Experienced spacefarers know the scheme behind the serpent laser and generally avoid what they have come to call the "snakebite laser," though amateurs and novices often fall for the low initial price. Serpent lasers have the same model names as many standard laser rifles (azimuth, corona, aphelion, and perihelion), though savvy customers know that the serpent laser models are often slightly less powerful than their conventional counterparts.

Shoulder Laser

This laser weapon has a smooth, curved housing and an eyelike aperture, and it can be installed in an armor upgrade slot, leaving the wielder's hands free for other tasks. As the name implies, most users mount the eyelike aperture over one shoulder, but it can work just as easily mounted on the torso or a forearm. Many shoulder laser users are androids who integrate them into their bodies as emergency weapons. Azimuth, corona, aphelion, and perihelion shoulder lasers are available in most areas.

OPERATIVE WEAPONS

Lightweight and versatile, operative weapons take many forms, and they prove particularly effective in the hands of a trained combatant. An operative can use the trick attack class feature with a weapon that has the operative special property, and any character can add her Dexterity modifier rather than her Strength modifier to melee attack rolls with these weapons.

The following are the weapons in this book that have the operative special property; their descriptions can be found in their corresponding categories (or in Uncategorized Weapons if they don't have one).

- **Cryo Weapons (page 34):** Gale baton, zero knife.
- **Flame Weapons (page 37):** Mirage dagger.
- **Plasma Weapons (page 41):** Plasma ribbon.
- **Shock Weapons (page 44):** Polarity gauntlets, spark knife.
- **Sonic Weapons (page 49):** Shrieking knife, vibrogarrote.
- **Uncategorized Weapons (page 51):** Battle ribbon, garrote, retractable spike, sap, switchblade, tailblade.

PLASMA WEAPONS

Plasma usually consists of superheated or electromagnetically

charged gas; plasma weapons discharge blasts of this deadly substance in controlled fields. A plasma weapon deals both electricity and fire damage for unparalleled destructive power. Ranged plasma weapons typically project a beam of plasma, while melee weapons most often present a steady field of magnetically contained plasma. While the most common names for plasma weapons follow Sarenite conventions, which associate plasma temperature with a color, many other plasma weapons can be found on the market.

Angel Wing

Though it appears as an extended sword hilt when still, the angel wing takes its name from the uncontained plasma that trails in an arc following the leading edge when the blade is swung. The weapon is favored by followers of Sarenrae, who take pride in mastering the sophisticated art of its use. Movanic angel wings have darker, almost shadowy blades; monadic angel wings have golden plasma trails; and the astral angel wing burns white hot.

Aurora Cannon

The aurora cannon is a variant plasma cannon with holding chambers that overcharge the plasma generated within the weapon. The walls of these chambers are typically translucent, allowing a veiled view of the shifting plasma. The aurora cannon's modified plasma blasts cause creatures it hits to glow with a surprisingly beautiful aura, making it difficult for them to hide. Aurora cannons are categorized according to the primary composition of these auroras, from the hydrogen aurora cannon to the electron and proton models.

Cavitation Pistol

A series of prongs takes the place of this pistol's barrel; firing the weapon causes a small sphere of energy to form at their center and launch forward at speed. If the wielder times the shot perfectly, the plasma sphere pulses just as it hits the target, dealing damage to nearby creatures, but most find the feat difficult to replicate consistently. A vapor cavitation pistol creates a very focused sphere, while the inertial cavitation pistol creates one that implodes on impact. Hydrodynamic and thermodynamic cavitation pistols use more complex reactions that carry significantly more destructive power.

Conqueror

Conquerors are perhaps the largest and most difficult to handle of the plasma weapon category. A conqueror can deliver a single devastating blast of plasma, but the weapon is rather front-heavy and difficult to maneuver. Some vesk take up the weapon as a sign of their patron deity, Damoritosh, viewing it as the ranged spiritual equivalent of the doshko. In addition to the red star, yellow star, white star, and blue star models, the particularly powerful violet star conqueror has recently made its way onto the market.

Core Hammer

The hollow head of this two-handed hammer is filled with exceptionally dense plasma, which is released on contact



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with enemies, sometimes even spraying plasma on a well-placed strike. Core hammers constructed by the followers of Angradd tend to be functional works of dark metal, where vesk models are usually designed to display the plasma behind magnetic containment. Tactical core hammers and advanced core hammers contain a stable plasma core, while fusion core hammers and reactor core hammers employ devices that focus plasma to trigger momentary flares of nuclear fusion.

Flare Axe

A flare axe pushes a magnetically contained wave of plasma in a semicircular arc parallel to the haft that resembles a miniature solar flare. The color of plasma indicates the relative temperature (and therefore damage output) of each weapon: red star flare axes are the standard model, yellow star and white star flare axes are more dangerous, and blue star flare axes inflict the most destruction.

Forked Pistol

Plasma builds up and arcs between the two long, notched tines of this pistol, amplifying in power as the stream travels the length of the weapon. Forked pistols are named for the number of notches in their plasma-generating forks, as each notch contributes to a more powerful blast. Pistols are typically available in 6-notch, 8-notch, 9-notch, and 10-notch models.

Hydra Cannon

Rather than firing a single burst of plasma, a hydra cannon generates countless discrete plasma filaments that spread outward in a pattern reminiscent of crawling serpents. The spread of these filaments can be somewhat controlled, allowing a proficient user to avoid hitting a limited number of creatures within the weapon's area of effect. Python-series hydra cannons offer the least control, while viper-series, asp-series, and cobra-series hydra cannons offer increasingly fine-tuned control over their target areas.

Microfusion Rifle

The microfusion rifle is built around a bulbous miniaturized fusion reactor. Plasma is generated and placed under incredible pressure in the reactor before being vented in a sudden blast that sometimes carries dangerous levels of radiation. The sparse shielding on light microfusion rifles often results in the users incurring radiation poisoning, so they tend to be used by undertrained militias that can't afford (or lack the judgment to use) safer heavy weapons. Medium and heavy microfusion rifles are built with larger reactors, which prove more dangerous to their users and targets alike.

Nova Lance

This long weapon bears a plasma sheath at its striking tip. Although similar weapons are produced on many worlds, nova lances' use in Eoxian racing broadcasts has made them especially popular throughout the Pact Worlds. They are typically manufactured by corporations that specialize in plasma pistols and plasma rifles and thus their models follow the same naming conventions: red star, yellow star, white star, and blue star.

Nova Rifle

Much like traditional plasma rifles, nova rifles fire coherent gouts of plasma that can potentially travel some distance and burn multiple targets. However, nova rifles have a slimmer profile overall but a larger aperture, projecting plasma that's both slightly cooler and more diffuse. The nova rifle's intense visual display makes it a favorite of icons looking to make a statement or simply add pyrotechnics to their shows. Red star, yellow star, and white star nova rifles are all easily identified by the color of their plasma arcs.

Persuader

This small, brutish sidearm fires a surprisingly large globule of plasma that stretches into a rope as it travels, sometimes inflicting terrible wounds on its target. It is a perennial favorite of officers in the Veskarium; those seeking to surprise and intimidate their foes use the weapon's reputation to their advantage. Although the first persuaders date back to the Silent War and are considered rare collectibles in the Pact Worlds, dozens of manufacturers make their own modern versions.

Plasma Array

A retractable coarse mesh of electromagnetically protected wire covers the wide muzzle of a plasma array; this mesh breaks apart plasma into a flurry of discrete charges. Plasma arrays are manufactured in the typical classifications for plasma weapons: red star, yellow star, white star, and blue star.

Plasma Bolter

One of the most common ranged weapons used by the vesk military during the war between the Pact Worlds and the Veskarium, the plasma bolter is a particularly hefty longarm with a bulky profile that speaks to its vesk origins. Unlike most common ranged plasma weapons, which lay out long lines of plasma or boost their output, plasma bolters focus on delivering a single heavy bolt of plasma. These weapons saw extensive use in fighting back the Swarm, and now many can be easily obtained on the open market as Pact Worlds manufacturers have begun offering their own tactical, advanced, elite, and paragon models of the classic weapon.

Plasma Claw

The Xenowardens bioengineered these large arthropod claws based on a creature from a lost world in the Vast—the claws create a burst of plasma as they snap shut. The organic plasma claw and biodynamic plasma claw models function most similarly to the original creature. Other manufacturers have created the slightly different electrocellular and synthecite models, which are less powerful versions of the two earlier models.

Plasma Fork

Also known as a plasma rail gun, a plasma fork has two long metal prongs in place of a barrel. The mechanism magnetically accelerates a bolt of plasma between these two prongs, but it can also hold plasma temporarily between the prongs to charge up an even more devastating attack. Each model has a number of notches that infuse the plasma with energy, starting with

12-notch plasma forks and increasing in intensity to 15-notch, 19-notch, and 22-notch plasma forks.

Plasma Guide

A plasma guide maintains a magnetic guidance system around its plasma discharge, which continues guiding the shot after it is fired. This increases accuracy at ranges far beyond those of typical plasma weapons and bypasses the advantage of partial cover as the magnetic guidance directs the plasma toward its target. Veski snipers are believed to be the earliest users of the plasma guide during the Silent War, but it's become a standard in many military and mercenary arsenals since then. This weapon has been continually refined since its invention; series-21, series-28, series-37, series-42, series-62, and series-73 plasma guides have proven generally stable and thus remain in production.

Plasma Lash

A plasma lash has a sturdy, braided handle with a thick but flexible cord that divides into several narrower cables as it gets farther from the handle, each trailing lines of uncontained plasma. These weapons come in red star, yellow star, white star and blue star models.

Plasma Ribbon

While analog battle ribbons (see page 52) are the most traditional of such weapons, increased demand for showier displays in recent centuries has resulted in the development of the plasma ribbon. Much like the analog version, a plasma ribbon is a 10-foot-long ribbon about 3 inches wide, though this version is made from impermeable nanocarbon fiber. A series of fine, flexible wires along the edges produces a narrow magnetic field that turns the weapon into a streamer of glowing plasma in use. Student plasma ribbons allow the user to build up proficiency; battleflowers trade up to professional, competitor, and champion plasma ribbons as they become more skilled with the weapons.

Plasma Ring

Plasma rings are relatively flat, circular weapons with an easily grippable interior, allowing them to be used in a variety of orientations. Plasma cycles through a channel within the ring at high speeds, and a release valve allows a stream of plasma to escape in a directed jet. Single-valve plasma rings produce a small discharge, while dual-valve plasma rings have a synchronized pair of valves to produce a larger discharge. Multichannel plasma rings build plasma in a series of parallel rings that vent into a single release valve for an extremely powerful blast.

Solar Brand

A solar brand consists of a flat plate that fits against the back of the hand, secured with a grip or a band. Once activated, the solar brand generates a protruding, arrowhead-shaped field of plasma. A red star solar brand doesn't leave devastating marks, but the stronger yellow star, white star, and blue star models can cause lasting damage.

Welder

Though generally recognized as tools, welders are so commonly used as improvised weapons that some ysoki manufacturers have begun designing them to serve equally well in both roles. A welder is often little more than a battery casing and an exposed plasma conduit. Utility welders are simple and straightforward, and industrial welders are more powerful and built to be more comfortable for more regular use. Starship welders are versatile and relatively compact for their output, while offensive welders are intended for combat first and maintenance only as an afterthought.

PROJECTILE WEAPONS

The first firearms invented by nearly every technologically inclined civilization involve propelling a solid projectile by means of some kind of explosive force. The design and production of such weapons typically improves over time, keeping projectile weapons relevant in the face of more advanced technology, as they are relatively simple, reliable, and affordable—yet offer a range of firepower to suit nearly every need.

Assassin Rifle

When assembled, an assassin rifle looks similar to a typical sniper rifle. Its modular construction, however, allows it to be broken down into small component parts that can be hidden on the user's person—or even smuggled in a ysoki's cheek pouches—making the weapon difficult to detect or identify. Assassin rifles are available in stalker, shadow, phantom, spectre, and wraith models.

Breaching Gun

A breaching gun uses scattergun shells as ammunition against a single target at short range, dealing an impressive amount of damage and even tearing through doors and other objects. These weapons are most commonly seen in the hands of space pirates who need to blast through plastic interior doors, though expert users can use these weapons to break through airlock doors. Breaching guns also saw widespread use on Absalom Station in the aftermath of the Gap, as security forces desperately tried to maintain control over the station's fractured and panicked population, which often required blasting through barricades and sealed interior airlocks. Utility, snub, impact, vortex, and grapeshot breaching guns are widely available on various worlds.

Coil Rifle

A coil rifle is a long, slender firearm surrounded by a coil that generates carefully aligned magnetic fields that accelerate a single round with impressive power and accuracy. Precision coil rifles are the most affordable of these weapons, while specialist coil rifles have greater range and efficacy. Rangefinder, saboteur, and assassin coil rifles are especially deadly weapons that are appreciated by true connoisseurs, veteran mercenaries, and experienced firearm specialists.

Dart Cannon

When Akiton's economy began to collapse in the wake of



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the thasteron bust, scrappy frontier townspeople were left to cobble together their necessities from whatever they had on hand and defend what resources they had from outside raiders. Dart cannons were created by these inventive souls, who reconfigured their depreciated mining equipment and less critical medical supplies into a weapon to stave off looters and thieves. These wide-barreled cannons fire a barrage of magnetically accelerated darts that contain barbed cores rather than toxins or medicinals. While this prevents the darts from being used to inject substances, the barbs can lodge in a target's body, dealing lasting damage. Dart cannons tend to see use in environments with some level of gravity, as no one wants to deal with the aftermath of a dart cannon's discharge in a zero-g environment. This weapon is available in light, tactical, heavy, advanced, elite, and paragon models.

Handcannon

Handcannons are popular with those who want to impress or intimidate their foes through the sheer presence of their armament without having to invest in the training required to master longarms or heavy weaponry. Its oversized barrel and muzzle are somewhat precariously balanced on a one-handed grip, though most wielders use both hands to make the weapon more manageable in combat situations. The various model names of this weapon—bravado, swagger, bombast, braggadocio, and gasconade—were originally facetious references to the character of those who tend to favor them, though many users embrace the names unironically.

Injector Pistol

Manufacturers worked to the specifications of xenobiologists to design and produce these firearms, which use magnetic fields to accelerate darts loaded with various substances for injection into the target. They do so far less gently than the smaller needler pistol, however, and they have become a popular tool for poisoners, slavers, and others with less scientific intentions. Medic and zoologist injector pistols are often used by xenobiologists studying unintelligent species; poacher, subjugation, and elite injector pistols are generally regarded as illicit since they more often used to target sentient species, though most markets nevertheless carry the weapons.

Multistage Rifle

The multistage rifle requires mini-rocket ammunition, which it detonates in multiple stages. The initial firing of the weapon is a subsonic round that's boosted by one or more subsequent, stronger discharges some distance from the user. This results in two effects that aid in obfuscating the user's position: the sound of the weapon firing is displaced, and the later stages can cause subtle changes in direction, creating an impact angle that suggests the mini-rocket had been fired from a different angle. Dual and dual-plus multistage rifles use a two-stage firing process, while triple and triple-plus multistage rifles employ a three-stage process for added range. The quad multistage rifle is the only weapon on the market with an unrivaled four-stage firing process for maximum damage.

Rail Cannon

Rail cannons are scaled-up versions of rail guns, and like rail guns, they use magnetic fields to rapidly accelerate ammunition. A rail cannon generates such phenomenal force that its rounds can pass entirely through multiple targets, allowing the user to hit multiple targets in a line. Tactical rail cannons are precise and effective, while advanced rail cannons offer more firepower; elite and paragon rail cannons are generally used only by heavy-weapons specialists in professional military groups.

Rail Gun

Similar in design to the magnetar rifle, a rail gun uses magnetic fields to accelerate its rounds to lethal speeds. While magnetar rifles are more powerful, they're also larger and heavier, leaving many to favor the smaller and lighter rail gun. The weapons' affordability makes them a popular choice for members of the Starfinder Society and other exploratory groups. Rail guns come in tactical and advanced models, with the advanced rail gun being slightly larger.

Rocket Rifle

A rocket rifle is a longarm that uses mini-rockets as ammunition. The weapon and its ammunition are both quite expensive, but they make up for it in firepower. Rocket rifles came into heavy use at the onset of the war with the Swarm, often employed by daring soldiers on high-risk missions into Swarm strongholds.

Rotating Pistol

A rotating pistol is a modern execution of an ancient design found on Golarion and several other worlds. The multiple barrels on this pistol rotate while firing to dissipate heat, which allows a more powerful shot without melting the weapon. The rotating pistol's shots deal significant damage to their target, but the weapon requires frequent reloading. Rotating pistols are available in tactical, advanced, and elite models.

SHOCK WEAPONS

Harnessing the power of electricity makes for a range of effective weapons. Some shock weapons are designed to stun a single target, while others can hit multiple foes spread over an area or generate arcs that jump between multiple targets in a lightning-linked chain. Many shock weapons can be easily identified by their electricity-generating coils, glass insulators, or carbon-fiber shielding meant to protect the wielder.

Anchor Pistol

Blasts from this electromagnetic pistol create a magnetic field that hampers a foe's movement. Barathus working on Liavara developed these weapons, as the magnetic fields ensnare a target without causing it to fall—a useful feature when confronting the operators of illicit harvesting endeavors on a gas giant. Many parts of an anchor pistol are grown from living organisms, resulting in a lightweight pistol that gleams like mother-of-pearl. Voltaic anchor pistols employ typical electromagnetism, while the emergent and inductive anchor pistols use higher symmetries to produce aperiodic force. The

flux anchor pistol relies on quantum-phase factors to generate extraordinarily powerful blasts.

Arc Caster

Flanked by large handles, an arc caster bristles with capacitors and antennae that release more energy than it can realistically control. While many shock weapons have a chance to arc to a second target on a hit, the arc caster is designed to achieve that feat on every shot, and particularly well-aimed strikes can sometimes arc twice. The storm and tempest models feature improvements that build upon the capabilities of static and aurora arc casters. Since there is little way to control which creatures are struck on the subsequent arcs, arc casters are generally used only by solo combatants or those with little regard for their allies' well-being. More rarely, party members may take particular precautions against electricity damage, such as with a *resistant armor* spell or an electrostatic field armor upgrade, to protect themselves from an ally wielding an arc caster.

Cathode Cannon

Cathode cannons were originally designed by members of the Android Abolitionist Front, and many varieties made by different races nonetheless are decorated with circuit designs reminiscent of the weapons' android inventors. The tactical cathode cannon is a standard-issue weapon for members of the Front, while advanced, elite, paragon, and shockstorm cathode cannons are often used by mercenaries and assault forces with a variety of goals.

Charge Emitter

This series of insulating reinforced-glass rings can be installed into armor upgrade slots and focuses an electrical charge into a targeted bolt. The sheer power necessary to project a bolt of electricity means that even an impulse charge emitter is a substantial weapon, and jolt charge emitters and surge charge emitters are significantly more powerful. Their relatively slim profile makes them popular for a number of users, from androids and others who benefit from a racial armor upgrade slot, to starship-repair crews in hostile space who want to keep their hands free for their work without leaving themselves totally undefended.

Colossus Coil

Where massive creatures roam, those who fight against them for survival develop colossal weapons. Such is the case with the colossus coil, a weapon said to have been developed to hunt colossi on the planet Daimalko. It has since spread to many systems, including the Pact Worlds. This heavy firearm has a barrel sporting a series of toroidal high-voltage generators that collectively produce powerful arcs of electricity, and it can be overcharged to deliver even more destructive blasts. The electric blast sometimes overwhelms its target, branching off to hit another. The corona colossus coil produces a ring of electricity, while a brush colossus coil produces a more diffuse field. A streamer arc colossus coil produces a traditional arc of electricity, while the multistream colossus coil generates multiple such streams for a devastating blast.

Electroflail

An electroflail is a 2-foot-long haft and a floating spiked or ridged ball; as there is no visible tether between the two components, an electroflail appears to be two separate weapons. An electromagnetic force causes the ball to stay within a predetermined range of the haft's end—usually around 1 foot away—while also conducting a substantial electric charge to the ball that is discharged upon a strike. The magnetic field can also interfere with other weapons, allowing a proficient user to use an electroflail to knock opponents' weapons out of their grasp. These weapons see frequent use among various Hellknight orders, which often custom order designs featuring grinning devils, complete with spiked wings. Electroflails are available in tactical, advanced, elite, and paragon models.

Glass Blade

This combat knife is made almost entirely from potassium-treated aluminosilicate glass, a strong, transparent material that retains the insulating properties of glass. A single exposed wire along the leading edge carries a deadly electric charge; the glass of the blade insulates the wearer against electrocution, and a rubberized grip makes it easy to hold. Live glass blades carry a continuous current, while the jolt, impulse, and surge models discharge upon impact.

Handcoil

An ultraminiaturized version of the coilguns used on starships, this weapon has a short range but a powerful effect. Some of the first versions were produced by starship manufacturers and were accompanied by a promotional campaign suggesting that a starship's crew should match the starship itself, complete with flight suits to match a given ship's paint job. Most manufacturers still use the model classification set forth in those early campaigns: explorer, fighter, pilot, and capital handcoils.

Ionizer

The ionizer's beam ionizes a path to its target, which serves as a route for the ensuing electric charge. There are several different elemental ions used in constructing ionizers, with the strength of the output based on the metal used. The most common are cupric, ferric, chromic, and stannic ionizers. Generally, the weapon's hardware is stored in two upgrade slots of a piece of armor, while a connected wand-like barrel extends from an extremity. Aballon's anacites designed the first ionizers, but they have long since spread throughout the Pact Worlds and beyond.

Lightning Pistol

When fired, this weapon erupts with a long, crackling bolt of electricity reminiscent of lightning. Sheet lightning pistols and ribbon lightning pistols are relatively common, but rocket and smooth-channel lightning pistols typically require a special license to carry legally.

Neural Lash

Similar to the living lash, a neural lash is a particularly flexible weapon that proves cumbersome to those without



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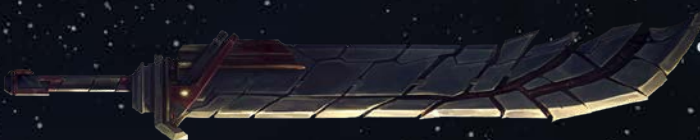
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LIGHT SEISMIC PICK
TYPE: Advanced melee (two-handed)
CATEGORY: Sonic
DAMAGE: 1d4 So
CRITICAL: Deafen



DEDICATION PUZZLEBLADE
TYPE: Basic melee (two-handed)
CATEGORY: Uncategorized
DAMAGE: 3d6 S
CRITICAL: –



WARRIOR ICESTAR STAFF
TYPE: Advanced melee (two-handed)
CATEGORY: Cryo
DAMAGE: 4d6 C or 4d6 F
CRITICAL: –



ELITE LANCE
TYPE: Basic melee (two-handed)
CATEGORY: Uncategorized
DAMAGE: 5d6 P
CRITICAL: –



YELLOW STAR FLARE AXE
TYPE: Advanced melee (two-handed)
CATEGORY: Plasma
DAMAGE: 1d8 E & F
CRITICAL: Burn 1d8



BLUE STAR NOVA LANCE
TYPE: Advanced melee (two-handed)
CATEGORY: Plasma
DAMAGE: 8d6 E & F
CRITICAL: Severe wound



DIAMAGNETIC STORM HAMMER
TYPE: Advanced melee (two-handed)
CATEGORY: Shock
DAMAGE: 1d8 B & E
CRITICAL: Knockdown



ULTRATHIN SCYTHE
TYPE: Basic melee (two-handed)
CATEGORY: Uncategorized
DAMAGE: 7d8 S
CRITICAL: –



TEMPEST GALE BATON
TYPE: Advanced melee (one-handed)
CATEGORY: Cryo
DAMAGE: 1d6 C
CRITICAL: Staggered



HARMONIC SHRIEKING KNIFE
TYPE: Advanced melee (one-handed)
CATEGORY: Sonic
DAMAGE: 1d4 So
CRITICAL: –



DYNAMO SHURIKEN
TYPE: Special weapon (one-handed)
CATEGORY: Uncategorized
DAMAGE: 12d6 E
CRITICAL: –



ACOLYTE SHADOW CHAINS

TYPE: Advanced melee (two-handed)
CATEGORY: Cryo
DAMAGE: 3d4 C
CRITICAL: Bind



TACTICAL SWITCHBLADE

TYPE: Basic melee (one-handed)
CATEGORY: Uncategorized
DAMAGE: 1d4 S
CRITICAL: –



ADVANCED SHELL KNUCKLES

TYPE: Basic melee (one-handed)
CATEGORY: Uncategorized
DAMAGE: 4d8 B
CRITICAL: –



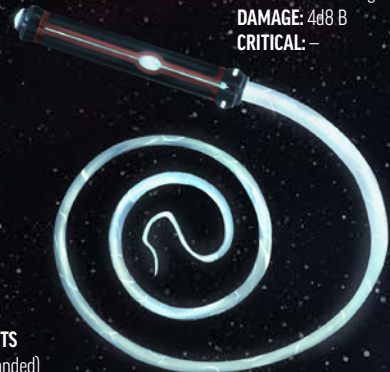
TRADITIONAL BATTLE RIBBON

TYPE: Advanced melee (two-handed)
CATEGORY: Uncategorized
DAMAGE: 1d8 S
CRITICAL: –



AURORA POLARITY GAUNTLETS

TYPE: Advanced melee (two-handed)
CATEGORY: Shock
DAMAGE: 2d6 E
CRITICAL: –



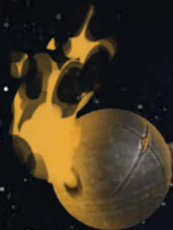
ELECTROPLAX NEURAL LASH

TYPE: Advanced melee (one-handed)
CATEGORY: Shock
DAMAGE: 1d4 E
CRITICAL: Arc 1d4



WARFAN

TYPE: Advanced melee (one-handed)
CATEGORY: Uncategorized
DAMAGE: 1d8 S
CRITICAL: –



IMMOLATION FLAME SPINNER

TYPE: Advanced melee (two-handed)
CATEGORY: Flame
DAMAGE: 1d8 F
CRITICAL: Burn 1d6

ADVANCED MAUL

TYPE: Basic melee (two-handed)
CATEGORY: Uncategorized
DAMAGE: 3d8 B
CRITICAL: Knockdown



RHYOLITE MAGMA BLADE

TYPE: Advanced melee (one-handed)
CATEGORY: Flame
DAMAGE: 1d8 E & S
CRITICAL: Wound



YELLOW STAR SOLAR BRAND

TYPE: Advanced melee (one-handed)
CATEGORY: Plasma
DAMAGE: 1d8 E & F
CRITICAL: Wound



telepathic abilities. The neural lash has been bred to include bioelectric cells in addition to its neural fibers, delivering electricity damage and allowing the lash to deal nonlethal damage at its user's direction. Barathu take credit for the development of the electroplax and amperometric neural lash, but later weapons manufacturers have improved upon those original models by developing the galvanic and voltaic neural lashes.

Polarity Gauntlets

Polarity gauntlets fit snugly over the wearer's extremities, and when activated, the two gloves generate an arc of electricity between them. Due to the alternating currents, subsequent attacks deal additional damage: each strike that hits a target after the first in rapid succession deals additional damage. The popularity of these weapons has led to the proliferation of different versions, including the cheap but potent spark and static models, the midrange aurora and current models, and the powerful storm and tempest polarity gauntlets. Kasathan warriors who maintain their cultural predilection for melee combat favor polarity gauntlets as an effective weapon that aligns with their martial values.

Polarity Rifle

The polarity rifle was designed by Vercite engineers using the conceptual model that underpins polarity gauntlets. This rifle's prongs are separately polarized, and it alternates between them as it fires to create a circuit of lightning between the gun and target, causing subsequent attacks to deal additional damage. Static, aurora, storm, and tempest polarity rifles are favored by sharpshooters in many fields, though they are often scorned by kasathas who view them as a vulgarized appropriation of an honorable weapon.

Shock Pad

A shock pad can be installed into an armor upgrade slot. When the user hits a target with the shock pad, the weapon emits an electric discharge that stuns or damages the target. These weapons are particularly valued in suits of powered armor that bring substantial strength to bear. Shock pads typically are available in static, aurora, storm, and tempest models.

Spark Knife

A spark knife is similar in appearance to a typical survival knife, leading to confusion among those unfamiliar with the weapon. In addition to dealing electricity damage, a spark knife can siphon electrical charge from its target's natural electrical attacks, recharging its own battery. These blades were originally created in the Absalom Station neighborhood of Sparks, and different versions trace their names to their usage there: runner spark knives are relatively inexpensive, followed by recruit spark knives. Crew spark knives and boss spark knives are rarer, tracing back to those in established positions in the neighborhood's social order.

Storm Coil

A storm coil employs an air-core resonant transformer to produce high-voltage electrical output. The resulting bolt

of electricity arcs out from the weapon in a line. Though it employs technology similar to the colossus coil, the storm coil was developed independently within the Pact Worlds. Live storm coils and jolt storm coils generate impressive bolts, while the larger impulse and surge storm coils have even farther reach.

Storm Hammer

This massive warhammer's magnetic discharge deals additional damage that can sometimes knock a target to the ground. Dwarves in the Diasporan Star Citadels first developed storm hammers to bring larger foes to a more manageable height; many bear aesthetic designs hearkening to Angradd and other dwarven motifs. The materials used in a storm hammer's construction determine the magnetic force and thereby the strength of the weapon; available versions include diamagnetic, paramagnetic, ferromagnetic, antiferromagnetic, and metamagnetic storm hammers.

Stormcaller

Some barathu researchers who intensively study the titanic lightning storms found on their home world become obsessed with the phenomenon. The efforts of such scientists led to the creation of the stormcaller, a living weapon that generates a line of electricity originating not from the wielder but from a single point within the weapon's relatively short range. Like most barathu creations, stormcallers are living creatures, and their massive shells are large enough to require two hands to wield, aided by the stormcaller wrapping its translucent tentacles around the user's appendages. Sheet and ribbon stormcallers are powerful weapons in their own right, while rocket and smooth-channel stormcallers can summon electrical currents that live up to the weapons' namesake.

Stun Staff

Stewards often make use of the combined offensive and defensive flexibility of a stun staff, a polycarbonate staff with an electrode-lined striking surface. These weapons are commonly used in riot control due to their ability to easily inflict nonlethal damage, but they're also valuable in self-defense, and their streamlined appearance means they don't attract overmuch attention at formal events where security is as necessary as discretion. As a cousin of the shock truncheon, the stun staff bears a similar naming convention, with the tactical stun staff as the most basic, followed by the static, aurora, storm, and tempest models.

Surgecaster

Surgecasters are bioengineered organic weapons; these independent conglomerations of bioelectric cells generate deadly bursts of electricity when fired. They were invented by a flotilla of merged barathus that directed its efforts toward creating such a weapon, and its success has resulted in the continued production of the surgecaster as a viable commercial endeavor. Only two models are currently available on the market: a standard surgecaster and an advanced surgecaster, though the merged barathu entity appears to be continuing its research and development efforts.

SOLARIAN WEAPON CRYSTALS

Solarian weapon crystals are used by solarians to enhance their solar weapons (for solarians that have selected this as their solar manifestation). Rules for solarian weapon crystals appear on page 170 of the *Core Rulebook*.

Electron Crystal

While in use, an *electron crystal* causes a solar weapon to crackle with electricity and dance with magnetic distortions. The user can control these distortions to dull a blow to the target, which many solarians consider to be a useful feature for incapacitating foes. An *electron crystal* polarizes the energy of a solar weapon, adding electricity damage and allowing you to convert all damage dealt to nonlethal. These crystals are available in shard, least, minor, lesser, standard, greater, and true versions.

Gluon Crystal

A *gluon crystal* creates an entropic field around a weapon that inflicts traumatic wounds. The *shard gluon crystal* is presented here, while other models can be found on page 180 of the *Core Rulebook*.

Muon Crystal

Theoretically kin to the *electron crystal*, a *muon crystal* turns its user's solar weapon into a wispy glow in shimmering colors, closer to the auroras certain worlds experience than the unadulterated light of a star. This diffuse weapon slides easily through most matter, making it easier to tear through living creatures and inanimate objects alike. *Muon crystals* are available in least, minor, lesser, standard, and greater varieties.

Photon Crystal

A *photon crystal* adds compressed photonic energy to a weapon strike, adding fire damage and the potential to burn the target. The *shard photon crystal* is presented here, while other models can be found in the *Core Rulebook*.

Positron Crystal

A *positron crystal*'s interactions with matter release both heat and radiation, causing a solar weapon it enhances to roar with flame as it strikes enemies. This adds fire damage to the weapon's strikes and adds the irradiate critical hit effect to critical hits scored with the weapon. Unlike many radioactive weapons, a solar weapon enhanced by a *positron crystal* does not pose any particular risk to its user, although the reason behind this remains unknown. Research into precisely how to preserve these crystals is ongoing; currently only least, minor, and lesser versions remain stable for more than a few seconds, though these are quite powerful.

T-Quark Crystal

T-quark crystals have a rapid rate of decay that a solarian can manipulate a limited number of times per day to charge his solar weapon for a more powerful strike. When the *t-quark crystal* is active, the solar weapon is surrounded by a chaotic storm of particles, the spiraling results of the crystal's decay.

T-quark crystals are available in least, minor, lesser, standard, greater, and true varieties.

W-Boson Crystal

A *w-boson crystal* amplifies the sheer amount of damage a weapon deals. The *shard w-boson crystal* is presented here, while other models can be found in the *Core Rulebook*.

Z-Boson Crystal

This specialized weapon crystal causes a solar weapon to twist energy, momentum, and even stranger forces around it. A weapon enhanced with a *z-boson crystal* deals increased damage and can sometimes give a target unexpected momentum, hurling it backward. *Z-boson crystals* are fairly esoteric and can be found in shard, least, minor, lesser, standard, greater, and true versions.

SONIC WEAPONS

Sonic weapons encompass armaments that produce damaging sonic waves, which can cause many other effects. Some sonic weapons rely on sound frequencies, while others employ overwhelming sound pressure, compounded vibrations, intermittent pulses, or other methods to generate destructive output. Because of all this variability, sonic weapons are some of the most versatile arms on the market.

Blindmark Rifle

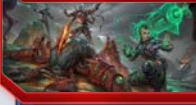
Blindmark rifles generate sonic frequencies through carefully aligned resonance in multiple magnetic cylinders positioned between the stock and the short muzzle of the weapon. When the rifle's shot hits a target, that target retains the resonance as a faint or subsonic tone useful for creatures that have blindsense (sound or vibration) or blindsight (sound or vibration). Multiple targets struck by the same blindmark rifle emit identical tones that can be distinguished only by location. Blindmark rifles are manufactured in thunderstrike, LFD (low-frequency device), HFD (high-frequency device), and banshee models.

Boomer Rifle

The long, rippled barrel of a boomer rifle focuses the sound of several shells ignited simultaneously into a wave of sonic energy. These weapons arose on Akiton as a wayward Veskarian battalion beset a series of scrappy outposts. When lighter rifles failed to pierce the advanced vesk armor, residents used sonic weapons to overwhelm their foes. Tremor and rumbler boomer rifles use low and damaging sonic frequencies. Concussive and shock wave versions also produce a jolt that can knock a target prone.

Dirge Cannon

Pirates are the most common users of dirge cannons. The potbellied, shoulder-resting weapons cause a brief but intense sound burst at frequencies and pressure sufficient to rupture living cells while leaving inorganic objects unharmed. The result is a weapon that can eliminate a starship's crew without causing any damage to the vessel or its cargo. Those who prefer lighter damage favor harmonic and resonant cannons, leaving anharmonic and parametric models for situations that call for carnage.



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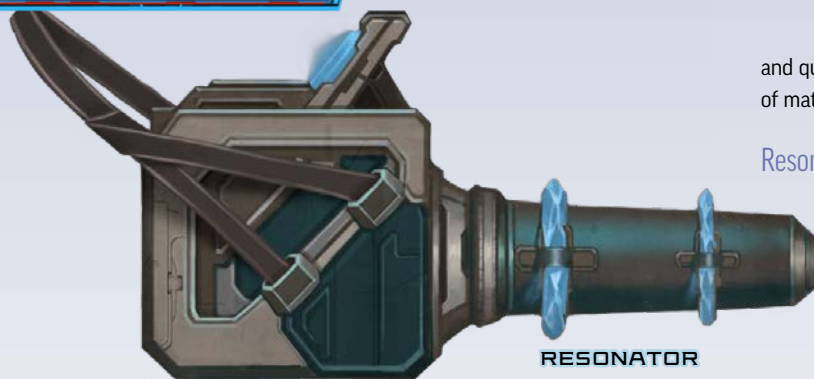
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Dirge Pistol

The oscillating sonic waves discharged from a dirge pistol work like those fired from a dirge cannon. Raiders and hijackers prize these weapons for their effect against living targets, which can leave many valuables unharmed. Harmonic and resonant dirge pistols generate stable oscillations, while the anharmonic, parametric, and radial dirge pistols have concentric generator cylinders to produce dissonant and more harmful output.

Interference Blade

The grip of an interference blade contains sonic projectors that emit specific ultrasonic frequencies, overlapping the sound waves until they become a physical edge. When you swing the weapon, this blade is visible as a blurred, translucent line. Monophonic interference blades generate a single pitch. Harmonic models use several pitches that amplify one another. A polyphonic blade projects variable frequencies, while a multiphonic version combines several frequencies in a single edge.

Perforator Pistol

Focused sound waves from a perforator pistol punch through objects and bodies. Drow employ perforators because the dark elves enjoy the weapon's ability to inflict gruesome wounds, which are as effective against morale as against life and limb. Diffraction and refraction perforator pistols align and compound sound waves, while linear and phased perforator pistols are named for the internal matrices that focus wavelengths the pistols emitters generate.

Resonant Gauntlet

The translucent crystal network in a resonant gauntlet has its origins in the rings of the gas giant Liavara. The rings contain crystal fragments thought to record every sonic vibration that passes through them. Researchers have yet to fully decode the information they hold, but they have been able to develop a material that shares some of the crystal's properties.

A resonant gauntlet is a long glove with composited crystal and metal around the user's wrist, forearm, and knuckles. When a wearer strikes, the composite generates a harmful resonance that can be directed into a target's body, rupturing cell walls and causing organ stress. The wearer can increase the effect by flexing the limb and digits under the gauntlet, causing the crystal to record the subtle sounds of the body and its component matter to build stronger resonance. The cellular resonance gauntlet is the basic model. Focused frequencies of the molecular, atomic,

and quantum models stimulate respectively smaller components of matter to deal correspondingly large amounts of damage.

Resonant Pistol

The crystalline structure inside a resonant pistol comes from the same synthetic material used in the resonant gauntlet. An electrical current can be directed through a long, conical barrel fitted with layers of the crystal, causing the material to reverberate with a devastating ultrasonic frequency. These weapons are noted for their ease of use, since they create no recoil. The only indication that these weapons have fired is a faint, high-pitched beep. Resonant pistols using a crystal lattice are more common and less expensive than those that contain a crystal matrix.

Resonant Staff

The weapon known as the resonant staff has a history that runs parallel to origins of the resonant gauntlet and resonant pistol. A similar crystalline structure tuned to particular frequencies turns electricity into sound as it agitates the crystal. The sonorous staff is named for the pleasant tone it strikes, while the reverberant model echoes with a few different tones. A stentorian resonant staff is like the reverberant model but punctuates its blows with distinctive sonic cracks.

Resonator

A resonator is a boxy device with a terminal along the top and a series of concentric rings of metal and crystal in front to focus the weapon's harmonics. A shoulder strap helps offset the weapon's considerable weight, allowing the use of a top handle to direct output while freeing up the other hand to operate the controls. A resonator generates sonic waves at frequencies set to resound within the targeted material, allowing the weapon to deal precise damage regardless of the target's composition or protection. If the integrated probing function is employed before firing, the resonator's sonic frequencies can be precisely tuned. Diffraction and refraction resonators align sonic waves in specific patterns, while linear and phased resonators focus the sonic energy through specialized matrices for amplified output.

Seismic Pick

Equal parts tool and weapon, a seismic pick is used in Ulrikka Clanholdings' mining efforts due to the added impact of its sonic emitters. These vibrations facilitate efficient excavation, and the picks prove similarly effective against armored opponents. Light and heavy seismic picks are equally useful in fighting or mining. Driver and demolition models are really weapons of war far more powerful than needed to perform most mining work.

Shout Projector

Shout projectors amplify your speech to overwhelming or destructive volume, and then project it in a cone. Words and sheer sonic pressure in this cone can't be ignored. All shout projectors can be installed as armor upgrades (taking one upgrade slot per hand needed to wield the weapon), allowing the projectors to be used hands-free. That way, a user can

carry lethal weaponry, safety gear, or protest signage. Exhorter shout projectors can be useful for crowd control with a lighter touch. Damper and pacifier models are ostensibly for nonlethal but more coercive applications, while the riot and crackdown projectors are for heavy-handed use.

Shout Rifle

A shout rifle looks less like a rifle and much more like an elongated megaphone. It functions in much the same way, amplifying sound input, such as the wielder's voice, to an extreme volume and projecting it outward in a wide area. Protest leaders use shout rifles, ensuring that their proclamations can be heard at a great distance. Law enforcement officials also appreciate these weapons for crowd control.

Shrieking Knife

A shrieking knife remains silent until it strikes a target, only then emitting a shrill burst of lethal frequencies. Harmonic models use focused sound arrays that are similar in their output, while interference versions combine sounds to increased effects. Infrasonic and ultrasonic models are like the interference version, but they also use sound waves outside the normal hearing spectrum.

Shrieking Larva

Lashunta biologists genetically engineered the shrieking larva from a creature found in Castrovel's jungles. This living weapon is dormant until fed power through a manual trigger. A telepathic user can mentally trigger the larva to siphon energy as needed, causing the weapon to fire faster than by trigger. When powered, the stimulated larva shrieks. This simultaneously shrill and oscillating outburst forms a coherent beam emitted in the direction the larva is pointed.

Singing Disk

A singing disk, also known as a shotalashu singer, is a 7-inch-diameter metal disk that is perforated with intricate abstract patterns and has a circular hole in the middle. When the weapon is swung or thrown, the perforations cause the air flowing through them to vibrate with a range of sonic frequencies like hundreds of voices singing simultaneously. The disks can sound quite lovely, but the sonic frequencies they create are unforgiving to the body and inner ear, and can muddle the mind. Singing disks have a series of models ranging from the soprano to the soprano, alto, tenor, and bass versions.

Singing Spear

As a singing spear moves through the air, grooves and channels along its length catch the wind, amplifying the noise into a strong sonic vibration. Lashunta shotalashu hunters of Castrovel originally used the weapons as the sound helped members of hunting parties keep track of one another and identify where targets might be in thick undergrowth. Singing spears sound pleasant, and can be found in soprano, soprano, alto, and tenor models. Each has increasingly precise grooves for improved sonic damage that can disturb the inner ear and cause brief disorientation.

Sonic Bolter

The sound waves a sonic bolter produces tightly focus in a brief but coherent line. This concentrated, low-frequency vibration damages the body and jostles internal organs, causing dizziness, pain, and slight nausea. Members of the Android Abolitionist Front developed the light model upon discovering the effect of a similar beam. Heavy, assault, and devastator bolters can generate sufficient sound pressure to damage artificial and unliving creatures.

Sonic Suppressor

A sonic suppressor noiselessly creates a static energy field that absorbs and amplifies sound, focusing the captured frequencies back upon the target in a damaging burst. Drow, assassins, and other covert killers favor the weapon because no sound escapes this bubble, resulting in a silent attack and, sometimes, a soundless takedown. The suppressor's sonic cascade can have an anomalously large initial area, which crashes in from a wider radius, absorbing sound from and damaging those nearby while brutally affecting the intended target. Most manufacturers produce four suppressor models, including the murmur, whisper, hush, and repose.

Staccato Rifle

A baffled tube on the underside of a staccato rifle produces and modulates discrete blasts of sonic frequencies. The rifle's unique construction enables a fully automatic mode, producing a sound like drumming. The frequencies can leave a target's auditory senses overwhelmed. Pulse staccato rifles have the shortest sonic projector for reliable repetitive shots with less power usage. Surge, drum, and hammer staccato rifles require more charge for a harder hit.

Vibrogarrote

The vibrogarrote is similar to an analog garrote, but the handle contains a battery pack to power the weapon, and the garrote wire produces a coherent, cutting sound. When used, the vibrogarrote makes a distinctive pitch based on how long the wire has been extended. Basic, harmonic, and interference vibrogarrotes produce only audible frequencies, while infrasonic and ultrasonic vibrogarrotes also generate waves outside the typical auditory spectrum for additional damage.

Wailing Blade

While it looks like a longsword at a glance, a wailing blade is composed of a series of microtextured plates. When powered, these plates vibrate to generate an array of sonic frequencies at deafening and damaging volumes. A tymbal wailing blade produces only a single audible sound, while a euphonic wailing blade produces multiple pitches concurrently. Strident wailing blades and warbler wailing blades have pitches that vary, the former sounding like a layered chirping and the latter combining trilling notes.

UNCATEGORIZED WEAPONS

Many weapons defy easy categorization, being so different from other weapons that each weapon (or group of weapons)



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essentially acts as its own categorization. Unusual training is required to get the most out of some of these weapons, making them the domain of specialists. Others have existed in similar forms for ages, changing only in modes of manufacture or composition.

Battle Ribbon

The battleflowers of Ning have been using battle ribbons in ritualized combat for millennia, their use dating back to long before the Gap. The weapon is a 10-foot-long ribbon and about 3 inches wide with sharpened edges, and is employed in rippling and flowing motions around the user. Battle ribbons are difficult to use without training, so most who take up the battle ribbon seek apprenticeship with the famous battleflowers of Ning to learn the elaborate performance art—though acquiring such a mentor is difficult, as they take students only rarely. Battle ribbon varieties start with modern materials used in a traditional blade, then proceed to the innovations of the micro-edge and zero-edge battle ribbons.

Chitinblade

The serrated, sweeping blade of a chitinblade is based on technology recovered from encounters with the Swarm. The source material can come from a natural part of a creature's body, but the final weapon is detached and wielded with two hands. A tactical chitinblade is modeled on an animal counterpart with little modification, but high-tech materials and manufacturing improve on nature in the microserrated, nanoserrated, and ultraserrated models.

Cluster Launcher

The cluster launcher fires multiple grenades as a single shot, granting those grenades increased range and a larger blast radius. Each of the models—tactical, advanced, elite, and paragon—features an increase in range, capacity, and overall explosive power.

Garrote

A pair of slim handles connected by flexible cable made of a strong alloy, the garrote is a weapon strongly associated with assassination. That's no accident, as the weapon's primary use is to silently strangle creatures. However, a garrote can also be used to ensnare appendages. The wire garrote is the simplest version, while the nanofiber, microfilament, and monowire models use increasingly fine cables to deal substantially more damage. For instance, the monowire version has a cable as thin as a single complex molecule, which closes into the handles when the weapon isn't in use. This construction results in a nearly invisible cable with an extreme edge.

Graviton Pistol

Many security forces and peacekeepers employ graviton pistols, since these weapons deal no damage but instead push or pull a target. Long rods running in parallel lines form a barrel-like structure that makes such a pistol easy to identify. The available models of graviton pistols start at linear, with vector, tensor, and chiral models are able to move a target increasing distances.

Greataxe

No one can argue against the damage potential of a greataxe. Half-orcs who take an interest in fragmentary records from lost Golarion embrace the greataxe as a cultural symbol. Tactical greataxes are the most common, but sintered models are made of dense ceramic and designed to increase the axe's effectiveness against modern gear. It's hard to tell ultrathin greataxes from molecular rift models at a glance, but one's edge is merely blurry while the other's is actually translucent.

Handaxe

A balanced, wedge-shaped blade affixed to a lightweight haft, a handaxe can be wielded in melee or thrown. The flexibility of handaxes makes them a favorite of explorers of all types, and the basic handaxe is a common tool that can be used as a weapon. A tactical handaxe is made of a stronger, lightweight alloy, while the sintered handaxe uses a denser ceramic material for added heft and a much keener edge. An ultrathin handaxe has a blade so thin it can't be seen clearly, while the molecular rift handaxe has a blade narrow enough to slice between molecules. Most handaxes have blade covers to prevent accidental injury to the wielder.

Hook Knife

Slightly longer than a survival knife, a hook knife features a wicked barb along the blade's back edge and deals vicious wounds to enemies when wielded effectively. The drow invented the hook knife, but the weapon is a favorite among cruel mercenaries and other unsavory types.

Hook Sword

A larger cousin of the hook knife, the hook sword is a longsword with a pronounced hook at one edge of the blade's tip. This barb not only deals gouging wounds, but it can also be used to trip an unwary foe. The drow invented the hook sword based on their design for the hook knife, but the weapon can be found all over the galaxy in the hands of brutal fighters.

Lance

A lance is a long, heavy spear designed for use while riding a mount. While mounted or riding a cycle, you can wield a lance with one hand. This weapon is common across the Pact Worlds. Traditionally used by shotalashu warriors riding saurian mounts in the jungles of Castrovel and bonded ryphorian and dragonkin partners of Triaxus, lances are also known to have been common weapons on lost Golarion. Modern wielders use lances while mounted or driving open vehicles, such as cycle-riding raiders like the Vercite Rustringers. Tactical lances are straightforward and widely available, while advanced lances are made of strong composites and have fine points to deal more damage. Elite lances have superfine points, and each has a particularly dense core for a more powerful strike. Paragon lances have been entirely redesigned using dense, flexible materials and an ultrathin point to achieve incomparable performance.

Living Lash

A living lash is grown from a network of filaments closely related to neural fibers, and it remains biologically active after

its creation. This living connection to neurophysiology makes the weapon easy to manipulate using telepathy, but it's difficult to wield without such abilities. These weapons are common only on worlds with telepathic species.

Living Staff

Xenodruids developed the living staff, a gnarled and vine-swathed pole, to use as a weapon and a sign of their allegiance. The staff itself can extend, and the vines can wrap around and entangle a target. Xenodruids on sentinel duty favor the tactical and advanced models. The elite and paragon models are more common among highly skilled warrior-mystics undertaking assault missions.

Maul

Outsized hammers, mauls are valued for their intimidation factor and effectiveness in battle. A tactical maul is as much an instrument for hammering posts into the ground as a weapon. Advanced mauls include dense, heavy cores to deliver a more forceful blow. Elite mauls and paragon mauls are designed and manufactured more for war than labor, although the weapons can be used as tools.

Minelayer

A specialized form of grenade launcher, a minelayer surrounds its ordnance with a cushioning magnetic field. Grenades must be loaded into a minelayer individually, and a user can decide which grenade to fire with each shot. A merc minelayer holds up to 8 grenades at once, a squad model holds 12, a platoon version can carry up to 16, and the command minelayer can hold an impressive 20 grenades.

Nanite Rifle

Nanite rifles can fire nanotech-infused darts at targets from extreme ranges. Although the darts deal little damage, the nanites eat into the target immediately and can cause grievous injuries. Nanites from tactical models target the site where they land, while an advanced rifle's nanites can spread farther within the target. An elite rifle allows its nanites to move even farther from the point struck, dealing more damage.

Nanite Thrower

A nanite thrower has a cylindrical nanite canister above the stock, which serves as ammunition. Instead of firing a single projectile, the nanite thrower hurls a coherent cluster of nanites at the target. These microscopic machines burrow in and damage the target from within. Nanite throwers come in similar models to the nanite rifle—tactical, advanced, and elite. With throwers, however, this line extends to the paragon model.

Psychic-Wave Cannon

Unlike weapons that rely on physical projectiles or various energy forms to damage a target, a psychic-wave cannon targets a creature's mind. The cannon contains an organic neural matrix that converts charges into a mental blast, damaging creatures with overwhelming psychic output. The numeral of a psychic-wave cannon's model indicates the strength of its output, but

the weapon can't harm objects and mindless creatures, as well as those immune to mind-affecting effects.

Puzzleblade

The kasathan puzzleblade is a two-handed sword that can be disassembled into pieces for ease of storage and transport, although reassembling the blade for use takes some time. Many who carry a puzzleblade see the assembly time as a reminder of virtues to uphold, so the various types of puzzleblades take their names from kasathan values of conviction, dedication, moderation, and tradition. Some ysoki, on the other hand, have taken a liking to the weapon due to the fact that the disassembled pieces can be stored in ysoki cheek pouches.

Retractable Spike

These keen-edged spikes are installed in an armor upgrade slot rather than held, stored in a surface slot in armor or an android's body until extended. You can extend the spike as a move action and retract the spike as a swift action. Such a spike usually extends from the elbow, foot, knee, or wrist, but a spike can be fitted into a helmet or an android's head for use in head-butting or goring foes. Retractable spikes are widely available throughout the Pact Worlds, with the various models—tactical, advanced, elite, and paragon—having individual rarity based on the credit outlay to acquire a given model.

Sap

A weapon dating back to antiquity, a sap is shaped like a large, flat spoon with a heavily weighted end. Archaeological digs have verified that almost every society develops an analog to the sap. Modern versions are constructed from high-tech fiber and dense alloys. Although sap models are referred to as light, medium, and heavy by users, it's the rare materials used in various models, and not their actual weight, that make them progressively better at bludgeoning victims into unconsciousness.

Scythe

Few weapons send a more distinctive and imposing message than a scythe, given its longstanding and transcultural connotations of harvest and death. A far cry from the farming tools of ages past, scythes range from tactical to sintered to ultrathin models. Followers of Urgathoa make up a significant portion of the customer base for this weapon.

Shell Knuckles

This bulky glove fits over the user's hand, with reinforced plates covering the knuckles. When the weapon connects with a target, the kinetic force fires scattergun shells into the target and deal impressive bludgeoning damage. Mercenaries favor these weapons for fighting at close quarters, and pirates sometimes use them to make their punches all the more dramatic. Shell knuckles are available in tactical, advanced, elite, and paragon models.

Shield Projector

A shield projector is a heavy weapon that encases its target in a short-duration force field, akin to that produced by an armor upgrade. Such force fields are of limited strength, but higher-



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power shield projectors can create a stronger protective barrier around the target. Shield projectors see the most use among security forces assigned to protect diplomats and high-profile celebrities. Available models—from the least to most powerful—include sentry, defender, guardian, and warden shield projectors.

Shuriken

Shuriken are bladed thrown weapons most common in the carbonedge form kasathas favor. However, these weapons are versatile and come in various forms for improved cutting power or specialized use. Additionally, the size of shuriken makes them easy to hide and carry. They are ideal for hit-and-run attacks and situations where it might not be prudent to retrieve a thrown weapon.

- **Dynamo Shuriken:** Using the best in miniaturized machine and electronic technology, a dynamo shuriken can use the power it generates when thrown to deliver an electric pulse to a target or to return to its thrower.
- **Flash Shuriken:** The friction of passing air and target impact activates a thrown flash shuriken so that the weapon delivers burn injuries and a potentially blinding flare.
- **Grooved Shuriken:** Fine channels crisscross the surface of a grooved shuriken. When an injectable substance is applied to the shuriken, it gathers in these channels and surface tension holds it in place. The grooves allow injection delivery without a specialized mechanism. Each shuriken holds a single dose of a drug, poison, or medicinal.
- **Microserrated Shuriken:** This is like the carbonedge variety, but has microserrated edges to slice into targets better.
- **Singing Shuriken:** Designed by lashunta hunting specialists using the same acoustic principles as the singing disk, the singing shuriken generates a painful high-pitched whine when thrown and can befuddle a target with a piercing impact that disturbs the inner ear.
- **Ultraserrated Shuriken:** Small but deadly, an ultraserrated shuriken has molecular-level serrations that enhance slashing.

Sledge

Similar to the assault hammer (*Core Rulebook* 189), the sledge has an exceptionally dense weighted head and a strong haft. This unbalanced design makes the hammer more difficult to swing, but its strikes pack a punch.

Spined Blade

Kasathas on their home world wielded spined blades to better poison foes. Replicas of these ancient weapons can be found in the Museum of Ancestral Technology on the *Idari*. Modern warriors use refined versions of the weapon that are effective at delivering poisons and similar substances through contemporary armor. You apply such substances to the blade per rules found on page 232 of the *Core Rulebook*. While the basic version of the spined blade is generally analog, more advanced buzzblade, ripper, gravity, and rivener models are powered weapons.

Sting Pistol

Sting pistols are living weapons based on samples of Swarm technology recovered during the last century. The chitinous

weapon converts power to internally generate and shoot acid-slicked needles that can cause lasting damage to the target. Ant models are sturdy and commonplace, though yellow jacket and wasp sting pistols are more powerful. Hornet models are the heaviest and most potent of these weapons.

Switchblade

This blade looks much like a single-edged survival knife when opened, but the blade can be folded or collapsed to fit within the grip, making it easier to conceal. A switch on the knife means the blade can be folded or extended as a swift action, or as part of making an attack or full attack. Most weapon manufacturers that offer daggers also produce switchblades, which are made in the same models: tactical, ultrathin, zero-edge, and molecular rift.

Tailblade

Developed by ysoki on Akiton, this slender, lightweight blade has a series of bands that attach the blade to a tail or similar anatomy. Although using a tailblade doesn't allow you to make additional attacks, it can free up your hands without leaving you unarmed.

Talon

A talon is a stylized weapon with a fitted grip and a curved, serrated blade. It can be used as a slashing weapon without activating the battery. When powered, the talon converts energy into acid that can melt through certain types of armor (though the weapon always targets a foe's KAC). Shirrens favor talons, and some consider them to be holy weapons of Hylax, referring to them as the queen's talons. Increasingly advanced models of the weapon are often named after roles of some hive-dwelling species, beginning with drone, and advancing through warrior, knight, queen, and god.

Tetrad Rings

Tetrad rings deal lighter damage than weapons of a similar class, but the device launches a bolt of force that bypasses many common defenses. The design of tetrad rings is proprietary witchwyrd technology, which makes them expensive and difficult to find. They are manufactured in only three models: tactical, advanced, and elite. All three are elaborate sets of rings covered in delicate carvings, with a wire mesh to house the battery. Advanced and elite models have finer decorations.

Warclub

Though technologically as simple as a one-handed club, the two-handed warclub is larger, heavier, and more dangerous. They are popular among enforcers and thugs.

Warfan

A warfan is a semicircle of nanocarbon fabric with a series of carbonedge ribs spaced evenly in a radial pattern. The ends of these ribs are sharpened such that a proficient wielder can block incoming attacks and make melee strikes with the weapon held in one hand. The flashy movements involved in using a warfan make it a superb weapon for combat when appearances matter as much as damage dealt.

Wraith-Sting Rifle

Wraith-sting rifles fire darts that are loaded with an injectable substance. The low velocity and slim profile of these darts mean the target often remains unaware of the initial attack. Once the effects of the injected substance take hold, however, it is usually easy to identify the delivery method. These insidious weapons are said to be a favorite of reptoid assassins, but as with any information on that race, the veracity of this rumor is suspect. Ironically, this weapon's models are named after stinging insects: yellow jacket, wasp, and hornet.

AMMUNITION

Ammunition is sold in multiples, as indicated on Table 1-8: Ammunition on page 25.

Arrows

For those who want to deal greater damage with a bow but don't want the noise and collateral damage of grenade arrows, conventional arrows are available with technological improvements to deal additional damage, including diamond-edge and molecular rift arrows. When used as ammunition for weapons other than the 1st-level bow (such as crossbolters), these arrows don't increase damage, but diamond-edge arrows gain the wound critical hit effect and molecular rift arrows gain the severe wound critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the effect granted by the arrow.

Explosive

Explosive ammo is used with projectile weapons and is available for most projectile weapons and other weapons that fire arrows and darts, as noted on Table 1-8. A weapon firing explosive ammo deals its normal amount of damage, but half of this damage is fire damage and grants the weapon the knockdown critical hit effect. If the weapon already has a critical hit effect, the knockdown critical hit effect is added and considered part of the weapon's normal critical hit effect. If the weapon normally already has the knockdown critical hit effect, it instead gains the push (5 feet) critical hit effect in addition to knockdown, and this considered part of the weapon's normal critical hit effect.

Nanite Canisters

Nanite canisters contain microscopic mechanical devices programmed to perform specific tasks. In weapons, they are typically tasked to dismantle as much of the target as they can before they are deactivated, but nanotechnology also has a wide range of peaceful uses.

Phasing

This ammunition is tipped with quantum-variable molecules, allowing it to phase through many materials prior to impacting with its target. If you take a move action to aim and then fire on the same turn a weapon with phasing ammo (including doing so with a sniper weapon), the attack ignores any cover the target has with a hardness equal to given value or less (hardness 10 for 7th-level rounds, hardness 20 for 14th-level rounds). The rounds literally bypass the cover, doing no damage to it.

Plasma Missile

Compatible with any weapon that can use missiles as ammunition, plasma missiles deal additional damage beyond even their analog counterparts, and come with an increased price tag to match. Ionized plasma missiles are the most common, while stellar plasma missiles and HED (high energy density) plasma missiles deal increased amounts of damage.

MANUFACTURERS

In the Pact Worlds, manufacturing weapons is a lucrative business with guaranteed customers, ranging from law enforcement and private security operations to explorers, mercenaries, and less savory outfits. Although many corporations produce a variety of weapons, some are known for product lines featuring particular modifications.

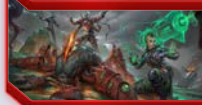
Many of these modifications can't be used on weapons that operate without internal mechanisms the manufacturer's alteration can govern. Such weapons include analog melee weapons, bows, thrown weapons, and grenades.

Off the shelf, no weapon can have more than one manufacturer's modification. However, plenty of weapon dealers offer customization, allowing you to combine mods that other manufacturers may be known for. You can mix modifications yourself by crafting the item you want. If you combine mods in any way, the final price of the finished item is equal to the normal price plus the cost of the modifications plus another 10%. In any case, a specific manufacturer's rules supersede these generalities. If a question arises, the GM is the arbiter of whether a modification can be applied to a weapon or if certain modifications can't be combined.

AbadarCorp

AbadarCorp's Defender line of ranged weaponry includes a built-in friend-or-foe protocol that prevents it from firing in a situation where it could target a creature programmed to be recognized as a friend. You can add an ally to the protocol's list of friends as a move action, provided the ally is within the weapon's first range increment at the time. Each Defender weapon has a built-in scanner that can be pointed at a target without needing to aim the weapon. In other words, you can point the Defender weapon's scanner, rather than the weapon itself, at a chosen ally. A Defender weapon's list initially includes juvenile

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sentient creatures and recognized law enforcement officials as friends. You can download new friend parameters to add to your protocol's list, too, as well as grant others permission to transmit their friend parameters to your list.

You can remove or modify the initial programming by succeeding at a Computers check (DC = 15 + 1-1/2 × the weapon's item level). If you fail the check, the Defender's anti-tampering software kicks in, and the weapon won't fire at all. To reactivate it, you must reset it by succeeding at a Computers check with the same DC as the first check, or take the weapon to an Abadar Corp dealer or contact one via an infosphere network to have it reset for a fee equal to 10% of the item's price. Each time you fail to reset the anti-tampering software, the DC to try again increases by 5.

A Defender weapon relies on visual scans and limited biometric data to identify friends. It can be fooled by illusions and similar optical tricks, including a good disguise, even with regard to its initial programming. If the need arises, as a standard action, you can remove a friend from the list of friends included in your weapon's protocol. That friend can be added back to the list as a move action.

The Defender protocol allows you to avoid shooting friends. When you use a weapon's automatic special property, the protocol excludes friends as possible targets. The weapon fires no ammunition at a friend. A Defender weapon with the blast, explode, or line special property won't fire if a friend would be hit by the area effect.

When you openly carry a Defender weapon, law enforcement officers might react more positively toward you. This response is likely in situations where your weapons are an issue, especially when you carry no other obvious armaments or when you allow an officer to modify the protocol to protect potential targets. The GM can grant you up to a +2 circumstance bonus to checks to interact with law enforcement officers when your carrying a Defender weapon is applicable. This bonus can apply to other characters in similar circumstances, such as the bodyguards of an icon added as friends to your weapon's protocol.

A Defender weapon usually costs 10% more than normal, but weapons that have the automatic special property cost 20% more than normal.

Arabani Arms, Ltd.

Arabani Arms has an exclusive ranged-weapon line called Karkaken. These high-impact weapons are modified to cause maximum discomfort, adding the demoralize critical hit effect to the weapon. If the weapon already has a critical hit effect, you choose whether to apply the weapon's normal critical hit effect or the demoralize effect each time. A weapon that already has the demoralize critical hit effect can't benefit from this upgrade. A Karkaken weapon costs 20% more than normal.

Brortrav Ordnance Factories

A Veskarian corporation, Brortrav Ordnance Factories manufactures a wide range of personal weaponry, but it is most famous for its specialty heavy weapons that incorporate menacing decorative elements such as spikes and fanged maws. These motifs are intended to be stylish, and yet unnerving to

your foes. When you fire a Brortrav heavy weapon, targets take a –2 penalty to attack rolls for attacks of opportunity made against you as a result of that ranged attack. Brortrav heavy weapons cost 10% more than normal and have a bulk 1 higher than normal.

Ereus Teletech

Ereus Teletech arose from a lashunta collective on Asana, but the company's market has expanded to include shirrens, formians, and other telepaths, as well as non-telepaths who want psychic tech. The company makes ranged weapons and powered melee weapons fitted with psychic modifications. Each Ereus weapon includes a security lock that disables the weapon unless it detects the registered user's specific psychic signature.

This technology isn't foolproof, but tricking or removing it is difficult. Spoofing another creature's psychic signature is possible, requiring telepathy that could communicate with the intended user and a successful Bluff check (DC = 15 + 1-1/2 × the weapon's item level). This spoofing must occur each time the item is activated. The telepathic security lock can be removed, but doing so requires an Engineering check to disable the weapon (which is treated as a complex device). Because the Ereus lock is integrated systemically, a disabled weapon is broken and must be repaired to be of any further use.

Ereus products cost 10% more than normal.

Ichihara Holdings

Ichihara Holdings weaponry is often found in the hands of Xun working for the Golden League, every investigation into the company has failed to uncover any formal links to the crime organization. The company itself claims its weapons are simply popular with some groups because of the ingenious solutions devised by their engineering teams to create equipment—from pistols to vehicles—with modular, interchangeable parts. All Ichihara Holdings weapons follow this standard and can be easily repaired, granting a +2 circumstance bonus to skill checks to repair them. The company manufactures most weapons, but specializes in advanced melee weapons. An Ichihara Holdings weapon costs 10% more than normal.

Iratha Incorporated

Iratha Incorporated specializes in biotech augmentations, but the company has made a small ingress into the weapons industry by modifying armaments to include a biometric lock keyed to allow use only by authorized users. This lock functions like a biometric lock starship security system (*Core Rulebook* 300), but the DC uses the weapon's item level in place of the starship's tier. The biometric lock is integrated with a weapon's activation mechanism and works by disabling that apparatus. Iratha Incorporated modifications increase the price of a weapon by 10%.

Karbide-Machinas

Ranged weapons manufactured by Diaspora-based Karbide-Machinas integrate nanofiber grips (see page 60) to ensure a customer never unintentionally loses the weapon. The company makes only small arms, longarms, and sniper weapons with these grips, which increase the weapon's price as normal for such grips.

Lethal Innovations

The menacing name of Lethal Innovations grew out of a simple desire by the biotechnology research and development company Life Innovations to spin their more dangerous projects into a separate (though related) company to produce a line of organic adaptations of common weaponry. The organization of Lethal Innovations is complex, as it includes a composite barathu entity that often incorporates barathu who have worked as part of Life Innovations, but is considered a separate entity from any of the individuals who make it up. Many barathu-watching scholars believe Lethal Innovations specifically exists to market biological weapons less advanced and lethal than those used by Confluence Agents—the bioengineered agents of the governing barathu entity, the Confluence.

Lethal Innovation's weapons gain the living weapon special property, which makes them popular among Xenowardens and others who prefer some of the benefits of technology without its ecological impact. Demand has driven Lethal Innovations to build living equivalents of most nonliving weapons (except analog weapons, or melee weapons without the powered special property), each costing 20% more than the listed price.

Magnari Pieceworks

One of the manufacturers in the *Idari's* Crucibles, Magnari Pieceworks specializes in the unique magnetic field lock technology used in several kasathan technologies, from the infamous Saga-class warship to the iconic puzzleblades. This modification can be applied to any melee weapon that lacks the living special property, granting the weapon the breakdown special property. Such a weapon costs 10% more than normal.

Multifold Industries

One of Aballon's leading manufacturers, Multifold is known not for ingenuity but for reliability. When calculating the hardness and Hit Points for a weapon manufactured by Multifold Industries, the item-level multiplier is 3 for hardness, rather than 2, and 4 for Hit Points, rather than 3. Multifold Industries makes all sorts of weapons, but the company's superior craftsmanship results in its products costing 20% more than normal.

Ringworks Arsenal Group

When Vercite starship manufacturer Ringworks Industries formed a separate personal-scale energy weapons manufacturer as a wholly-owned subsidiary, its subsequent business and marketing decision sometimes left audiences skeptical. The relatively recent Ringworks Arsenal Group has since won over numerous customers as its products remain sturdy, reliable, and functional. The Ringworks weaponry line includes a distinctive feature for customers who prove loyal to the brand: a Ringworks weapon can recharge its battery at specialized stations onboard any Large or larger Ringworks starship at no cost. This process takes 1 minute per charge. Ringworks Industries can include this functionality in any weapon with a battery, but the weapon costs 10% more than the listed price.

Snowgarden Productions

Based in the Immortal Suzerainty of Ning, Snowgarden Productions has been manufacturing weapons for combat performance since sometime during the Gap, with a focus on providing melee weapons to the infamous battleflowers of Ning. Those who have ranks in Profession (dancer) equal to a Snowgarden melee weapon's level can use the device to deal nonlethal damage without the normal penalty to attack rolls. Snowgarden Productions sells its fashionable, elegant melee weapons for 10% more than normal.

VitariTech Industries

An Akiton-based corporation, VitariTech hasn't disclosed all the components used to make its weapons, causing some principled buyers to choose other makers. Those who are more interested in taking down their foes than possible ethical implications find the weapons to be attractive, since they can inflict lasting inherent harm to their targets. All VitariTech weapons have a special disruption critical hit effect that disrupts magical healing. If the weapon already has a critical hit effect, you choose whether to apply the weapon's normal critical hit effect or the disruption effect each time. A creature subjected to this effect must succeed at a Fortitude saving throw or magic that restores Hit Points is only half as effective for the creature until it finishes an uninterrupted 8-hour rest, or is administered first aid with a successful Medicine check. A VitariTech weapon is a hybrid item and costs 30% more than normal.

Zeizerer Munitions

An Apostae-based corporation, Zeizerer Munitions is one of a dozen or so companies owned and controlled by House Zeizerer, a powerful drow house that controls the city of Nightarch. Unlike most of House Zeizerer's business endeavors, Zeizerer Munitions actually has more offices and holdings off Apostae than on its parent corporation's home world, though all the top offices remain safely located in towers within Nightarch. Because the company sells ammunition and batteries rather than weaponry, numerous groups who refuse to deal with drow arms deals in general are willing to buy batteries, darts, rounds, and scattergun shells from Zeizerer Munition in the (questionable) belief that ammunition carries fewer opportunities for immoral design choices.

Zeizerer Munition sells special longframe ammunition magazines and batteries, designed to extend the ammunition or charges a weapon can carry. For any weapon that uses batteries, darts, petrol, rounds, or scattergun shells and that has a capacity of 5 or more, it is possible to buy a longframe battery or magazine to extend the weapon's capacity by 20%, at a price of 5% of the weapon (plus the price of the appropriate base battery for weapons that use charges). In the case of batteries, these longframe batteries are treated as their original capacity for purposes of recharging availability, price, and time. Longframe magazines are bought separately from the ammunition they can carry. Longframe batteries and magazines can only be used with a specific make and mode of weapon—a longframe battery for a static shock caster has 48 charges, but can only be used in a static shock caster.



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WEAPON ACCESSORIES

The galaxy's weapons dealers offer a dizzying array of options, but sometimes the perfect weapon for a specialized job just isn't available as a base model. Luckily, weapon accessories can provide additional utility with just a little tinkering, which you can do yourself or pay a professional to handle. Weapon accessories modify existing weapons to provide certain benefits to the weapon's user. Experienced operators keep a variety of accessories on hand, swapping them out as needed.

USING WEAPON ACCESSORIES

Explanations of the statistics for weapon accessories are provided below, along with the rules for adding accessories to weapons. Specific accessories are sometimes exceptions to these rules.

CAPACITY AND USAGE

Some accessories require power to function, similar to some technological items; see page 218 of the *Core Rulebook* for more information. These accessories are identified with capacity and usage entries in Table 1-11: Weapon Accessories. A weapon accessory's capacity is the highest-capacity battery that the accessory can use. Usage lists the rate at which charges are consumed when the accessory is used. Attached accessories (see Adding Accessories below) must use their own batteries, but an accessory integrated into a powered weapon can be configured to use either the weapon's battery or its own battery.

WEAPON TYPE

Some accessories can be added only to specific types or categories of weapons, as noted in the Weapon Type entry in Table 1-11: Weapon Accessories. For the most part, these correspond to the weapon types and categories described on pages 169-170 of the *Core Rulebook*.

Railed Weapons: Railed weapons are longarms, heavy weapons, and sniper weapons, all of which have rails along or near the weapon's barrel that allow you to easily add accessories to the weapon. A railed weapon has four rails to which accessories can be added: one on top, one on the bottom, and one on either side. Only one weapon accessory can be added to each rail. Some accessories must be attached to a specific rail, such as the top or bottom, as detailed in the accessory's description.

ADDING ACCESSORIES

Weapon accessories must normally be added to a weapon to function. Most accessories can be added either by being attached to a weapon or by being integrated into the weapon, though some accessories must be added in a certain way, as indicated in the accessory's description. In either case, add the bulk of the weapon accessory to the weapon's bulk to determine the final accessorized weapon's bulk. When adding multiple items of light bulk together, treat 2-10 light bulk items as 1 bulk when combined.

Attachment: An attached weapon accessory is affixed to a weapon but is not really part of it. Anyone can attach or detach an accessory as a full action, and most weapons dealers will attach an accessory bought from them at no extra charge.

Integration: An integrated weapon accessory is built into the weapon, becoming part of it. Integrated accessories are usually purchased already integrated into the weapon at the combined price of the weapon and the accessory. If the weapon and accessory are purchased separately, a weapons dealer can integrate the accessory into the weapon for a fee of 10% of the accessory's purchase price. You can integrate an accessory into a weapon (or remove an integrated accessory) if you have a number of ranks in Engineering (or both Engineering and Mysticism, for hybrid accessories) equal to the item level of the weapon or accessory, whichever is higher. It takes 1 hour to integrate an accessory or remove an integrated accessory from a weapon.

WEAPON ACCESSORY DESCRIPTIONS

Weapon accessories are described in this section. Unless otherwise noted, accessories are considered technological items. The GM is free to rule that some accessories are unsuitable for some weapons.

BAYONET BRACKET

LEVEL 1

A bayonet bracket allows you to attach a one-handed melee weapon to the bottom rail of a railed weapon or a small arm. The melee weapon cannot have the reach weapon special property. Attaching a melee weapon to a bayonet bracket or removing it is a full action. If the attached melee weapon deals bludgeoning or slashing damage, you take a -2 penalty to attack rolls with it while it's attached. The type of bayonet bracket determines which weapons you can use together.

- **Light Bayonet Bracket (Level 1):** A light bracket allows you to fasten a melee weapon of light bulk to a longarm or sniper weapon, or fasten an operative weapon to a small arm.
- **Heavy Bayonet Bracket (Level 1):** A heavy bracket allows you to fasten a melee weapon of 1 bulk or less to a longarm, heavy weapon, or sniper weapon.

BIPOD

LEVELS 1-2

A bipod is a set of sturdy legs attached to a railed weapon's bottom rail. You can extend or collapse a bipod as a move action.

TABLE 1-11: WEAPON ACCESSORIES

NAME	LEVEL	PRICE	BULK	CAPACITY	USAGE	WEAPON TYPE
Bayonet bracket, heavy	1	300	—	—	—	Railed weapon
Bayonet bracket, light	1	150	—	—	—	Railed weapon, small arm
Bipod, light	1	350	—	—	—	Railed weapon
Grenadier bracket	1	400	L	—	—	Railed weapon
Rangefinder	1	325	—	20	1/hour	Railed weapon, small arm
Uniclamp	1	150	—	—	—	Railed weapon
Bipod, heavy	2	700	L	—	—	Railed weapon
Grip, folding	2	600	—	—	—	Small arm
Grip, nanofiber	2	750	—	—	—	Any
Sight, manual	2	1,000	—	—	—	Railed weapon, small arm
Stock, collapsing	2	850	—	—	—	Railed weapon
Collapsing weapon	3	1,250	—	—	—	Melee weapon
Flash suppressor	3	1,200	—	—	—	Projectile
Gunner harness, light	3	1,400	1	—	—	Heavy weapon
Scope, sniper	3	1,350	L	—	—	Railed weapon, small arm
Scope, nightvision	4	2,350	L	20	1/hour	Railed weapon, small arm
Silencer	4	1,850	—	—	—	Railed weapon
Sight, laser	5	3,000	—	20	1/hour	Railed weapon, small arm
Grip, null-space	6	4,250	—	—	—	Melee weapon, small arm
Inertial dampener	6	4,000	—	20	1/minute	Any
Scope, laser	6	4,300	L	20	1/hour	Railed weapon, small arm
Grip, blur	7	5,400	—	—	—	Melee weapon
Gunner harness, heavy	7	5,600	2	—	—	Heavy weapon
Stock, null-space	7	5,950	—	—	—	Railed weapon
Gunner harness, null-space	9	15,000	2	—	—	Heavy weapon
Scope, revealing	9	12,500	L	20	1/hour	Railed weapon, small arm
Scope, clarity	12	37,500	L	20	1/hour	Railed weapon, small arm

Also as a move action, you can stabilize your weapon by resting an extended bipod on a solid surface or using the bipod as a forward grip. When you fire the stabilized weapon, reduce the total penalty you take for making a full attack and due to range according to the bipod's type. You can't benefit from a bipod if your weapon is mounted to a gunner harness (see page 60) or powered armor.

- **Light Bipod (Level 1):** A light bipod can be added only to a longarm or sniper weapon. Reduce your total penalty by 1.
- **Heavy Bipod (Level 2):** Reduce your total penalty by 2, or by 1 with a heavy weapon. In addition, a stabilized heavy bipod reduces the minimum Strength score required to fire a heavy weapon without penalty by 2.

COLLAPSING WEAPON

LEVEL 3

Some melee weapons can be made to collapse for easy and inconspicuous storage. A weapon must be purchased or crafted with this accessory integrated. As a move action, you can fold or close a collapsing weapon into a much smaller size, allowing you to use the Sleight of Hand skill to hide a collapsed weapon of 1 or 2 bulk as if it were a light weapon, or granting a collapsed weapon of light bulk the conceal special property (see page 27). As a move action, you can re-extend a collapsed weapon.

FLASH SUPPRESSOR (HYBRID)

LEVEL 3

Modern projectile weapons have built-in flash and muzzle-blast suppression to protect a weapon's user from flash blinding

during firefights in low-light conditions, as well as to protect other high-tech devices from fouling due to residue from projectile accelerants. A hybrid *flash suppressor* can be added to any small arm, longarm, heavy weapon, or sniper weapon in the projectile category. It eliminates virtually all light and heat that your projectile weapon produces while firing, making you harder to spot in low-light conditions. This benefit reduces the penalty you take to Stealth checks for sniping in low-light conditions by 5.

You can combine a *flash suppressor* and *silencer* (see page 61) together by paying the combined price of both accessories. Their benefits stack.

GRENADIER BRACKET

LEVEL 1

A grenadier bracket allows you to attach a modified grenade launcher or missile launcher of 3 bulk or less to the bottom rail of a railed weapon. The modifications reduce the capacity of the grenade launcher or missile launcher by 50%, to a minimum of 1 grenade or missile. These modifications can be made in 1 hour with a DC 15 Engineering check, though it is also possible to buy bracket-ready grenade or missile launchers that have been premodified for the same price as standard grenade and missile launchers. Such a modified grenade or missile launcher can still be fired as a separate weapon, and still uses proficiency in heavy weapons, even if fired from a rail on a longarm or other weapon. Attaching a grenade launcher to a grenadier bracket or removing it is a full action.



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GRIP

LEVELS 2-7

Weapons can be fitted with special grips that provide various advantages. You can combine grips by paying the combined price of the grips, but only if all grips are integrated into a weapon. Their benefits stack. The benefits of a grip depend on its type.

- **Folding Grip (Level 2):** Only small arms can have a folding grip, and it must be integrated with the weapon. As a move action, you can fold or unfold a folding grip, granting you a +2 circumstance bonus to Sleight of Hand checks to hide the small arm on your person.
- **Nanofiber Grip (Level 2):** A nanofiber grip strengthens your hold on a weapon. While you wield the weapon, microscopic fibers act as setae, clinging to your hands. These fibers grant you a +4 circumstance bonus to AC against disarm combat maneuvers that would disarm you of the weapon.
- **Null-Space Grip (Level 6, Hybrid):** A *null-space grip* must be integrated into a melee weapon or small arm. As a move action, you can activate the grip to pull the weapon into an extradimensional space, leaving only a disk 1-1/2 inches in diameter. This disk is easy to hide on your person, granting you a +4 circumstance bonus to your Sleight of Hand check to do so. Additionally, the disk might not be recognized as a weapon without Engineering or Mysticism and *detect magic* used together to identify the item. As a move action, you can squeeze the disk to return the weapon to normal form.
- **Blur Grip (Level 7, Hybrid):** A *blur grip* consists of microcircuitry embedded inside the padded grip of a melee weapon. Five times per day as a move action, you can squeeze the grip to activate it, creating an illusion that makes it hard to visually track the weapon. Until the end of your next turn, the *blur grip* grants you a +4 circumstance bonus to Bluff checks to feint.

GUNNER HARNESS

LEVELS 3-9

A gunner harness is a wearable support mesh for an articulated arm that can serve as a mount for a heavy weapon. A gunner harness reduces the minimum Strength score required to fire a heavy weapon without penalty, as determined by the harness's type. In addition, when you fire the mounted weapon, reduce the total penalty you take for making a full attack and due to range by a value determined by the harness's type. Donning

or removing a gunner harness is a full action, and attaching a weapon to a gunner harness or removing it is a full action.

- **Light Gunner Harness (Level 3):** Strength 12; reduce your total penalty by 1.
- **Heavy Gunner Harness (Level 7):** Strength 14; reduce your total penalty by 2.
- **Null-Space Gunner Harness (Level 9, Hybrid):** A *null-space gunner harness* must be integrated into a heavy weapon. It functions like a *null-space grip* (see left) that turns the harness and its attached weapon into the disk. A *null-space gunner harness* otherwise functions as a heavy gunner harness.

INERTIAL DAMPENER (HYBRID)

LEVEL 6

For those who want to use lethal weapons in nonlethal ways, an *inertial dampener* is the tool of choice. You can activate or deactivate an inertial dampener as a swift action. While the dampener is active, it creates a field around the weapon or its ammunition that causes the weapon to deal nonlethal damage in place of its regular damage.

RANGEFINDER

LEVEL 1

A rangefinder pulses a laser at distant targets to determine their distance from you. As a move action, you can activate or deactivate a rangefinder and aim it at a specific target. The rangefinder determines the target's range from you and its speed, and tells you whether the target is moving away from or toward you.

You can use a rangefinder when it is not attached to or integrated with a weapon, as well. You can combine a rangefinder with a scope or sight (see Scope below or Sight on page 61) by paying the combined price of the accessories. Their benefits stack.

SCOPE

LEVELS 3-12

A scope is a telescopic sighting device with an incorporated reticle that attaches to a small arm or railed weapon's top rail. A scope can't be added to a weapon with a sight (see page 61). As a move action, you can aim through a scope. This can be done as part of the same move action required to aim a weapon with the sniper weapon special quality, or as part of a sneak attack where you do not take any movement even if you also aim a sniper weapon as part of that action. Aiming through a scope reduces penalties to attack rolls due to range as well as bonuses to AC from cover.

In addition, a scope increases a weapon's range increment for determining penalties to attack rolls due to range. For small arms, a scope increases the weapon's normal range increment to 1-1/2 times its listed range for this purpose. For longarms and heavy weapons, the increase is 4 times the normal range increment. For sniper weapons, the increase is twice the range increment of the sniper special property. The reduction in penalties due to aiming with a scope applies only to the next attack roll you make with the weapon before the end of your next turn. Scopes also confer other benefits depending on their type.

You can also view distant objects through a scope as a move action, which grants you a +1 circumstance bonus to vision-based Perception checks against objects 30 feet or farther from you. You can use a scope for this purpose when

it is not attached to or integrated with a weapon. A detached scope does not provide improved accuracy.

- **Sniper Scope (Level 3):** A sniper scope reduces penalties due to range and AC bonuses from cover by 2.
- **Nightvision Scope (Level 4):** A nightvision scope functions as a sniper scope, but also amplifies light with wide spectrum-sensors. Activating or deactivating a nightvision scope is a move action. When aiming or looking through an active nightvision scope, you can see as if the light were one step brighter (from dim light to normal light, for example). In darkness, this becomes dim light, though the image in the scope is black-and-white.
- **Laser Scope (Level 6):** A laser scope functions as a sniper scope with additional laser targeting capabilities. Activating or deactivating a laser scope is a move action. An active laser scope reduces penalties due to range and AC bonuses from cover by 4. You can add the nightvision capabilities of a nightvision scope to a laser scope for an extra 1,000 credits.
- **Revealing Scope (Level 9, Hybrid):** A *revealing scope* functions as a combined laser scope and nightvision scope with the addition of enhanced magical sensors. Three times per day as a move action, you can activate a *revealing scope's* sensors for 10 minutes. When aiming or looking through a *revealing scope* with active sensors, you can see invisible and ethereal creatures, and you reduce your miss chance due to concealment other than total concealment by 10%. Deactivating a *revealing scope's* sensors is a move action.
- **Clarity Scope (Level 12, Hybrid):** A *clarity scope* functions as a *revealing scope*, with additional capabilities while the scope's magical sensors are active. Activating or deactivating a *clarity scope* is a move action. When aiming or looking through a *clarity scope* with active sensors, you can see through illusions, and you eliminate your miss chance due to concealment other than total concealment. In addition, you gain sense through (vision) that allows you to sense through only the first creature or object between you and your target, provided that the creature or object is within the weapon's first scope-enhanced range increment (including the enhanced range increment from the sniper special property).

SIGHT

LEVELS 2-5

A sight is an improved version of the common targeting sights used by most ranged weapons. It may be a loop with an incorporated reticle, or a series of guidelines with high-visibility pigment on them, or some other simple design aid to aiming your weapon. A sight attaches to a small arm or railed weapon's top rail. A sight can't be added to a weapon with a scope (see page 60). As a move action, you can aim through a sight. This can be done as part of the same move action as is required to aim a weapon with the sniper weapon special quality, or as part of a sneak attack where you do not take any movement even if you also aim a sniper weapon as part of that action. Aiming through a sight reduces penalties to attack rolls due to range or bonuses to AC from cover, depending on the sight's type. The reduction in penalties due to aiming with a sight applies only to the next attack roll you make with the weapon before the end of your next turn.

- **Manual Sight (Level 2):** A manual sight reduces penalties due to range and AC bonuses from cover by 2.
- **Laser Sight (Level 5):** A laser sight functions as a manual sight with additional laser targeting capabilities. Activating or deactivating a laser sight is a move action. An active laser sight reduces penalties due to range and AC bonuses from cover by 4.

SILENCER (HYBRID)

LEVEL 4

Similar to flash suppression, modern weapons have sound-suppression hardware built in to protect users and bystanders from high-decibel reports, but this doesn't make a weapon silent. A hybrid *silencer* uses magitech to truly silence a weapon. When you fire a weapon equipped with a *silencer*, the weapon creates no sound, and its ammunition flies silently for the first range increment (this includes the range increment of a weapon with the sniper special property). This benefit reduces the penalty you take to Stealth checks for sniping by 5.

You can combine a *silencer* and *flash suppressor* (see page 59) together by paying the combined price of both accessories. Their benefits stack.

STOCK

LEVELS 2-7

A stock is a part of a two-handed ranged weapon that rests against the shoulder during firing. A stock cannot be attached; it must be integrated with a weapon. The benefits of a stock depend on its type.

- **Collapsing Stock (Level 2):** Only a weapon of 1 bulk or less can have a collapsing stock. As a move action, you can extend or collapse a collapsing stock. A collapsed stock allows you to use Sleight of Hand to hide the weapon on your person as if it were a small arm.
- **Null-Space Stock (Level 7, Hybrid):** A *null-space stock* functions as *null-space grip* (see page 60) for larger, heavier weapons.

UNICLAMP

LEVEL 1

This all-purpose accessory can hold a single handheld item of up to 1 bulk, such as a fire extinguisher or flashlight, so you can use the item while wielding the weapon. A uniclamp requires as many rails to attach to a piece of equipment as the equipment requires hands to operate. Attaching an item to a uniclamp or removing it is a full action.

Unlike a gear clamp, which merely places an object in some convenient location (such as on your armor or clamped to a strut), but has no ability to activate or deactivate items clamped to it, a uniclamp runs any necessary controls for the item to the trigger or control mechanism for the weapon it is attached to. This allows you to use the item as if manipulating it with the same number of hands you have on your weapon, while still wielding the weapon. For example if you use a uniclamp to attach a beacon portable light onto a thunderstrike streetsweeper, you can turn the beacon on and off while still keeping two hands on your streetsweeper.

The GM can rule that some items are unsuited for use with a uniclamp, that a uniclamp can be attached to only some weapons, or that a uniclamp designed for particular items doesn't work with anything else.



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Even with the massive and varied array of technological devices of destruction available to explorers, pirates, and warriors, characters flinging themselves into the most dangerous places in the galaxy might want to add the power of magic to every trigger pull. Weapon fusions are a way to create weapons with abilities and options beyond the limits of standard technology, and to place the reality-warping power of magic into the hands of every combatant.

WEAPON FUSION PRICES

The price of a weapon fusion depends on the item level of the weapon into which it is being installed, as detailed on the Weapon Fusion Prices table on page 63. The price is adjusted when calculating the cost of a weapon fusion seal or transferring a fusion, as detailed on page 191 of the *Core Rulebook*.

Weapon Fusion Descriptions

The following weapon fusions follow the rules detailed on pages 191–192 of the *Core Rulebook*.

ACCURATE

LEVEL 5

The *accurate* fusion bestows exceptional balance and handling on a weapon. When you take a move action to aim a weapon with this fusion at a specific target, you gain a +1 bonus to your next attack roll with that weapon provided neither you nor your target has moved since you aimed. You also gain this bonus if you take a move action to aim for other purposes, such as aiming a weapon with the sniper special property. Only ranged weapons can benefit from this fusion.

ADVANCING

LEVEL 6

When you defeat a foe, a weapon with the *advancing* fusion draws you further into the fray. The first time each round that you make a successful melee attack with an *advancing* weapon that drops a foe (by killing it or rendering it unconscious), you can take a guarded step as a reaction. This movement must move you closer to at least one foe.

BENEFACTANT

LEVEL 9

When you score a critical hit against a significant enemy with a weapon that has the *beneficent* fusion, you gain one charge of beneficence. As long as you are wielding the same weapon, you can expend a charge of beneficence to cast either *remove affliction* or *lesser remove condition* as a spell-like ability, using the weapon's item level as your caster level. You cannot have more than one charge of beneficence at a time, and you lose all charges of beneficence if you take a 10 minute rest and spend a Resolve Point to regain your Stamina Points or if you take an 8-hour rest and regain your daily-use abilities and spells. If the weapon with the *beneficent* fusion has an item level of 14 or higher, you can instead use a charge of beneficence to cast *remove condition*. If the weapon has an item level of

19 or higher, you can instead use a charge of beneficence to cast *greater remove condition*. A weapon cannot have the beneficent weapon fusion if it also has the *unholy* or *wounding* weapon fusions.

BOMBARDING

LEVEL 5

The *bombarding* fusion allows a weapon to duplicate the effect of a single grenade that is loaded into an extradimensional space within the weapon. Loading a grenade into a weapon with the *bombarding* fusion takes a full round, as does removing a previously loaded grenade. A grenade loaded into a weapon with the *bombarding* fusion cannot have an item level greater than the weapon's item level. The grenade cannot be detonated, sundered, or otherwise affected while it is within this extradimensional space, and if the weapon is destroyed or gains the broken condition, the grenade is permanently destroyed.

Once per day, a weapon with the *bombarding* fusion can launch a mystic version of the loaded grenade. This acts as throwing the grenade, and uses the same proficiency and range increment as throwing a grenade, but does not require a free hand. As long as you are wielding a weapon with the *bombarding* fusion and it has not yet used this ability, you can launch the grenade as a ranged attack. Once this ability has been used, the loaded grenade can be removed from the extradimensional space, but a new grenade cannot be loaded into it until 24 hours have passed.

CHARGE DISRUPTING

LEVEL 7

A weapon with the *charge disrupting* fusion disrupts power sources. When you score a critical hit using a weapon with the *charge disrupting* fusion, either the target or a single visible object carried by the target is subject to *discharge*, as the spell. The target creature (or its bearer, in the case of an object) can attempt a Fortitude save to negate the effect, as normal. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the *charge disrupting* effect.

CONSERVING

LEVEL 3

Weapons with the *conserving* fusion preserve their ammunition and charges after a miss. When you miss with a ranged attack roll, your charge or ammunition is not consumed, as though the weapon had never been fired. This fusion does not prevent your weapon from malfunctioning or breaking as a consequence of

your attack. Only weapons that use arrows, batteries, darts, flares, grenade arrows, mini-rockets, rounds, or scattergun shells as ammunition can benefit from a *conserving* fusion.

CONTINUOUS**LEVEL 8**

The *continuous* fusion lets a weapon with the line special property sustain fire continuously by expending additional charges. When you make a line attack with a weapon with this fusion, you can expend additional ammunition or charges equal to the weapon's usage value to sustain your attack until the start of your next turn. This has no additional effect on targets already within the line, but anything that moves across your weapon's line is attacked using your original attack roll and damage. If you hit but fail to damage this new target, it blocks your line as normal. If an existing blockage is removed, your line extends out to its maximum range unless blocked anew, and it can damage creatures and objects that it failed to reach previously. You can't damage a single target more than once in a round with the *continuous* fusion, even if it moves in and out of the path of your attack. If you move from where you initiated the attack for any reason, your line automatically ends. Only weapons that can make a line attack benefit from this fusion. You can use the *continuous* fusion with unwieldy weapons.

CRUEL**LEVEL 6**

The *cruel* fusion feeds on fear and despair. When you strike a target that is frightened, panicked, or shaken with a weapon with this fusion, the target is sickened for 1 round. When you make a successful attack that drops a foe (either by killing it or knocking it unconscious), you gain 5 temporary Hit Points that last for 10 minutes. Weapons with the nonlethal special property cannot benefit from the *cruel* fusion.

DEFENDING**LEVEL 3**

Weapons with the *defending* fusion aid their wielder when blocking or fighting defensively. When you fight defensively while attacking with a weapon with this fusion, you gain a +1 bonus to attack rolls with the weapon (effectively reducing the penalty from fighting defensively to -3) and an additional +1 bonus to AC until the start of your next turn. Additionally, if your weapon has the block weapon special property, increase the enhancement bonus to your AC against melee attacks from that target to +2. Only melee weapons can benefit from this fusion.

ENERGETIC**LEVEL 5**

A projectile weapon with the *energetic* fusion relies on energy rather than physical ammunition to generate kinetic attacks. Instead of being loaded with darts, rounds, or scattergun shells, the weapon is loaded with a battery. The type of battery the projectile weapon uses depends on its original capacity as follows: 1-20 use batteries, 21-40 use high-capacity batteries, 41-80 use super-capacity batteries, and 81 or more use ultra-capacity batteries. The weapon's usage does not change, but it takes charges from the installed battery, rather than expending physical ammunition. The fusion converts the energy into physical bullets which target KAC and deal damage normally for

TABLE 1-12: WEAPON FUSION PRICES

WEAPON'S ITEM LEVEL	FUSION PRICE
1	120
2	360
3	440
4	680
5	720
6	1,040
7	1,560
8	2,300
9	2,600
10	3,580
11	4,880
12	6,920
13	9,760
14	11,700
15	17,800
16	27,000
17	40,500
18	60,300
19	90,000
20	135,000

the weapon. Only weapons in the projectile category that would normally use darts, rounds, or scattergun shells can benefit from the *energetic* fusion.

ENSNARING**LEVEL 6**

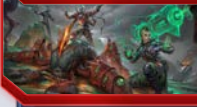
The *ensnaring* fusion binds the target on a critical hit. On a critical hit with this weapon, you can apply the entangle weapon special property (*Core Rulebook* 181). The entangle effect ends after 1 minute if the target has not already escaped it. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the entangle effect. If you successfully affect a target with both the *entangling* and *ensnaring* fusions on the same attack roll, only the *ensnaring* fusion applies, and your use of the *entangling* fusion is not consumed. Only weapons that deal bludgeoning, cold, piercing, or slashing damage can benefit from this fusion.

GUARDED**LEVEL 8**

The *guarded* fusion guides timing so that ranged attacks don't leave the wielder vulnerable. When you make a ranged attack using a weapon with this fusion, your attack does not provoke an attack of opportunity. The *guarded* fusion does not prevent attacks of opportunity provoked for any reason other than making a ranged attack. Only ranged and thrown weapons can benefit from this fusion.

INSPIRING**LEVEL 2**

The *inspiring* fusion imbues a weapon with hope. When you score a critical hit using a weapon with the *inspiring* fusion, you and all allies within 60 feet gain a +2 morale bonus to saving throws against attacks, effects, and spells from the target of your attack for 1 minute. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the *inspiring* effect.



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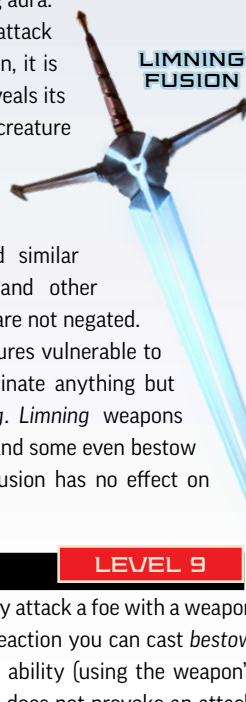
LEVEL 1

The *invigorating* fusion fills its wielder with vigor when defeating foes. After making a successful attack with this weapon that drops a foe (by killing it or rendering it unconscious), you feel a rush of energy that eliminates the fatigued condition and reduces exhaustion to fatigue. If you were neither exhausted nor fatigued, you instead gain a +3 morale bonus to Strength-, Dexterity- and Constitution-based ability checks and skill checks, and you gain a +10 enhancement bonus to your speed for all of your modes of movement until the end of your next turn.

LIMNING

LEVEL 5

Successful attacks with a weapon with the *limning* fusion surround the target with a glowing aura. For 1 round after you successfully attack a single creature with your weapon, it is surrounded by a pale glow that reveals its location. While so illuminated, the creature takes a -20 penalty to Stealth checks and does not benefit from concealment provided by darkness, *invisibility*, smoke, and similar effects. However, *displacement* and other effects that shift location entirely are not negated. The light is too dim to harm creatures vulnerable to light and does not serve to illuminate anything but the creature affected by *limning*. *Limning* weapons create glows in a variety of hues, and some even bestow a variety of colors. The *limning* fusion has no effect on attacks that affect multiple foes.



MALEDICTION

LEVEL 9

Once per day when you successfully attack a foe with a weapon with the *malediction* fusion, as a reaction you can cast *bestow curse* on the target as a spell-like ability (using the weapon's item level as the caster level). This does not provoke an attack of opportunity. If the weapon with this fusion has an item level of 14 or higher you may use this ability twice per day, and if it has an item level of 19 or higher you may use this ability three times per day. A weapon cannot have the *malediction* fusion if it also has either the *holy* or *merciful* weapon fusions.

MENACING

LEVEL 6

A weapon with the *menacing* fusion aggressively pushes against your foe's guard, making way for other attackers. When you hit an enemy with a melee attack using a *menacing* weapon, that enemy is considered flanked for all other melee attackers until the start of your next turn. This weapon fusion does not provide any benefit to your own attacks. Only melee weapons can benefit from the *menacing* fusion.

MIND RENDING

LEVEL 7

Scoring a critical hit with a weapon with the *mind rending* fusion damages the psyche of the creature struck. The target can negate this effect with a successful Will save; otherwise, roll on the Psychic Trauma table to determine how the target creature is affected. If the weapon already has a critical hit effect, when

you score a critical hit, you can apply either the weapon's normal critical hit effect or a psychic trauma. Psychic trauma is a mind-affecting effect. While each psychic trauma exploits a potential neurosis, the trauma does not cause actual insanity. The effects of psychic trauma can be removed with the *remove affliction* spell (DC = 15 + half the item level of the *mind rending* weapon).

TABLE 1-13: PSYCHIC TRAUMA

D20	TRAUMA	EFFECT
1-5	Anxiety	Shaken 1d4 rounds
6-9	Indecision	Staggered 1d4 rounds
10-12	Dementia	Confused 1 round
13-14	Amnesia	-5 penalty to all skill checks to recall knowledge for 24 hours.
15-16	Paranoia	Not treated as an ally and can't treat any other character as an ally for 24 hours
17-18	Despair	-2 penalty to attack rolls and saving throws for 24 hours
19-20	Phobia	Panicked 1 round

NULLIFYING

LEVEL 10

Damage from a weapon with the *nullifying* fusion temporarily reduces spell resistance. When you damage a creature with spell resistance using a weapon with this fusion, its spell resistance is reduced by 2 until the end of your next turn. Multiple hits from weapons with this fusion stack.

OBSCURING

LEVEL 5

A weapon with the *obscuring* fusion emits mist, smoke, or a similar obscuring vapor when wielded. After attacking with the weapon, as a move action you can cause the weapon to emit enough vapor to conceal you until the start of your next turn. This effect ends immediately if you move for any reason from where you made your attack. This concealment does not interfere with your attacks or benefit others, even if they move into the space you attacked from, and you can't use it to hide. Conditions such as strong wind or vacuum that quickly disperse vapors negate this concealment. Only projectile weapons or those that deal cold or fire damage can benefit from this fusion.

OPPORTUNISTIC

LEVEL 2

The *opportunistic* fusion guides your accuracy when making attacks of opportunity and leaves your foes vulnerable to your attack. You gain a +2 bonus to attacks of opportunity made with this weapon. If your attack of opportunity hits, you gain a +2 bonus to the damage roll for that attack of opportunity. This damage increases by 1 if the weapon is item level 5, and by an additional 1 for every 5 item levels thereafter. Only melee weapons can benefit from this fusion.

POTENT

LEVEL 3

The *potent* fusion boosts the DC of saving throws associated with the weapon. When you attack using a weapon with this fusion, increase the DC for saving throws against the weapon's critical hit effects, other weapon fusions, weapon special properties, and any effect delivered by the weapon (such as an injected poison) by 1.

PUNISHING

LEVEL 5

Subsequent wounds from a weapon with the *punishing* fusion have greater effect. When you damage a creature with the weapon, you receive a +1 bonus to damage against that target with this weapon until the end of your turn. If you successfully damage the same creature with this weapon multiple times in the same round, the bonus increases by 1 on each additional attack. If you damage a creature with this weapon when it isn't your turn, such as with an attack of opportunity, the bonus lasts until the end of your next turn after the attack.

REBOUNDED

LEVEL 8

The *rebounding* fusion lets you bounce your attacks off a wall to reach your target. When making a ranged attack, you can ricochet your attack off a single solid barrier into your target. You take a -4 penalty to your attack roll. You must have line of sight to your target, and your target still benefits from any applicable concealment. Calculate cover based on the point you ricochet from. The fusion prevents any damage to the barrier and allows you to carom shots at apparently impossible angles. You can't ricochet off a barrier your weapon would automatically pass through, such as rebounding a laser off a transparent surface, but you can ricochet off a barrier that your weapon would normally destroy. A thrown weapon with both the *rebounding* and *returning* fusions returns as normal, rebounding off the barrier again on its way back to you. Only thrown and ranged weapons can benefit from this fusion.

SECURED

LEVEL 1

The *secured* fusion ties the weapon to a single owner. When you use your weapon, it functions normally, but when wielded by any other, it remains inert and useless. Any analog, nonmagical properties of the weapon that do not require ammunition or charges still function, so a club would still be a club, but a pistol becomes merely an improvised weapon. Only the person who places a secured fusion seal on a weapon can remove it from that weapon. Once removed, the fusion seal can be affixed to a new weapon by a new owner. Even if not the owner, a character trained in Mysticism can remove an installed *secured* fusion or fusion seal using a process similar to transferring a fusion (*Core Rulebook* 191). For a fusion, this costs half as much as purchasing the fusion for the weapon on which it is currently installed; for a seal, this is half the cost of the seal itself. The process takes 8 hours. Afterward, a fusion can be installed on a new weapon and assigned a new owner for the installation cost, and a fusion seal can be used normally.

SELECTIVE

LEVEL 5

With the *selective* weapon fusion, you can exclude a single target from a weapon's area of effect. When using a selective weapon to make an automatic, blast, explode, line, or other form of area attack that affects multiple targets, you can choose a single target to leave out of the area of effect.

SOULFIRE

LEVEL 1

The *soulfire* fusion (and *soulfire* fusion seals) can only be applied to solarian weapon crystals. When you hit a target with a solar

weapon augmented by a solarian weapon crystal with the *soulfire* fusion, you add your Charisma bonus to the damage done, in addition to your Strength bonus.

STABILIZING

LEVEL 1

The *stabilizing* fusion helps you keep your orientation in zero gravity. While wielding such a weapon, you can steady yourself even if you don't have a surface to grab onto or a means of propulsion. If you do have such means, you can steady yourself as either a move action or a swift action. You gain a +4 bonus to checks to avoid gaining the off-kilter condition. Only melee weapons, small arms, and long arms can benefit from the *stabilizing* fusion.

THROWING

LEVEL 2

The *throwing* fusion makes even the most cumbersome melee weapon usable as a thrown weapon. A melee weapon with this fusion gains the thrown special property with a range increment of 10 feet. If the weapon has an item level of 10 or higher, the range increment is 20 feet. This fusion allows you to add additional fusions that benefit thrown weapons. You must be proficient with a melee weapon with the *throwing* fusion in order to benefit from the thrown special property granted by it. Only melee weapons can benefit from the *throwing* fusion.

TRACKING

LEVEL 10

The *tracking* fusion lets you locate a creature recently damaged by the weapon. Activating the fusion is a move action that binds the *tracking* fusion to the first creature you damage with the weapon before the start of your next turn. Once you track a target with this fusion, you are aware of the target's location as long as it is within 1,000 feet and you keep the weapon with this fusion in hand.

If the target is further away, you can attempt a Perception check (opposed by the target creature's Stealth check) to know approximately what direction the creature is in, though not accurately enough to triangulate its exact location. This is considered a magic divination. The tracking effect is removed if the target travels more than 10 miles away from you, the target changes planes, the effect is dispelled, you fail a Perception check to know its general distance by 10 or more, or 24 hours have passed since you last damaged the target with this weapon. For the purposes of dispelling the tracking effect, treat the effect as a spell with a caster level equal to the weapon's item level. You can track only one creature at a time. Activating the *tracking* weapon fusion again automatically ends any previous binding. Only attacks made by the weapon against a single target can benefit from this fusion.

VANISHING

LEVEL 4

The *vanishing* fusion can hide its wielder from the sight of one foe. Once per day after making an attack with your weapon, regardless of whether you hit your target, you can become invisible to that target per *invisibility* for a number of rounds equal to the weapon's item level. Any attacks you make (even against other targets) end your invisibility as normal. All creatures other than the target continue to be able to see you normally. Only small arms and weapons with the operative special property can benefit from this fusion.



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SPECIAL MATERIALS

Rare materials, including those known colloquially as starmetals, have existed since pre-Gap times. On lost Golarion, some of these metals fell from the heavens in extremely limited quantities and were extensively studied and sought as valued components of amazing devices. Finding starmetals has become easier in the present era, but these materials are still rare and valuable. Such exceptional materials have numerous eldritch and industrial uses, as well as applications more useful to adventurers.

SPECIAL MATERIAL DESCRIPTIONS

Each special material has specific properties and effects. Normally weapons and ammunition without metal parts can't be made from most of these materials, a weapon that deals only energy damage doesn't usually benefit from being made of such a material, and any device can only benefit from a single special material. For more information on special materials, see page 191 of the *Core Rulebook*.

Table 1-14: Special Materials shows the additional costs incurred for making items that incorporate a given special material. The table also includes the price of 1 bulk of starmetals in raw form; these raw materials are trade goods.

Abysium

Abysium, also called feverstone, is a radioactive metal distinguished by its blue-green glow. It is believed to form when asteroids transmute, in part, into abysium in the darkness of space where boundaries between the Material Plane and the Abyss are thin. Abysium can be used as a power source, and it is sometimes used in higher-capacity batteries.

Weapons and ammunition fashioned from abysium emanate low radiation (*Core Rulebook* 403) in a spherical area equal to the space of the intended wielder—Medium and Small weapons have a radius of 5 feet, Large weapons have a radius of 10 feet, and so on. Weapons and ammunition fashioned from abysium gain the bright weapon special property, as well as a critical hit effect that inflicts the sickened condition; the target can attempt a Fortitude saving throw to negate this poison effect, which otherwise lasts 1d4 rounds. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the sickened effect.

If a melee weapon that has the powered weapon special property is made from abysium, reduce its usage by 1. If the weapon has a usage of 1, increase its usage to up to 2 minutes of operation (rather than the normal 1 minute). This aspect of abysium can be applied to melee weapons that deal only energy damage (though not solarian weapon crystals of any type).

Adamantine

Adamantine is described on page 191 of the *Core Rulebook*. This metal can be fashioned into threads and incorporated into the composite material of any armor. Wearing such armor provides you with DR 2/—.

Djezet

Djezet is a rust-red liquid and is among the most common of starmetals. Scientists have found no temperature at which this starmetal becomes solid in its pure form. It reacts strongly to magic, guiding eldritch energy much as copper guides electric currents. Crafters use djezet frequently in hybrid items and magic items. Items incorporating djezet are usually made with an alloy using djezet and steel.

Any weapon with metal components, even those that deal only energy damage, can be made of djezet alloy. Such a weapon is considered to be 2 item levels lower when determining which fusion seals can be applied to the weapon, but it is considered to be 2 item levels higher when determining the total level of fusions that can be applied to the weapon.

If djezet is properly incorporated into a hybrid or magic item, the saving throw DC for magical effects that item creates increases by 2. This increase also applies to magical effects created by weapons. Djezet can also be worked into armor composites. If you wear djezet-enhanced armor, you act as if your caster level were 1 higher for determining the range and duration of your spells, and for caster level checks. If you can't cast spells, djezet-laced armor provides no benefit to you.

Horacalcum

Horacalcum, the rarest starmetal, has a dull copper color and warps space-time around itself on a quantum level. For this reason, horacalcum is a component for stasis chambers and other items that halt, reverse, or rewind the aging process. Some technomancers theorize that horacalcum might hold the key to using magic to unlock and command the flow of time.

Weapons or ammunition fashioned from horacalcum temporarily distort time's flow for enemies struck, causing the staggered critical hit effect. A melee weapon made of horacalcum that already has the staggered critical hit effect increases its save DC by 2, as does a weapon firing ammunition made of the metal. If the weapon already has a critical hit effect, choose each time whether to apply the weapon's normal critical hit effect or the staggered effect.

Horacalcum can also be spun into metallic fiber and interwoven with armor. Armor modified with horacalcum grants you a +1 enhancement bonus to initiative checks and a +2 enhancement bonus to saving throws against effects that would inflict the staggered condition.

Inubrix

Nicknamed “ghost iron”, inubrix is the softest of the starmetals. Due to the metal's unique structure, inubrix molecules can realign to pass through submolecular spaces in denser materials. Inubrix sees use in complex machinery, especially in collapsible or miniaturized technologies. In its pure form, inubrix is too soft to function as a building material. Items using inubrix are made of an alloy of inubrix and another metal, often platinum, the dense molecular structure of the latter serving to anchor the former in place.

Inubrix alloy weapons and ammunition ignore hardness of 10 or less. If a critical hit effect from an inubrix weapon requires a saving throw, the save DC increases by 2. This increase also applies to the injection DC +2 critical hit effect, provided the weapon doing the injecting, such as the dart of a needler pistol, is made of inubrix. A melee weapon made of inubrix alloy can also pass slightly into other solid objects, giving the wielder extra leverage for disarm attempts; this advantage grants a melee weapon made of inubrix alloy the disarm special property.

Noqual

Resembling pale-green crystal more than metal, noqual can be worked as easily as iron. Noqual's crystalline structure gives a strength that belies its surprisingly low weight. This starmetal is strangely resistant to magic, and is commonly used in binders and manacles intended to confine spellcasting prisoners and in gear intended for use in magic-laden environments. Objects fashioned from noqual gain a +4 bonus to saving throws against magical effects.

Weapons and ammunition made of noqual sap magic from the target, dealing additional damage to creatures largely derived from magical effects. Noqual weapons and ammunition gain a +1 enhancement bonus to damage rolls against magical constructs, magically created undead, and creatures summoned by magic. For melee weapons, this enhancement bonus increases by 1 for every 6 item levels the weapon has, up to +4 at 18th level; this enhancement bonus increase does not apply to ammunition.

Noqual can be woven into armor composite. Wearing armor with noqual in it grants you a +1 enhancement bonus to saving throws against magical effects. However, if you cast spells while wearing noqual armor, you treat your caster level as 1 lower when determining the range and duration of your spells and for caster level checks.

Siccatite

Siccatite is a shining silver metal that is extremely resilient to thermal energy. When found naturally, it is incredibly cold until exposed to extreme heat, at which point it becomes incredibly hot. The process for switching siccatite between these two states is difficult; hot siccatite must be quenched in temperatures of -250° F or colder for at least 24 hours, while cold siccatite must be heated in temperatures of 5,000° F or hotter for at least 24 hours. Objects formed completely of siccatite are immune to cold damage and fire damage, making them crucial components in items that are in constant contact with severe heat or cold.

TABLE 1-14: SPECIAL MATERIALS

MATERIAL	PRICE	
ABYSIUM		
Ammunition (1 piece)		+70 credits
Weapon		+4,500 credits
Raw material (1 bulk)		1,125 credits
ADAMANTINE		
Ammunition (1 piece)		+50 credits
Armor or weapon		+2,500 credits
Raw material (1 bulk)		625 credits
COLD IRON		
Ammunition (1 piece)		+9 credits
Weapon		+450 credits
Raw material (1 bulk)		115 credits
DJEZET		
Armor, item, or weapon		+2,000 credits
Raw material (1 bulk)		500 credits
HORACALCUM		
Ammunition (1 piece)		+70 credits
Armor or weapon		+3,500 credits
Raw material (1 bulk)		875 credits
INUBRIX		
Ammunition (1 piece)		+50 credits
Armor or weapon		+2,500 credits
Raw material (1 bulk)		625 credits
NOQUAL		
Ammunition (1 piece)		+40 credits
Armor or weapon		+2,000 credits
Raw material (1 bulk)		500 credits
SICCATITE		
Armor or weapon		+2,500 credits
Raw material (1 bulk)		625 credits
SILVER		
Ammunition (1 piece)		+6 credits
Weapon		+300 credits
Raw material (1 bulk)		75 credits

A weapon made of cold siccatite that deals cold damage, whether inherently or from a weapon fusion, deals 1 extra cold damage plus 1 extra cold damage per 6 item levels, up to +4 at 18th level. A weapon made of hot siccatite that deals fire damage gains the same amount of extra fire damage.

When a siccatite weapon is used in combat, the siccatite molecules become excited and radiate the starmetal's associated energy type. If you wield a hot siccatite weapon, you take 1 fire damage when you hit a target with the weapon. Similarly, a cold siccatite weapon you wield deals you 1 cold damage when you hit with it. You take this damage only once per round.

Ammunition isn't made of siccatite, as it tends to damage a weapon made of other materials and doesn't provide additional benefits if used with a weapon already made of siccatite.

The temperature of pure siccatite makes it unsuitable as the sole material for wearable items for most species. However, armor can have siccatite as part of its composite material. Wearing armor that is integrated with siccatite provides you cold and fire resistance 3.



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ARMOR

For many explorers and warriors, armor is their most important and valued possession. In fact, armor is a crucial piece of personal equipment in nearly all starfaring cultures, as most armors provide environmental protections against the harsh conditions of alien worlds and space. But armor also serves as a means of augmentation [when adding armor upgrades], communication [with integrated planetary comm units], and a declaration of personal style.

ARMOR DESCRIPTIONS

Several specific suits of armors are described below. These suits follow the rules for armor found on pages 196-198 of the *Core Rulebook*.

Clearweave

The formfitting fabric of clearweave light armor is completely transparent to better display the fashion choices beneath it. Discrete force field generators along each side resemble intricate tattoos as much as they resemble circuitry. Clearweave darkens automatically when exposed to harmful solar radiation or laser fire.

Clearweave II contains built-in microprojectors that allow the wearer to display glowing patterns, simple art, and even icons and logos through the armor's fabric. These displays can be controlled via a personal comm unit or a more advanced computer. The glow emitted by the suit when displaying such patterns isn't bright enough to provide useful illumination, but it does reveal the wearer's position in darkness or dim light.

Dendron Armor

A living defense designed by the Xenowardens, dendron armor melds bioengineered wood with advanced microbe-spun polymers. A mossy layer beneath this outer shell provides cushioning and life support. Xenowardens stylize this heavy armor to resemble the sentient trees found on Castrovel and other verdant worlds. The organic design of dendron armor makes adding upgrades a challenge, but it offers a good balance between mobility and protection.

Each model of dendron armor has features based on a species of tree believed to have been native to lost Golarion. The least is the humble ash, followed by the supple yew, the hardy oak, and finally the majestic sequoia.

Enforcer Armor

The faceless, slate-gray design of enforcer armor blends intimidation and anonymity. This heavy armor's design echoes the aegis series' personal tank approach, albeit with markedly inferior protection. Enforcer armor often towers a full foot over the wearer's natural height, with most of the wearer's head safely sheltered behind the breastplate and sensory input handled through projected video and audio feeds. Criminal organizations use enforcer armor to keep their hired muscle impersonal and enigmatic.

It is difficult to distinguish different models of enforcer armor visually, so as not to betray the armor's capabilities outside of battle. However, the lack of distinguishing features often makes enforcer armor seem like a blank canvas to warriors who cover their individual suits in unit markings, personal slogans, illustrations of mascots, and even graffiti.

Grave Mantle

The utilitarian grave mantle is common both on Eox and among the Eoxian expatriates of the Corpse Fleet. The base model worn by rank-and-file troops consists of a tabard of ballistic fabric worn over plastic mesh, with additional layers of fabric reinforcing the joints. More expensive models enhance the mesh with nanowire and place ceramic plates beneath the tabard. Despite Eoxian armies having no need for air, grave mantles retain life support systems as a defense against corrosive atmospheres and related hazards.

Grave mantle models include the base enlisted version, specialist models customized for the duties of their wearers, and officer models that combine superior protection with purely aesthetic additions such as holographic rank insignias.

Inheritor's Grace

When first commissioned by the Church of Iomedae, this heavy armor was dubbed Armor of the Inheritor Ascendant. This cumbersome mouthful was soon supplanted by the tongue-and-cheek nickname "Inheritor's grace," as "by her grace, we are protected." Now only the



TABLE 1-15: LIGHT ARMOR

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Shobhad harness, recruit	1	150	+0	+2	+4	-1	—	0	1
Preserver's mantle I	2	520	+1	+2	+6	—	—	0	L
Vesk brigandine I	2	950	+2	+2	+5	—	—	1	L
Clearweave I	3	1,350	+3	+3	+5	—	—	0	L
Regimental dress I	3	1,450	+2	+3	+5	—	—	1	L
Grave mantle, enlisted	4	2,100	+4	+5	+4	—	—	0	L
Shobhad harness, veteran	4	1,850	+3	+5	+5	-1	—	1	1
Vesk brigandine II	5	2,650	+5	+5	+5	—	—	2	L
Lashunta mind mail I	6	4,250	+6	+6	+6	—	—	2	L
Preserver's mantle II	7	6,400	+6	+9	+6	—	—	1	L
Shobhad harness, warleader	8	8,600	+9	+11	+5	-1	—	2	1
Vesk brigandine III	8	8,800	+10	+10	+5	—	—	2	L
Clearweave II	9	13,150	+12	+12	+5	—	—	2	L
Shiftskin I	9	13,850	+10	+11	+7	-1	—	2	1
Grave mantle, specialist	10	17,950	+13	+15	+4	—	—	2	L
Regimental dress II	10	18,600	+13	+13	+5	—	—	2	L
Lashunta mind mail II	11	24,800	+13	+14	+6	—	—	2	L
Vesk brigandine IV	11	23,500	+14	+14	+5	—	—	3	L
Preserver's mantle III	12	35,400	+12	+15	+7	—	—	3	L
Shobhad harness, chieftain	13	46,900	+15	+17	+5	-1	—	3	1
Shiftskin II	14	76,830	+16	+17	+7	-1	—	3	1
Vesk brigandine V	15	99,900	+19	+20	+5	—	—	4	L
Lashunta mind mail III	16	166,500	+20	+20	+7	—	—	3	L
Grave mantle, officer	17	256,500	+20	+22	+5	—	—	3	L
Regimental dress III	18	387,000	+22	+22	+6	—	—	4	L
Lashunta mind mail IV	19	556,000	+22	+22	+7	—	—	5	L
Shiftskin III	20	886,500	+22	+24	+7	-1	—	5	1

TABLE 1-16: HEAVY ARMOR

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Reinforced EVA suit I	1	200	+1	+4	+1	-3	-5 ft.	1	2
Mining jack I	2	825	+4	+6	+1	-3	-10 ft.	1	3
Reinforced EVA suit II	3	1,300	+4	+8	+1	-3	-5 ft.	1	3
Dendron armor, ash	4	2,100	+5	+8	+3	-2	-5 ft.	0	2
Kalo encounter suit I	4	1,980	+7	+8	+2	-3	-10 ft.	1	3
Enforcer armor I	5	3,100	+9	+10	+2	-4	-10 ft.	2	3
Mining jack II	5	2,750	+8	+11	+1	-3	-10 ft.	2	3
Inheritor's grace I	6	4,450	+9	+10	+3	-2	-5 ft.	2	2
Reinforced EVA suit III	6	4,060	+8	+12	+2	-3	-10 ft.	2	3
Dendron armor, yew	7	6,600	+10	+13	+3	-2	-5 ft.	1	2
Night plate I	8	9,400	+11	+13	+4	-2	-5 ft.	2	2
Kalo encounter suit II	9	12,900	+15	+16	+2	-3	-10 ft.	3	3
Dendron armor, oak	10	18,450	+14	+17	+3	-2	-5 ft.	2	2
Mining jack III	10	17,150	+15	+19	+1	-3	-10 ft.	3	3
Enforcer armor II	11	23,725	+17	+19	+2	-4	-10 ft.	4	3
Night plate II	12	37,500	+15	+17	+5	-2	-5 ft.	4	2
Kalo encounter suit III	13	48,500	+20	+21	+3	-3	-10 ft.	4	3
Inheritor's grace II	14	67,400	+20	+21	+3	-2	-5 ft.	5	2
Enforcer armor III	15	101,150	+21	+23	+3	-3	-10 ft.	5	3
Night plate III	16	177,300	+21	+24	+5	-1	-5 ft.	4	2
Dendron armor, sequoia	17	256,500	+23	+25	+4	-2	-5 ft.	5	2
Kalo encounter suit IV	18	360,000	+25	+26	+4	-3	-10 ft.	6	3
Inheritor's grace III	19	591,000	+25	+27	+4	-2	-5 ft.	7	2
Night plate IV	20	886,500	+25	+26	+6	—	—	6	2



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dourest of Iomedae's church refer to her armor by its proper title. Each suit of Inheritor's grace armor constructed by the church receives blessings as part of its construction, though otherwise identical knock-offs and officially licensed suits also exist. The armor is extremely common among worshipers of Iomedae and Knights of Golarion, but it is also worn by those with no connection to her faith.

The base model of Inheritor's grace makes use of lightweight alloy plates backed by energy-dissipating padding. More expensive models use heavier alloys and preserve mobility through reaction-feedback enhancements at each joint. A typical suit protects the wearer's head with a projected force field for better visibility and a more commanding presence, but some eschew this in favor of battle helmets designed with an aesthetic similar to ancient helms.

Kalo Encounter Suit

When they first ventured beyond the frigid seas of Kalo-Mahoi, the kalo brought the waters of their moon with them in specially engineered suits. The kalo encounter suit represents the latest evolution of that design—a portable ocean that keeps the kalo at the near-freezing temperatures they prefer. The suit's air supply doubles as ballast to keep the wearer neutrally buoyant in water despite the armor's weight, and the idiomatic design accommodates and protects the kalo's swimming membranes. While the armor can be adapted to circulate water instead of air, kalos prefer their comfort of their own technology. Similarly, the filters and seals of kalo encounter suits can be adapted to the needs of air breathers, although such suits tend to accumulate excess moisture and develop mold or mildew.

Lashunta Mind Mail

Each link in a suit of mind mail is a nanotechnological marvel: a psychically active circuit reactive to the thoughts of its wearer. When donned, mind mail floats just above the skin and alternates between rigidity and supple motion in response to its wearer's thoughts and movement, with hundreds of tiny force fields filling the gaps between links as needed. The mail covers the entire body except for the face. The coif retracts into the collar at a mental command, and the mesh gloves likewise unlink and recede into the sleeves when a delicate touch is required. Mind mail offers a comfortable alternative to climate control in tropical

environs such as Castrovel, as the armor does not make direct contact with the body and the open mesh provides ample airflow. The wearers of mind mail often personalize their armor with intricate designs woven with varicolored metals into the pattern of the mail. These designs can be altered with an Engineering check at the same DC as a check for adjusting armor (*Core Rulebook* 196).

Mining Jack

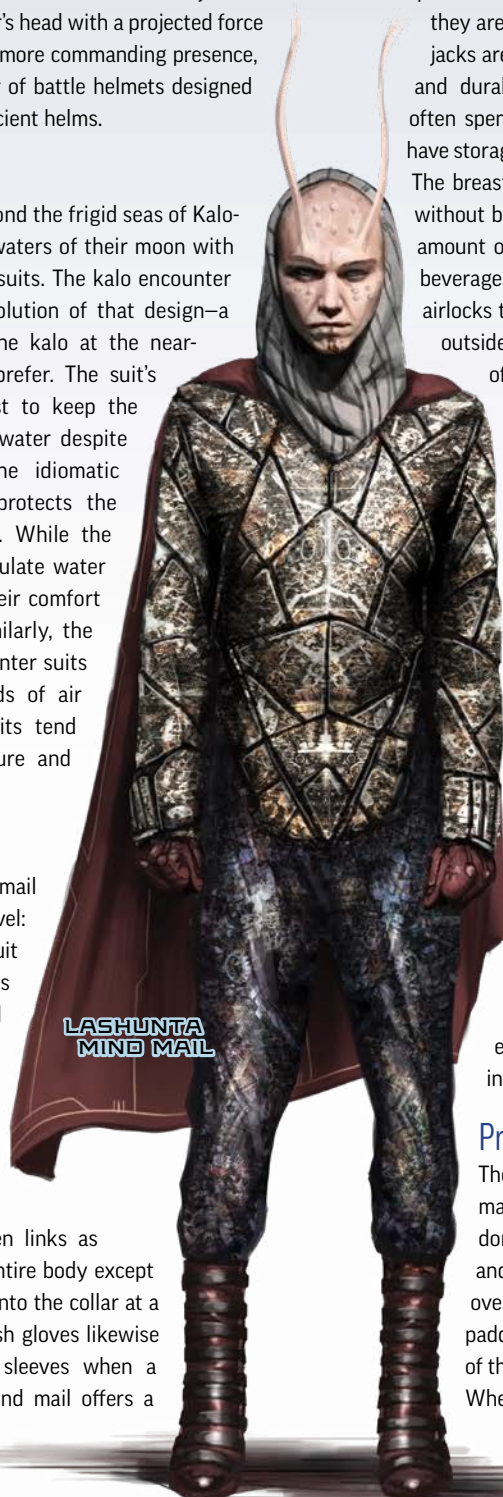
Asteroid miners wear mining jacks for both life support and protection against the hazards of vacuum mining. As they are designed for use in low and zero gravity, the jacks are quite bulky, with alloys chosen for strength and durability rather than weight. Because miners often spend the entire day in a vacuum, mining jacks have storage compartments accessible within the armor. The breastplate of a mining jack can expand outward without being removed, allowing the wearer a modest amount of space to pull her arms inside and enjoy a beverage or meal. Each suit includes a pair of miniature airlocks that allow safe transfer of small objects from outside to inside the suit as a full action. A pair of mining jacks can even link locks to trade gear without exposing the item or either wearer to vacuum. The first mining jacks were dwarven designs, but their ingenious design and utility have made them popular throughout the Diaspora.

Night Plate

Based on designs reverse-engineered from ancient troves and alloys rediscovered through painstaking research, night plate is the heavy armor of choice for the drow of Apostae. It blends archaic armor sensibilities with cutting-edge technology, resulting in an appearance that resembles a metallic construct as much as armor. Night plate's design incorporates flaring cauldrons and razor-sharp leg spurs, though these impressive adornments have little function beyond intimidation. Higher-grade models incorporate even more of these embellishments, cunningly designed to avoid interference with the armor's primary functions.

Preserver's Mantle

The Xenowardens bioengineered the preserver's mantle as a form of living armor. Rather than donning the mantle, a creature steps onto it and allows the armor to wrap itself around and over the creature's body. Insulating moss acts as padding, while vines and wood match the strength of the advanced composites of other light armors. When the armor's environmental protections are activated, the external surface of the plants interlace into an



LASHUNTA
MIND MAIL

airtight barrier, while the moss regulates the temperature and converts exhaled gases back into breathable air. Like other armors, the mantle must be adjusted to fit a new wearer (though this requires a Life Science check, rather than an Engineering check).

Regimental Dress

Regimental dress is the light armor counterpart to ceremonial plate. Often stylized to the extreme, regimental dress comes in as many variations as there are military forces, militias, and private security details. Regimental dress uses advanced fibers and strategically placed ceramic plates to avoid ruining the design lines of the uniforms. A force field projector concealed in the collar activates as needed to provide life support and protection for the head. Integrated holographic imaging projects rank insignia, medals, and ribbons, and supports gesture-activated informational displays for each honor.

Reinforced EVA Suit

Although designed for extravehicular activity in hazardous conditions, reinforced EVA suits function as durable, if clunky, heavy armor. This full-body suit has a rigid shell covering the back and chest, with heavy gloves, padded boots, and rugged fabric rounding out the ensemble. A wide helmet design provides good visibility and includes a retractable glare shield. The suit's excellent air recycling makes for a more comfortable environment than many more battle-worthy designs.

Shiftskin

Developed by the reptoids for their agents, shiftskin comes in a variety of designs styled to resemble normal clothing, uniforms, and even other light armors. Each suit of shiftskin is designed to accommodate both its owner's natural form and one other specific assumed form of another race, shifting and reshaping as needed when the reptoid changes shape. Thus a suit of shiftskin can be adjusted to accommodate two different forms (*Core Rulebook* 196), rather than fitting only one form at a time.

Shiftskin has been adapted for use by other races. Even when used by non-reptoids, an individual suit can still can be adapted to shift between two different forms, so long as those forms are no more than one size category apart. Though obviously of use for non-reptoid shapeshifters, this also allows the same suit to fit two different wearers.

Shobhad War Harness

While a few shobhads still wear armor crafted from leather reinforced with metal plates, the shobhad-neh typically incorporate more advanced materials such as ballistic mesh and ceramic plates into the traditional designs of their ancestors. Despite having a high bulk for light armor, war harnesses are well padded and ventilated for comfort, as shobhads rarely remove their armor. Though some shobhad disdain the life support systems built into advanced armor, most recognize their value. The protective headgear, leggings, and sleeves used for such conditions stow discretely out of sight when not needed.

The shobhad war harness comes in recruit, veteran, warleader, and chieftain varieties. The grades vary by quality of manufacture rather than appearance.

Vesk Brigandine

The core of vesk brigandine is a lightweight breastplate made of interlocking polymer hexagons. It flexes almost as well as fabric under normal use, but it becomes rigid as steel in response to impact. Its slim profile lets it be worn either over or under clothing. More advanced brigandine designs incorporate inertial dampeners to enhance protection. Vesk who prize mobility over maximum protection favor this style of light armor, and its use has spread throughout the Pact Worlds to the degree that any similar design is often referred to as vesk brigandine.



KALO
ENCOUNTER
SUIT



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ENLISTED GRAVE MANTLE

TYPE: Light Armor

EAC: +4

KAC: +5

MAX DEX BONUS: +4

NIGHT PLATE I

TYPE: Heavy Armor

EAC: +11

KAC: +13

MAX DEX BONUS: +4

INHERITOR'S GRACE III

TYPE: Heavy Armor

EAC: +25

KAC: +27

MAX DEX BONUS: +4



WARLEADER SHOBHAD HARNESS

TYPE: Light Armor

EAC: +9

KAC: +11

MAX DEX BONUS: +5

VESK BRIGADINE V

TYPE: Light Armor

EAC: +19

KAC: +20

MAX DEX BONUS: +5



POWERED ARMOR

With enhanced strength and a suite of special abilities that ordinary armor can't match, powered armor provides a combination of protection and utility. Powered armor can be seen as an intermediary step between heavy armor [which, with upgrades, can still involve many powered aspects] and vehicles. Many mercenary groups use powered armor as specialty gear, suiting up and activating such armor only when facing particularly dangerous foes.

POWERED ARMOR GENERAL RULES

These powered armor suits follow all the rules for powered armor found on pages 203–204 of the *Core Rulebook*. Some additional clarifications on how powered armor functions is provided below.

Hands

Powered armors of Large or greater size use their own arms and hands, rather than allowing the user to manipulate objects or weapons with their own hands. Operating such a suit of powered armor requires all your hands to be free (within the armor's cockpit) and allows you use of all the armor's hands. Large and bigger suits of powered armor have two arms and hands unless specified otherwise.

Powered armors of Medium or smaller size allow the operator to use its own limbs (however many that is), and does not require any hands be free in order to operate the functions of the powered armor.

Hybrid Powered Armor

Hybrid powered armor sometimes has unusual abilities that recharge after a set period of time, as determined in each armor's description. These suits also use normal batteries, which must be recharged normally, for all other functions. Hybrid powered armor follows the same rules as hybrid items, but neither it nor hybrid armor upgrades count as a worn item.

Improving Powered Armor

It is possible (though expensive) to improve powered armor to make it a more effective, higher-level piece of equipment. It costs a number of credits equal to 150% of the armor's current price to improve the armor's item level by 1 and takes at least 24 hours for each level gained. Thus improving an ironclad bulwark to 11th level would cost 28,875 credits. The price paid to improve powered armor by 1 level becomes its new current price, so selling an ironclad bulwark improved to 11th level would bring in 2,887 credits, while improving it to 12th level would cost 43,312 credits.

Anyone who could build a suit of powered armor of the new level can improve powered armor to the same level. Increasing powered armor's item level by 1 increases its bonus to EAC and KAC by 1 each; if the new item level is evenly divisible by 5, then the powered armor's bonus to EAC and KAC increase by 2 each instead. If you improve powered armor by 5 item

levels, its maximum Dexterity bonus increases by 1, its Strength score increases by 2, and it gains one additional upgrade slot. Powered armor can't be improved beyond 20th level.

WEAPON SLOTS

A suit of powered armor can mount a number of one- or two-handed ranged weapons, as indicated by its weapon slot value. The weapons mounted in powered armor's weapon slots require no hands to wield or carry as long as the armor has power, but reloading such weapons requires a free hand (unless you have an automated loader upgrade; *Core Rulebook* 205). Mounted weapons designed for a creature the size of the powered armor or smaller impose no penalty to attack rolls. It takes a full action to mount or remove a weapon. A weapon can't be removed and you cannot be disarmed of the weapon if the armor has power and you do not wish the weapon to be removed. Weapons in weapon slots can be subject to sunder combat maneuvers.

POWERED ARMOR DESCRIPTIONS

Specific powered armors are described below.

ABSORPTIVE SHELL

LEVEL 6
PRICE 3,375

EAC Bonus +7; **KAC Bonus** +12

Max Dex Bonus +3; **Armor Check Penalty** -3; **Speed** 30 feet

Strength 18 (+4); **Damage** 1d10 B

Weapon Slots 0; **Upgrade Slots** 1

Capacity 20; **Usage** 1/hour

Size Medium; **Bulk** 18

DESCRIPTION

This powered armor consists of a thin frame around a central command unit (which fits around the torso for a typical wearer), covered in form-fitting plates filled with a rheopectic fluid that hardens when struck, dispersing force throughout the armor and absorbing crushing blows. Although an absorptive shell provides significant protection, the fluid-filled plates can't support a weapon mount.

Unlike many forms of powered armor which are primarily used as military combat gear, absorptive shells are also often used as safety equipment for skilled rescue workers operating in extremely hazardous conditions, ranging from areas prone to rockfalls, starship crashes, and vehicles that still have explosives

and industrial chemicals leaking from them, to actual war zones where rescue workers may come under fire.

BRAWLER FRAME**LEVEL 6****PRICE** 14,500**EAC Bonus** +12; **KAC Bonus** +18**Max Dex Bonus** +3; **Armor Check Penalty** -3; **Speed** 30 ft.**Strength** 20 (+5); **Damage** 3d6 B**Weapon Slots** 3; **Upgrade Slots** 2**Capacity** 40; **Usage** 1/minute**Size** Large (10-ft. reach); **Bulk** 38**DESCRIPTION**

Designed for brutal gladiatorial matches against other fighters in powered armor, a brawler frame consists of nanotech shock absorbers sandwiched between rigid metal plates. The default frame comes with blunt piston-powered fists designed to deal bludgeoning damage, but customized models with heavy blades or picks (dealing slashing or piercing damage, respectively) are not uncommon. Many owners paint their brawler frames with garish colors to be more distinctive in the arena.

CELERITY RIGGING (HYBRID)**LEVEL 12****PRICE** 38,500**EAC Bonus** +16; **KAC Bonus** +20**Max Dex Bonus** +5; **Armor Check Penalty** -2; **Speed** 50 ft.**Strength** 22 (+6); **Damage** 2d6 B**Weapon Slots** 2; **Upgrade Slots** 2**Capacity** 40; **Usage** 1/hour**Size** Medium; **Bulk** 4**DESCRIPTION**

Unlike most other suits of powered armor, which are cumbersome and slow, this armor was designed for magically amplified responsiveness and speed. The armor resembles a humanoid frame of narrow rods, providing you with superior visibility and maneuverability while worn. Instead of heavy plating to absorb blows, *celerity rigging* uses sophisticated planes of magical force to deflect attacks. Incorporeal creatures' attacks target your KAC rather than your EAC when you are wearing this armor.

COMMANDER'S HARNESS**LEVEL 15****PRICE** 122,500**EAC Bonus** +19; **KAC Bonus** +24**Max Dex Bonus** +3; **Armor Check Penalty** -3; **Speed** 30 feet**Strength** 28 (+9); **Damage** 2d8 B**Weapon Slots** 3; **Upgrade Slots** 2**Capacity** 40; **Usage** 1/hour**Size** Large (10-ft. reach); **Bulk** 40**DESCRIPTION**

A reinforced version of the standard battle harness (Core Rulebook 204), this powered armor frame is most often used by squad leaders commanding units of heavily armored soldiers. Its larger size helps leaders of entire armored battalions maintain visibility and control during a confrontation.

EXPLORER'S CRADLE**LEVEL 14****PRICE** 79,000**EAC Bonus** +17; **KAC Bonus** +23**TABLE 1-17: POWERED ARMOR**

ARMOR MODEL	LEVEL	PRICE
Scraper's rig	4	2,150
Absorptive shell	5	3,375
Spacer carapace	6	4,650
Personal submersible	7	7,200
Spellcaster's aegis	8	10,250
Brawler frame	9	14,500
Ironclad bulwark	10	19,250
Stag-step suit	11	26,400
Celerity rigging	12	38,500
Winter walker	13	52,100
Explorer's cradle	14	79,000
Commander's harness	15	122,500
Kyton bloodsuit	16	187,750
Extradimensional armor	17	278,200
Reactor guard	17	271,000
Surnoch suit	18	405,000
Warmaster's harness	19	610,000
Starguard	20	904,500

Max Dex Bonus +3; **Armor Check Penalty** -3; **Speed** 30 ft.**Strength** 23 (+6); **Damage** 3d6 B**Weapon Slots** 2; **Upgrade Slots** 2**Capacity** 100; **Usage** 1/hour**Size** Large (10-ft. reach); **Bulk** 35**DESCRIPTION**

Travelers on alien worlds must be prepared to confront a variety of difficult environments. This long-range powered armor resembles a humanoid torso atop several bristly metal tendrils ending in sharp, grasping claws. The armor has comfortable seating and a supply of nutritious paste delivered intravenously; while wearing an explorer's cradle, you do not need to eat or drink. As a standard action, you can extend and reshape the tentacles into a variety of forms resembling limbs, fins, or wings, gaining one of the following abilities until you next rearrange the tentacles.

Bladed Strikes: The damage dealt by this armor increases to 4d8 slashing damage.

Climbing Claws: You gain a climb speed of 20 feet.

Creeping Legs: Your movement is not slowed by difficult terrain, although you still cannot run or charge through difficult terrain.

Fluttering Wings: The tentacles splay out behind you and form connective membranes to create wings, granting you a fly speed of 20 feet with clumsy maneuverability.

Undulating Tendrils: You gain a swim speed of 20 feet.

EXTRADIMENSIONAL ARMOR (HYBRID)**LEVEL 17****PRICE** 278,200**EAC Bonus** +22; **KAC Bonus** +28**Max Dex Bonus** +3; **Armor Check Penalty** -3; **Speed** 30 ft.**Strength** 26 (+8); **Damage** 2d10 P**Weapon Slots** 3; **Upgrade Slots** 3**Capacity** 20; **Usage** 1/hour**Size** Medium (10-ft. reach); **Bulk** 20**DESCRIPTION**

Constructed with the aid of mad cultists who revere inhuman, unknowable entities from the most distant corners of reality,



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STARFINDER

CELERITY RIGGING

TYPE: Powered Armor

EAC: +16

KAC: +20

MAX DEX BONUS: +5

KYTON BLOODSUIT

TYPE: Powered Armor

EAC: +20

KAC: +25

MAX DEX BONUS: +4

PERSONAL SUBMERSIBLE

TYPE: Powered Armor

EAC: +10

KAC: +14

MAX DEX BONUS: +2



SPELLCASTER'S AEGIS

TYPE: Powered Armor

EAC: +12

KAC: +16

MAX DEX BONUS: +3

STARGUARD

TYPE: Powered Armor

EAC: +27

KAC: +29

MAX DEX BONUS: +4

STAG-STEP SUIT

TYPE: Powered Armor

EAC: +16

KAC: +18

MAX DEX BONUS: +4

STARFINDER

this metallic armor defies conventional geometry. Its flat planes appear strangely curved upon close inspection, and its contours bend and blur. Your opponents can't keep a clear sight on the armor's shape or position, even when looking directly at it. If you have concealment from an attacker from any source, increase the miss chance from concealment by 10% (normally to 30%). If you do not have concealment from an attacker, the armor's warped shape grants you concealment but with only a 10% miss chance. This armor has no effect on attacks against you when you have total concealment. Wearing the armor has a deleterious effect on mortal sanity; when you remove the armor, you must succeed at a Will save (DC = 10 plus 1 per full hour spent wearing the *extradimensional armor*) or take a -2 penalty to Will saves and Wisdom-based ability checks and skill checks for 24 hours.

IRONCLAD BULWARK

LEVEL 10

PRICE 19,250

EAC Bonus +16; KAC Bonus +19

Max Dex Bonus +2; Armor Check Penalty -6; Speed 20 ft.

Strength 20 (+5); Damage 1d10 B

Weapon Slots 2; Upgrade Slots 3

Capacity 100; Usage 4/hour

Size Large (5-ft. reach); Bulk 32

DESCRIPTION

This heavy suit of reinforced metal and polymer powered armor provides superior protection at the expense of mobility. It can mount melee weapons in its weapon slots, rather than only ranged weapons.

KYTON BLOODSUIT (HYBRID)

LEVEL 16

PRICE 187,750

EAC Bonus +20; KAC Bonus +25

Max Dex Bonus +4; Armor Check Penalty -2; Speed 30 ft.

Strength 27 (+8); Damage 3d6 P

Weapon Slots 2; Upgrade Slots 3

Capacity 100; Usage 1/minute

Size Large (10-ft. reach); Bulk 30

DESCRIPTION

This union of chains, metal plates, and magically solidified blood has a brutally functional appearance. Designed in cooperation with the pain-loving kytons of the Shadow Plane, *kyton bloodsuits* include clusters of blades and needles on the inside of the armor that shift about, seeking to pierce the wearer's skin. The armor deals 1d4 damage to you each minute of operation (whenever the armor uses a charge). When you take this damage, you can spend 1 Resolve Point as a reaction to restore 5 charges to the *kyton bloodsuit*, but you can't restore more charges than it actually holds.

PERSONAL SUBMERSIBLE

LEVEL 7

PRICE 7,200

EAC Bonus +10; KAC Bonus +14

Max Dex Bonus +2; Armor Check Penalty -4; Speed 20 ft., swim 30 ft.

Strength 18 (+4); Damage 1d10 P

Weapon Slots 1; Upgrade Slots 2

Capacity 40; Usage 1/hour

Size Large (5-foot reach); Bulk 32

DESCRIPTION

This bulky, bulbous armor is made of pressure-resistant plates with durable seals. Retractable ridges along the armor's arms, legs, and back function as fins, providing increased mobility in most fluids. The armor grants you a swim speed and allows you to both breathe underwater and survive the pressure of thick atmospheres and great depths even when your environmental protections are not active.

REACTOR GUARD

LEVEL 17

PRICE 271,000

EAC Bonus +24; KAC Bonus +27

Max Dex Bonus +4; Armor Check Penalty -4; Speed 25 ft.

Strength 30 (+10); Damage 4d6 B

Weapon Slots 3; Upgrade Slots 4

Capacity 40; Usage 1/minute

Size Large (5-ft. reach); Bulk 35

DESCRIPTION

This heavy, awkward armor is built with the highest levels of radiation shielding and anti-radiation materials known in the Pact Worlds. Primarily used to lift ultra-dense materials within reactor cores, reactor guard armor is useful for anyone fighting or working in areas with toxic levels of radiation. You and the armor are both immune to radiation (*Core Rulebook* 403) even when your environmental protections are not active, and you can't contract radiation sickness while wearing the armor.

SCRAPPER'S RIG

LEVEL 4

PRICE 2,150

EAC Bonus +5; KAC Bonus +9

Max Dex Bonus +2; Armor Check Penalty -6; Speed 20 ft.

Strength 16 (+3); Damage 1d8 B

Weapon Slots 3; Upgrade Slots 1

Capacity 20; Usage 1/hour

Size Medium; Bulk 22

DESCRIPTION

Most often constructed by desperate scavengers or goblins, a scrapper's rig is a mismatched, ungainly amalgamation of exposed wires, steel plates, and leaky hydraulics. You cannot run or charge when wearing a scrapper's rig.

SPACER CARAPACE

LEVEL 6

PRICE 4,650

EAC Bonus +8; KAC Bonus +13

Max Dex Bonus +2; Armor Check Penalty -3; Speed 30 ft.

Strength 18 (+4); Damage 1d10 B

Weapon Slots 1; Upgrade Slots 2

Capacity 20; Usage 1/hour

Size Medium; Bulk 20

DESCRIPTION

This powered armor resembles a bulky humanoid insect, including helmet-mounted oxygen canisters that appear as stylized mandibles. The armor's wide boots contain powerful magnets useful for navigating the exterior of starships and space stations for repair work or guard duty. You can move

your land speed across metal surfaces in zero gravity without having to attempt checks; if you are adjacent to a metal surface, you do not automatically move at the beginning of your turn each round. You also gain a +2 circumstance bonus to your AC against bull rush and trip combat maneuvers when you are standing on a metal surface.

SPELLCASTER'S AEGIS (HYBRID)**LEVEL 8****PRICE** 10,250**EAC Bonus** +12; **KAC Bonus** +16**Max Dex Bonus** +3; **Armor Check Penalty** -3; **Speed** 30 ft.**Strength** 19 (+4); **Damage** 1d10 B**Weapon Slots** 1; **Upgrade Slots** 2**Capacity** 40; **Usage** 1/hour**Size** Large (5-ft. reach); **Bulk** 35**DESCRIPTION**

A reinforced frame with sunburst patterns that shift and spin, this armor projects holographic runes in the air around you as you move. If you have at least 5 ranks in Mysticism and the ability to cast spells or use spell-like abilities, you can use these runes defensively, gaining a +2 enhancement bonus to saving throws against spells and spell-like abilities and a +2 enhancement bonus to dispel checks (such as when you cast *dispel magic*).

STAG-STEP SUIT (HYBRID)**LEVEL 11****PRICE** 26,400**EAC Bonus** +16; **KAC Bonus** +18**Max Dex Bonus** +4; **Armor Check Penalty** -3; **Speed** 30 ft.**Strength** 20 (+5); **Damage** 2d6 P**Weapon Slots** 3; **Upgrade Slots** 3**Capacity** 40; **Usage** 1/hour**Size** Large (10-ft. reach); **Bulk** 30**DESCRIPTION**

Forged and constructed from supernatural metals collected from the realms of the fey, this powered armor has long antlers atop its blank-faced helmet. If the armor has at least 10 charges remaining, you can spend 10 charges to create a fold in reality, per the *dimension door* spell. You can travel only 100 feet with this ability, and you can't take other creatures with you. Once you have used this ability, the *stag-step suit* retains a charge of dimensional static that prevents you from using the armor's ability again for 24 hours.

STARGUARD**LEVEL 20****PRICE** 904,500**EAC Bonus** +27; **KAC Bonus** +29**Max Dex Bonus** +4; **Armor Check Penalty** -3; **Speed** 30 ft.**Strength** 30 (+10); **Damage** 4d8 B**Weapon Slots** 4; **Upgrade Slots** 5**Capacity** 40; **Usage** 1/hour**Size** Medium (10-ft. reach); **Bulk** 10**DESCRIPTION**

This shimmering golden armor is made primarily of reinforced esaris, a extremely light and durable proprietary material developed by the kasathan doyenate. One of the most expensive and well-designed armors produced by kasathans, starguard deflects energy attacks nearly as effectively as its reinforced

frame absorbs physical blows. The interior of the helmet provides continuous status updates about your surroundings, providing you blindsight (vibration) with a range of 120 feet.

SURNOCH SUIT**LEVEL 18****PRICE** 405,000**EAC Bonus** +23; **KAC Bonus** +27**Max Dex Bonus** +3; **Armor Check Penalty** -4; **Speed** 30 ft., burrow 20 ft.**Strength** 29 (+9); **Damage** 3d10 S**Weapon Slots** 4; **Upgrade Slots** 3**Capacity** 20; **Usage** 1/hour**Size** Large (10-ft. reach); **Bulk** 35**DESCRIPTION**

This sturdy gray suit of powered armor has rows of fine blades running along the body and limbs, which serve as digging claws; it is often used by elite sapper teams to reach entrenched enemies. A surnoch suit grants you a burrow speed. You can tunnel through rock while wearing a surnoch suit, but your speed is reduced to 5 feet.

WARMASTER'S HARNESS**LEVEL 19****PRICE** 610,000**EAC Bonus** +24; **KAC Bonus** +28**Max Dex Bonus** +3; **Armor Check Penalty** -5; **Speed** 30 ft.**Strength** 31 (+10); **Damage** 5d10 S**Weapon Slots** 5; **Upgrade Slots** 4**Capacity** 20; **Usage** 1/hour**Size** Gargantuan (20-ft. reach); **Bulk** 110**DESCRIPTION**

The most sophisticated and powerful version of the common powered battle harness, the warmaster's harness resembles a towering, armored titan. Its wide shoulder frame normally mounts short-range communication equipment to orchestrate troop movements or an enormous banner to identify military affiliation. It is often used by the generals of entire armies (or by assistants to such generals, in cases where the general cannot be risked directly on the front lines).

WINTER WALKER**LEVEL 13****PRICE** 52,100**EAC Bonus** +16; **KAC Bonus** +22**Max Dex Bonus** +4; **Armor Check Penalty** -4; **Speed** 30 ft.**Strength** 26 (+8); **Damage** 2d6 P**Weapon Slots** 2; **Upgrade Slots** 3**Capacity** 20; **Usage** 1/hour**Size** Large (10-ft. reach); **Bulk** 34**DESCRIPTION**

The thick legs of this heavily insulated armor end in short retractable spikes, allowing you to easily anchor yourself to most surfaces. You gain a +2 bonus to your AC when resisting bull rush, reposition, and trip combat maneuvers as long as you are standing on the ground. You and the armor are immune to cold damage and cold environments, even when your environmental protections are not active. Your movement is not slowed by icy surfaces, and the DCs of Acrobatics checks you attempt on such surfaces do not increase.



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ARMOR UPGRADES

No serious starfarers, from explorers to merchants to warriors, are ever far from their armor. In addition to being a crucial source of environmental protection, the various improvements and upgrades that can be installed in armor are too useful to overlook. From defensive systems blending advanced science with eldritch runes to simple feedback systems to increase mobility, armor upgrades allow characters to adjust their most important gear to perfectly match their needs.

ARMOR UPGRADE DESCRIPTIONS

These armor upgrades follow the rules for armor upgrades presented in Chapter 7 of the *Core Rulebook*.

ABSORPTION SHIELD (HYBRID)

LEVEL 7
CAPACITY 40
USAGE 10

These electrically charged absorption plates can draw the force of an explosion toward you, dampening the effect for everyone else. When you are within the area of an explosion (such as that of a weapon with the explode special property or an area effect that deals damage and allows a Reflex save for half or no damage), you can activate the *absorption shield* as a reaction. If the explosion deals damage, you take 1-1/2 times as much damage (150%) and can't attempt a saving throw against the explosion (or use evasion or improved evasion). Other creatures (and objects, if applicable) within the area take only half damage from the explosion (and can attempt to reduce the damage with a saving throw as normal).

This upgrade can be installed only in heavy or powered armor.

ADAPTIVE ENERGY SHIELD

LEVEL 10

This intelligent polymer weave covers the entire armor. When in an unattuned state, the first time you take energy damage (acid, cold, electricity, fire, or sonic), the adaptive mesh transforms to better withstand attacks of the same type; your armor thereafter grants you energy resistance 5 against that energy type. The energy resistance does not apply to the initial attack. The armor remains attuned to that energy type (even if you take other forms of energy damage) until it has taken no damage of the attuned type for 5 minutes. It then becomes unattuned.

AGILITY ENHANCER

LEVELS 1-17

This upgrade consists of replacing the hard corners of armor with more expensive flexible materials carefully angled and reinforced to increase mobility without sacrificing protective values. Agility enhancers reduce the armor check penalty of your armor, to a minimum of 0. Some agility enhancers apply only to Acrobatics, while others apply to any skill affected by armor check penalties.

The amount depends on the agility enhancer type, as listed below.

- **Mk 1 (Level 1):** Reduce the penalty by 1 for Acrobatics.
- **Mk 2 (Level 5):** Reduce the penalty by 1 for all skills.
- **Mk 3 (Level 9):** Reduce the penalty by 2 for Acrobatics.
- **Mk 4 (Level 13):** Reduce the penalty by 2 for all skills.
- **Mk 5 (Level 17):** Reduce the penalty by 3 for Acrobatics.

This upgrade can be installed only in light or heavy armor.

ATTRACTOR FIELD (HYBRID)

LEVEL 11
CAPACITY 5
USAGE 1

This module employs a combination of magnetic fields and magical energies that cause melee weapons that strike you to get stuck.

It must be installed in a suit of armor for 24-hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for a 24-hour cool-down period. When an enemy hits you with a melee weapon, as a reaction you can activate this upgrade, which grants you a +4 circumstance bonus to disarm combat maneuvers to disarm the enemy of that weapon before the beginning of the enemy's next turn. An *attractor field's* charges replenish each day.

AUTO-CPR UNIT

LEVEL 2

This device monitors your blood pressure, heart rate, respiration, and temperature. When one or more of these vital signs falls below an acceptable level, the device administers aid, injecting you with stimulants and resuscitating you with a defibrillator as necessary. If you have 0 Hit Points and are dying, at the end of your next turn the auto-CPR unit attempts to stabilize you, attempting a Medicine check to administer first aid to stabilize you with a +5 total skill bonus. If you have a computer interface (see page 82), you can have the computer control activate the auto-CPR unit to attempt first aid when you have the bleed condition, and you add the tier of the computer in the interface to the auto-CPR unit's total Medicine bonus.

AUTO-INJECTOR

LEVEL 7

This armor upgrade has a compartment the size of a small vial. As a full action, you can place a single serum or spell ampule within the compartment. As a move action, you can activate the upgrade to inject the serum into your body, where it affects you as though you had drunk it.



TABLE 1-18: ARMOR UPGRADES

UPGRADE	LEVEL	PRICE	SLOTS	ARMOR TYPE	BULK
Agility enhancer, mk 1	1	375	1	Light, heavy	L
Concealed compartments	1	175	1	Any	L
Easy access kit	1	125	1	Any	—
Leapers	1	205	1	Light	L
Light projector	1	150	1	Any	1
Slickskin	1	300	1	Light	—
Stabilizer springs	1	400	1	Light, heavy	L
Auto-CPR unit	2	850	1	Any	L
Thrower arms	2	1,000	1	Any	L
Glamer projector	3	1,350	1	Light, heavy	—
Hydrojet	3	1,400	1	Light, heavy	L
Juggernaut boosters	3	1,200	1	Heavy, powered	1
Mobility enhancer, mk 1	3	1,500	1	Heavy	L
Quicksuit	3	1,300	1	Light, heavy	L
Hover field	4	1,800	1	Light	—
Longstrider module	4	2,200	1	Light	L
Agility enhancer, mk 2	5	3,000	1	Light, heavy	L
Ghost armor	5	2,900	1	Any	—
Rampart plates	5	2,850	1	Heavy	1
Brightlight projector	6	3,000	1	Any	1
Endurance module	6	4,500	1	Any	L
Tactical scaffold	6	4,450	2	Heavy	2
Absorption shield	7	6,500	1	Heavy, powered	1
Auto-injector	7	7,000	1	Any	—
Computer interface	7	6,000	1	Any	—
Explosive defense unit	8	9,000	1	Any	L
Mobility enhancer, mk 2	8	9,500	1	Heavy	L
Agility enhancer, mk 3	9	13,000	1	Light, heavy	L
Battery unit	9	12,000	1	Any	L
Medical interface, mk 1	9	14,000	1	Any	L
Reaction accelerator	9	13,500	1	Any	L
Adaptive energy shield	10	17,500	1	Any	L
Courage module	10	18,300	1	Any	L
Holodouble module	10	18,000	1	Light, heavy	L
Invisibility detector	10	17,000	1	Any	L
Attractor field	11	24,000	1	Any	L
Bodyguard module	11	24,400	1	Heavy, powered	L
Magic resistor, mk 1	11	23,500	1	Any	1
Lingual scrambler	12	32,800	1	Any	—
Privacy shield	12	35,500	1	Any	—
Agility enhancer, mk 4	13	46,000	1	Light, heavy	L
Indomitability module	13	50,000	1	Any	L
Teleportation unit	13	52,000	1	Any	1
Fortified plates, mk 1	14	65,500	1	Heavy, powered	2
Life shield	14	64,000	1	Any	L
Magic resistor, mk 2	14	70,000	2	Any	2
Displacement field	15	120,000	2	Any	1
Fortified plates, mk 2	15	104,000	1	Heavy, powered	2
Medical interface, mk 2	15	100,000	1	Any	L
Fortified plates, mk 3	16	151,000	1	Heavy, powered	2
Agility enhancer, mk 5	17	216,000	1	Light, heavy	L
Fortified plates, mk 4	17	262,000	1	Heavy, powered	2
Magic resistor, mk 3	17	240,000	2	Heavy, powered	2
Vibration sensors	18	360,000	1	Any	—
Fortified plates, mk 5	19	550,000	1	Heavy, powered	1
Medical interface, mk 3	19	600,000	1	Any	L
Magic resistor, mk 4	20	800,000	2	Heavy, powered	2



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BATTERY UNIT

LEVEL 9

This upgrade, usually installed on the chest or back of the armor, has a compartment capable of storing any one battery. Power cables run from the battery slot to the palms of your hands. As a full action, you can install a battery in the compartment or remove a battery from it. When you attack with a powered weapon or use a technological item you are holding in your hand, you can expend charges from the battery stored in the upgrade rather than the weapon or item's own battery, provided that the item is capable of using a battery of that capacity.

BODYGUARD MODULE (MAGIC)

LEVEL 11

This shield-shaped armor plate pulses with magical energy when another upgrade of the same type is nearby. When an ally within 30 feet who is also wearing a bodyguard module takes damage, you can spend 1 Resolve Point as a reaction to cause the target to take only half the damage, and you take the amount of damage not taken by the target. The damage you take can't be negated, reduced, or redirected in any way. Forms of harm that do not involve Hit Points or Stamina Points, such as ability drain, charm effects, death effects, permanent negative levels, and temporary ability damage, are not affected.

This upgrade can be installed only in heavy or powered armor.

BRIGHTLIGHT PROJECTOR (HYBRID)

LEVEL 6
CAPACITY 20
USAGE 1/hour

This set of magical illumination functions as a light projector (see page 84), except its magical light can penetrate even magical darkness. While this upgrade is active, your melee attacks gain the bright weapon special property.

COMPUTER INTERFACE

LEVEL 7

Your armor is wired to allow an integrated onboard computer to monitor your condition and operate some functions of your armor. An armor interface comes with a tier 1 computer with an artificial personality and a single control module linked to your armor. You can access this computer without exposing it or yourself to the environment outside of your armor, and you receive information from it through heads-up displays and broadcasts via your armor's integrated comm unit.

With a successful Computers check (DC = the DC needed to hack the computer) you can set the computer to give basic information about your condition (blood pressure, heart rate, temperature, and so on) to authorized users (which you designate), or to anyone with a medkit, advanced medkit, or medical lab. Characters who can access this information gain a +2 circumstance bonus to Medicine checks they attempt on you.

With 10 minutes of work, you can set the computer's control module to operate any one system in your armor, as long as that system doesn't take a full action or longer to activate or deactivate. Common applications are environmental protections or a force field armor upgrade. You can set the computer to operate the upgrade at your command (allowing you to activate one such item each round without taking an action to do so), or set it to automatically trigger the system under specific conditions as follows: the first time you take damage, the first time you take Hit Point damage, when you are stunned,

when you are staggered, when you are unconscious, or when the atmospheric conditions change. If the trigger occurs, the computer automatically activates the linked system. This occurs at the end of your next turn after the condition occurs. The control module can be linked to weapons or tools that are part of the armor, subject to the normal limitations of control modules (*Core Rulebook* 215).

You can install a higher-tier computer into the computer interface, as long as it has light or negligible bulk. You must pay for the additional computer separately, and installing it requires a successful Computers check with a DC equal to the DC to hack the new computer. The computer cannot have countermeasures that require links to the environment beyond the armor (such as a shock grid) or control modules that control anything other than armor systems, and it cannot activate more than one system each round (even if linked to multiple systems with automatic triggers).

CONCEALED COMPARTMENTS

LEVEL 1

This upgrade consists of many hidden compartments that are difficult to distinguish from the armor's surface. Your armor grants you a +5 bonus to Sleight of Hand checks when hiding items on your body. You can store up to 1 bulk worth of items in your concealed compartments.

COURAGE MODULE (HYBRID)

LEVEL 10
CAPACITY 1
USAGE 1

Using fear-suppressing chemicals and magic, this upgrade bolsters your Resolve. It must be installed in a suit of armor for 24 hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for 24 hours. While you are wearing the armor and this upgrade has a charge, you ignore the effects of the shaken condition. When an effect would cause you to gain the frightened or panicked condition, as a reaction you can expend the device's charge to be shaken for the same amount of time instead. The device's charge replenishes each day.

DISPLACEMENT FIELD (HYBRID)

LEVEL 15
CAPACITY 10
USAGE 1/round

This optical device bends light around you. It must be installed in a suit of armor for 24 hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for 24 hours. You can activate the displacement field as a move action to gain the benefits of a *displacement* spell until you spend another move action to deactivate it or it runs out of charges. A displacement field's charges replenish each day.

EASY ACCESS KIT

LEVEL 1

This set of mechanical supports and electric connectors allows you to install a single technological item with light or negligible bulk on your wrist or another easily accessible body part. Installing or swapping out a technological item attached to the upgrade requires 10 minutes, as though you were swapping out an armor upgrade. Whenever at least one of your hands is free, you can use the item as though it were in your hand. If the item

normally requires two hands to use, you still need two free hands to use it.

ENDURANCE MODULE (HYBRID)

LEVEL 6
CAPACITY 1
USAGE 1

Using advanced technology and powerful restorative magic, this upgrade continuously stimulates your blood circulation, brain, and muscles. It must be installed in a suit of armor for 24 hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for 24 hours. While you are wearing the armor and this upgrade has a charge, you ignore the effects of the fatigued condition. When an effect would cause you to gain the exhausted condition, as a reaction you can expend the device's charge to be fatigued instead. The device's charge replenishes each day.

EXPLOSIVE DEFENSE UNIT

LEVEL 8

These additional armor plates offer protection against explosions and shrapnel, granting you a +2 enhancement bonus to Reflex saves against weapons with the explode special property. As a full action, you can place a grenade inside a reinforced, egg-shaped compartment in the armor upgrade. As a standard action, you can detonate the grenade. This explosion is centered on you, but the upgrade creates a temporary containment field that shields you from the explosion. In all other ways, the grenade functions normally.

FORTIFIED PLATES

LEVELS 14-19

This upgrade reinforces critical areas of your armor with extra defensive plates, granting you a fortification ability, which functions as a force field's fortification (*Core Rulebook* 206) except the ability is always active. The fortification granted by fortified plates doesn't stack with a force field's fortification or other similar abilities. The percentage depends on the upgrade's type, as listed below.

- **Mk 1 (Level 14):** 20% chance
- **Mk 2 (Level 15):** 40% chance
- **Mk 3 (Level 16):** 60% chance
- **Mk 4 (Level 17):** 80% chance
- **Mk 5 (Level 19):** 100% chance

This upgrade can be installed only in heavy or powered armor.

GHOST ARMOR (MAGIC)

LEVEL 5

A ghost armor upgrade consists of ornate silver bands, which create an incorporeal double of your armor and make the armor look gray and insubstantial. The armor grants you a +2 bonus to your EAC against attacks from incorporeal creatures.

GLAMER PROJECTOR (MAGIC)

LEVEL 3

This upgrade consists of several magical metal rings that project holographic images onto your armor, completely hiding its real appearance. As a standard action, you can change the appearance of your armor to any set of normal clothes or another type of light or heavy armor. This functions as *disguise self*, but it is only capable of changing the appearance of your armor, not yourself or the rest of your equipment.

This upgrade can be installed only in light or heavy armor.

HOLODOUBLE MODULE (HYBRID)

LEVEL 10
CAPACITY 10
USAGE 1/round

This magitech device scans your body so accurately that it can project a holographic double. It must be installed in a suit of armor for 24 hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for 24 hours. As a move action, you can create a double (as *mirror image*) that lasts until you spend another move action to deactivate the device or it runs out of charges. No more than one double can be active at the same time. A *holodouble module's* charges replenish each day.

This upgrade can be installed only in light or heavy armor.

HOVER FIELD

LEVEL 4

This system of minor gravity generators creates an invisible but supportive gravitational bubble underneath you, supporting your weight from below by anchoring to a stable surface within an inch or so of your feet, without placing downward pressure on that surface. You hover an inch above the ground, and you don't leave tracks or trigger any mechanical traps that use a floor-based location trigger. The gravitational bubble needs a strong, stable surface to remain stable—you can move briefly across delicate flooring that won't support your weight and across water or other liquid surfaces, but you must end your move on a surface that can support you normally or this upgrade ceases to function until you are once more on a stable surface for a full round.

This upgrade can be installed only in light armor.

HYDROJET

LEVEL 3
CAPACITY 20
USAGE 2/hour

When you activate this set of impellers as a move action, you gain a swim speed equal to half your land speed. If you already have a swim speed, this upgrade instead grants a +10-foot enhancement bonus to your swim speed.

This upgrade can be installed only in light or heavy armor.

INDOMITABILITY MODULE (HYBRID)

LEVEL 13
CAPACITY 1
USAGE 1/day

Using a combination of stimulating combat drugs and mobility-enhancing magic, this upgrade renders you nearly unstoppable. It must be installed in a suit of armor for 24 hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for 24 hours. While you are wearing the armor and this upgrade has a charge, you ignore the effects of the staggered condition. When an effect would cause you to gain the dazed, paralyzed, or stunned condition, as a reaction you can expend the device's charge to be staggered for the same amount of time instead. The device's charge replenishes each day.

INVISIBILITY DETECTOR (HYBRID)

LEVEL 10
CAPACITY 5
USAGE 1/minute

As a move action, you can activate this set of optical lenses and magitech circuitry. This upgrade must be installed in a suit of armor for 24 hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use



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its vacated slot for 24 hours. While the upgrade is activated, you can see invisible creatures within 120 feet as translucent shapes, per *see invisibility*. An *invisibility detector's* charges replenish each day.

JUGGERNAUT BOOSTERS

LEVEL 3

Your armor greatly increases your momentum when you rush forward. When you move at least 20 feet toward the target before attempting a bull rush combat maneuver, you gain a +2 circumstance bonus to the check, and if the attack hits, you can move the target an additional 5 feet. Your armor also grants you a +4 bonus to Strength checks to break down doors and other barriers if you move at least 10 feet toward the barrier before attempting the check.

This upgrade can be installed only in heavy or powered armor.

LEAPERS

LEVEL 1

CAPACITY 20

USAGE 1

This system of electric motors and hydraulics augments the strength of your leg muscles, granting you a +8 enhancement bonus to Athletics checks when jumping. As long as you are proficient with the armor it takes no time to activate the leapers, you can choose to activate them or not as part of making a jump check.

This upgrade can be installed only in light armor.

LIFE SHIELD (MAGIC)

LEVEL 14

CAPACITY 10

USAGE 1/minute

This set of golden armor plating bears runes symbolizing death, life, and protection. It must be installed in a suit of armor for 24 hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for 24 hours. As a move action, you can gain protection against certain necromantic attacks, per *death ward*, until you spend another move action to deactivate the upgrade or it runs out of charges. A *life shield's* charges replenish each day.

LIGHT PROJECTOR

LEVEL 1

CAPACITY 20

USAGE 1/hour

This set of powerful lights includes a compact but long-lasting battery. While activated, a light projector increases the light level by one step in a 100-foot cone or a 50-foot radius. You can activate or deactivate the light projector or switch between the two light modes as a move action.

LINGUAL SCRAMBLER (HYBRID)

LEVEL 12

This system of miniature microphones, speakers, and advanced circuitry covers your ears. You can activate or deactivate the scrambler as a move action. While activated, you can hear most sounds normally, but the device scrambles all speech into incomprehensible nonsense, and you are treated as though you didn't understand any languages. This makes you immune to all language-dependent abilities, regardless of whether they are being used by allies or enemies. Telepathic abilities and other forms of communication that don't rely on intelligible speech affect you normally. For example, an envoy using the

universal expression envoy improvisation can affect you with envoy improvisations that are normally language-dependent.

LONGSTRIDER MODULE

LEVEL 4

This actuator system mimics the action of leg muscles and tendons when you run, providing assistance and support at the ankles, knees, and hips. This grants you a +10-foot enhancement bonus to your land speed.

This upgrade can be installed only in light armor.

MAGIC RESISTOR (MAGIC)

LEVELS 11-20

These platinum armor plates have protective arcane sigils etched into them. They must be installed in a suit of armor for 24 hours before they function, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for 24 hours. The upgrade draws on your own life force and experience to grant you spell resistance. The amount depends on your level, key ability score, and the upgrade's type, as listed below.

- **Mk 1 (Level 11):** Spell resistance = your key ability score modifier (maximum +4) + your character level
- **Mk 2 (Level 14):** Spell resistance = your key ability score modifier (maximum +5) + your character level + 1
- **Mk 3 (Level 17):** Spell resistance = your key ability score modifier (maximum +6) + your character level + 2
- **Mk 4 (Level 20):** Spell resistance = your key ability score modifier (maximum +7) + your character level + 3

The mk 3 and mk 4 models can be installed only in heavy or powered armor.

MEDICAL INTERFACE (HYBRID)

LEVELS 9-19

This medical upgrade stimulates your metabolism and natural healing capabilities with nanites. When you take a 10-minute rest to regain Stamina Points, you also recover some Hit Points. The amount of healing depends on the type of the medical interface, as listed below.

- **Mk 1 (Level 9):** 5 Hit Points
- **Mk 2 (Level 15):** 10 Hit Points
- **Mk 3 (Level 19):** 15 Hit Points

MOBILITY ENHANCER

LEVELS 3-8

This system of elastic braces and joint support structures reduces the stress heavy armor exerts on your body, allowing you to move faster despite the armor's bulk. A mobility enhancer reduces the armor's speed adjustment by an amount determined by the upgrade's type, as listed below. The speed adjustment of the armor can't increase above 0 feet.

- **Mk 1 (Level 3):** Reduce the armor's speed adjustment by 5 feet.
- **Mk 2 (Level 8):** Reduce the armor's speed adjustment by 10 feet.

This upgrade can be installed only in heavy armor.

PRIVACY SHIELD (MAGIC)

LEVEL 12

These talismans embedded into armor plates constantly shield against divination magic and surveillance technology, per *nondetection*. This upgrade must be installed in a suit of armor for 24 hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for a 24-hour cool-down period.

QUICKSUIT (HYBRID)

LEVEL 3

This device forms a magical link between the different parts of your armor and adjusts the pieces so that you can dive right into or out of the armor. Donning or removing the armor requires only a standard action.

This upgrade can be installed only in light or heavy armor.

RAMPART PLATES

LEVEL 5

These extra-thick armor plates don't increase your defense in general, but add a little extra protection when you specifically try to defend yourself. When you have the cowering condition or take the total defense or withdraw action, you gain a +2 bonus to AC.

This upgrade can be installed only in heavy armor.

REACTION ACCELERATOR (HYBRID)

LEVEL 9

This upgrade magically analyzes stress hormones in your bloodstream and, when you are in a threatening situation, stimulates your glands to release hormones that allow you to react quickly. It must be installed in a suit of armor for 24 hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for 24 hours. When you roll initiative, after seeing the result of your initiative check, you can immediately spend 1 Resolve Point to reroll your initiative with an additional +4 bonus and take the better of your original result or your new result.

SLICKSKIN

LEVEL 1

This upgrade gives the armor a particularly slippery coating which is generally a combination of low-friction surfaces, long-lasting lubricants, and a redesign of surfaces to remove anything likely to catch on protrusions or be easily grabbed. Your armor grants you a +2 circumstance bonus to AC against grapple combat maneuvers and a +4 bonus to Acrobatics checks when using the escape task.

This upgrade can be installed only in light armor.

STABILIZER SPRINGS

LEVEL 1

These carefully calibrated, high-quality springs installed around the ankles and knees of the armor make your stance more balanced. You gain a +2 circumstance bonus to Acrobatics checks to balance on narrow surfaces, a +2 circumstance bonus to AC against trip combat maneuvers, and a +2 circumstance bonus to Reflex saves against effects that knock you prone (such as the *grease* spell or the knee shot operative exploit).

This upgrade can be installed only in light or heavy armor.

TACTICAL SCAFFOLD

LEVEL 6

As a full action, you can attach a small armor, longarm, heavy weapon, or sniper weapon to this counterweighted mechanical weapon support. Removing a weapon from it is also a full action. As a move action, you can activate the scaffold, bringing the weapon to your hand or hands. You can activate the scaffold as part of a move action to move, but Quick Draw and other abilities that allow you to draw weapons faster than normal don't affect the time required to activate it. You can't wield a weapon mounted to the scaffold without it being activated.



TELEPORTATION UNIT

When activated, the scaffold tracks your motions and provides support for the weapon attached to it, allowing you to wield two-handed weapons using only one hand. If you wield a heavy weapon with two hands while using the scaffold, treat your Strength score as 2 higher for the purpose of meeting the minimum Strength score for using heavy weapons. If you wield a sniper weapon with two hands while using the scaffold you can use its aimed range increment without taking a move action to aim. If you drop the weapon (or it is successfully disarmed), the scaffold automatically folds away and stows the weapon for later use.

TELEPORTATION UNIT (HYBRID)

LEVEL 13

CAPACITY 2

USAGE 1

This upgrade combines an advanced, real-time locating system with a magical teleportation device. It must be installed in a suit of armor for 24 hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for 24 hours. As a standard action, you can teleport (per *dimension door*), vanishing and reappearing in a burst of what looks like holographic pixels. A *teleportation unit's* charges replenish each day.

THROWER ARMS

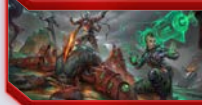
LEVEL 2

This upgrade consists of small motors and other machinery that enhance the motions of your arms from the shoulders to the wrists, allowing you to launch weapons with a greater velocity and precision. You treat the range increments of thrown weapons as 10 feet greater than normal.

VIBRATION SENSORS

LEVEL 18

These special armor plates are equipped with piezoelectric sensors connected to a computer that analyzes vibrations in the ground and the air around you, and presents the information as visual and audible input. Your armor grants you blindsight (vibration) with a range of 30 feet.



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AUGMENTATIONS: BIOTECH

Instead of cold metal, plastic, and wiring, biotech augmentations incorporate primarily biological components, sometimes lifted entirely from other species and integrated directly into a subject's physiology. Biotech is occasionally viewed with suspicion in some areas of the galaxy, as it is regarded as the purview of unethical scientists and reckless genetic splicers, and tales of biotech modifications gone horribly wrong are common urban legends on most worlds.

BIOTECH DESCRIPTIONS

The biotech augmentations from Table 1-19: Biotech are described below. For more information on how to implant, activate, and replace biotech augmentations, see page 208 of the *Core Rulebook*.

BACKUP LOBE

SYSTEM
Brain

PRICE 23,400

LEVEL 11

You install a secondary lobe in your brain that can shore up your mental faculties when your mind is compromised. At the beginning of your turn, you can spend 1 Resolve Point (this doesn't require an action) to ignore one of the following conditions until the beginning of your next turn: confused, frightened, or shaken. Alternatively, at the beginning of your turn, you can spend 2 Resolve Points (this doesn't require an action) to ignore one of the following conditions until the beginning of your next turn: cowering, dazed, panicked, or stunned. If you spend any Resolve Points in this fashion, you are staggered until the beginning of your next turn. The condition still functions normally for the purposes of duration and removing it.



BACKUP LOBE

CLEANSING BREATH

SYSTEM
Lungs

PRICE 342,000

LEVEL 18

Organic sacs implanted within your lungs cause you to exhale airborne antibodies and antitoxins. You and creatures breathing the same air within 30 feet of you can roll twice on saving throws against diseases and poisons and take the higher result.

CLINGING HANDS

SYSTEM
All Hands

PRICE 1,350

LEVEL 3

Your hands are covered with tiny fibers like those on a gecko's toes. You gain a +2 circumstance bonus to your KAC against disarm combat maneuvers and to attacks to perform disarm and grapple combat maneuvers. You can ignore any increase to the DCs of Athletics checks to climb due to slipperiness, iciness, or heavy gravity. You can't benefit from clinging hands if you are wearing armor or gloves that have not been either tailored or adjusted for you (*Core Rulebook* 196).

EAGLE EYES

SYSTEM
Eyes

PRICE 4,000

LEVEL 6

You gain a +2 circumstance bonus to Perception checks to notice a creature using Stealth and to pierce disguises. You can use Perception to visually search areas up to 10 feet by 10 feet as a move action or up to 30 feet by 30 feet in 1 minute.

MIGHTY VOCAL CORDS

SYSTEM
Throat

PRICE 1,275

LEVEL 3

You can mimic the roar of a powerful predator, such as the renkrodas of Castrovel. As a standard action you can bellow ferociously, causing all enemies within 30 feet of you to become shaken for 1d4+1 rounds. A target can attempt a Will saving throw (DC = 10 + half your character level + your Constitution modifier) to negate this effect; a creature that succeeds at this saving throw is immune to your mighty vocal cords for 24 hours. Once you use your mighty vocal cords, you can't use them again until you've rested for 10 minutes to regain Stamina Points.

PREHENSILE TAIL

SYSTEM
Spinal Column

PRICE 17,900

LEVEL 10

A long tail attached to the base of your spine helps you balance and climb. You gain a +1 insight bonus to Acrobatics checks and to Athletics checks to climb.

PRESSURIZED LUNGS

SYSTEM
Lungs

PRICE 130

LEVEL 1

You can hold your breath for up to 1 hour and are immune to the normal environmental effects of being in a vacuum.

REGENERATIVE BLOOD

SYSTEM
Heart

MODEL	LEVEL	PRICE	HIT POINTS
Mk 1	5	3,250	5
Mk 2	8	10,100	10
Mk 3	12	38,500	15
Mk 4	15	122,000	20
Mk 5	19	605,000	25

Your heart is genetically engineered to release regenerative chemicals that can heal physical trauma. Whenever you take a 10-minute rest and spend a Resolve Point to regain Stamina Points, you also regain a number of Hit Points. Similarly, when you spend Resolve Points to stay in the fight, you regain

additional Hit Points. The amount of Hit Points you regain is based on the augmentation's model.

RESISTANT HIDE			SYSTEM Skin
MODEL	LEVEL	PRICE	RESISTANCE
Mk 1	2	700	2
Mk 2	4	1,900	4
Mk 3	7	5,890	6
Mk 4	10	17,000	8
Mk 5	13	46,350	10
Mk 6	17	230,850	15

Your skin is reinforced with fur, scales, or other genetically engineered tissue. Select one type of energy (acid, cold, electricity, fire, or sonic); you gain an amount of resistance to that energy type based on the model of your resistant hide. If you have a racial trait that provides resistance to the selected energy type that's equal to or greater than that of your resistant hide (and doesn't explicitly stack with other sources of energy resistance), adding resistant hide increases the value of the energy resistance from the trait by 2. If you have a racial trait that provides resistance to the selected energy type of a value less than that of your resistant hide, the value of the resistance from your resistant hide increases by 2.

RESTRAINING SPINNERET		SYSTEM Hand
PRICE 330	LEVEL 1	

Your hand conceals a rapid-acting spinneret you can use to entangle an opponent with sticky webbing if you succeed at a melee attack against their EAC. You can add your Dexterity modifier to this attack roll rather than your Strength modifier. If you hit, your target gains the entangled condition for 1d4 rounds. Ending the entangled condition requires the target to succeed at an Acrobatics check or Strength check as a move action (DC = 10 + half your level + your Dexterity modifier). Once you have used your restraining spinneret, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

SHOCK FIST					SYSTEM Hand
MODEL	LEVEL	PRICE	DAMAGE	CRITICAL	
Static	9	15,600	1d12 E	Arc 1d4	
Aurora	12	41,400	2d12 E	Arc 2d4	
Storm	17	297,000	4d12 E	Arc 3d4	
Tempest	20	1,075,000	6d12 E	Arc 6d4	

When you attack with this bioelectric organ implanted in the palm of your hand, your unarmed strike loses the archaic and nonlethal properties. You deal only the amount of damage listed for the augmentation's model (plus additional damage from Weapon Specialization, if applicable), even if you have other abilities that increase your unarmed strike damage (such as natural weapons or the Improved Unarmed Strike feat). You don't threaten squares within your natural reach unless you have some other way to do so (such as natural weapons or the Improved Unarmed Strike feat). The hand in which this augmentation is installed must be free to make an attack with it. Once you've used the shock fist for a single attack, you can't use it again until you've rested for 10 minutes to regain Stamina Points.

TABLE 1-19: BIOTECH

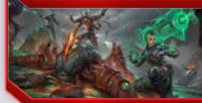
NAME	LEVEL	PRICE	SYSTEM
Pressurized lungs	1	130	Lungs
Restraining spinneret	1	330	Hand
Resistant hide, mk 1	2	700	Skin
Swimming fins	2	850	All feet
Clinging hands	3	1,350	All hands
Mighty vocal cords	3	1,275	Throat
Resistant hide, mk 2	4	1,900	Skin
Regenerative blood, mk 1	5	3,250	Heart
Eagle eyes	6	4,000	Eyes
Resistant hide, mk 3	7	5,890	Skin
Ultralight wings, strix	7	6,400	All arms
Regenerative blood, mk 2	8	10,100	Heart
Shock fist, static	9	15,600	Hand
Prehensile tail	10	17,900	Spinal column
Resistant hide, mk 4	10	17,000	Skin
Backup lobe	11	23,400	Brain
Ultralight wings, angel	11	28,600	All arms
Regenerative blood, mk 3	12	38,500	Heart
Shock fist, aurora	12	41,400	Hand
Resistant hide, mk 5	13	46,350	Skin
Ultralight wings, dragon	14	80,300	All arms
Regenerative blood, mk 4	15	122,000	Heart
Resistant hide, mk 6	17	230,850	Skin
Shock fist, storm	17	297,000	Hand
Cleansing breath	18	342,000	Lungs
Regenerative blood, mk 5	19	605,000	Heart
Shock fist, tempest	20	1,075,000	Hand

SWIMMING FINS		SYSTEM All Feet
PRICE 850	LEVEL 2	

Your feet are altered to include broad fins, providing you with a swim speed of 20 feet. You don't need to attempt an Athletics check to swim. You don't benefit from swimming fins unless you're barefoot or wearing custom clothing, and you can't be wearing armor heavier than light armor. Swimming fins integrate into your natural feet and don't interfere with your normal land speed. Swimming fins can be installed into the feet of prosthetic legs.

ULTRALIGHT WINGS				SYSTEM All Arms
MODEL	LEVEL	PRICE	FLY SPEED	
Strix	7	6,400	40 ft.	
Angel	11	28,600	60 ft.	
Dragon	14	80,300	90 ft.	

A set of wings that can fold up tightly is attached to your shoulder blades. You can deploy or fold up the wings as a move action. When deployed, the wings provide you with an extraordinary fly speed with clumsy maneuverability according to the model of ultralight wings you have. You can't deploy your ultralight wings unless your shoulders are bare or you are wearing custom clothing, and you can't use your wings to fly if you are encumbered, overburdened, or wearing more than light armor. Ultralight wings integrate into your natural shoulders and can be installed into prosthetic arms.



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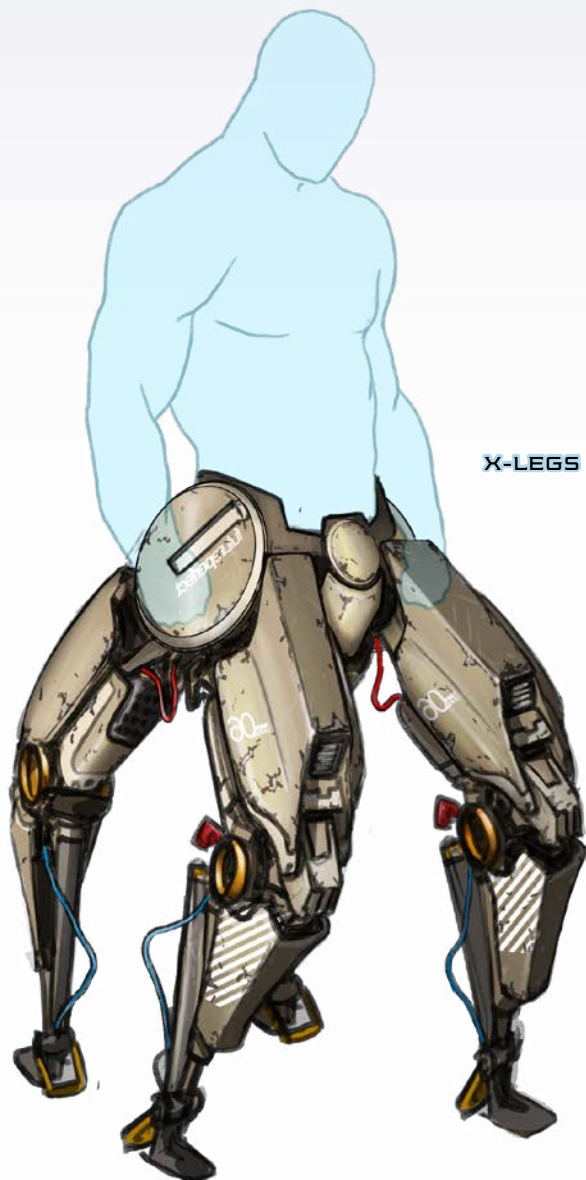
TECHNOMANCER

AUGMENTATIONS: CYBERNETICS

Thanks to the constant advances in cutting-edge technology and medical research, the possibilities for cybernetic enhancements grow every year. With access to such augmentations, the races of the galaxy no longer need to worry about a limb of flesh and blood [or other organics] or a solely biological system failing them at inopportune moments. Cybernetics can even advance individuals beyond their race's normal abilities, adding abilities far beyond those of flesh and bone.

CYBERNETICS DESCRIPTIONS

The cybernetic augmentations from Table 1–20: Cybernetics are described below. For more information on how to implant, activate, and replace cybernetic augmentations, see page 208 of the *Core Rulebook*.



X-LEGS

ECHOLOCATORS

SYSTEM
Ears

MODEL	LEVEL	PRICE
Reactive	6	4,450
Active	9	13,700
Enhanced	13	50,900

As a swift action, you can fan out these replacement ears to triple their surface area, giving you blindsense (sound) with a range of 30 feet. Active and enhanced echolocators occupy both the ears and throat system, also allowing you to spend a move action to produce, receive, and process a series of subsonic chirps to gain the benefits of blindsight (sound) until the beginning of your next turn. The blindsight from active echolocators has a range of 30 feet, while the blindsight from enhanced echolocators has a range of 60 feet.

FORCE MATRIX

SYSTEM
Hand

MODEL	LEVEL	PRICE	DR
Mk 1	5	3,300	3
Mk 2	11	26,750	6
Mk 3	17	278,100	10

Your hand contains a matrix of energy-sensitive fibers that can shape a force field armor upgrade (*Core Rulebook* 206) installed into armor you are wearing, focusing its strength in a particular direction. As a move action while your force field is active, you can designate an opponent you can see. Until the beginning of your next turn, your force field's fast healing is halved, but against the designated opponent's attacks, you increase your force field's fortification percentage chance by 10% (maximum 100%) and gain DR/– based on the model of your force matrix. This benefit ends if you lose all the temporary Hit Points provided by your force field. The hand bearing the force matrix augmentation must be free to activate its abilities.

FORTIFIED FEET

SYSTEM
All Feet

PRICE 1,850 **LEVEL** 4
Built from a matrix of adamantine alloy prisms and regenerative ligaments, these feet are able to withstand significant punishment. You gain DR 5/– and energy resistance 5 against ground-based hazards that would harm you as you walk over them, such as electrified floors created by a computer's shock grid defensive countermeasure, spikes, or puddles of acid.

OPTICAL LASER

SYSTEM
Eye

MODEL	LEVEL	PRICE	DAMAGE	CRITICAL
Azimuth	3	1,530	1d6 F	Burn 1d6
Corona	7	7,140	2d6 F	Burn 1d6
Aphelion	11	26,520	3d6 F	Burn 2d6
Parallax	15	122,400	4d6 F	Burn 2d6
Zenith	19	612,000	5d6 F	Burn 3d6

This system replaces one of your eyes with a compact laser weapon that functions as a small arm with the integrated weapon special property (see page 29) and deals damage based on its model. An optical laser has a 50-foot range increment, and it can't be disarmed. Once you've used the optical laser for a single attack, its tiny battery is depleted; you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

RECOIL STABILIZER

SYSTEM
Arm and Hand

PRICE 8,550 LEVEL 8

This prosthesis functions as a standard prosthetic arm (*Core Rulebook* 210) but also boasts gas-venting systems and internal gyroscopes that provide you additional stability when firing large weapons. When you use the automatic weapon special property of a ranged weapon wielded in the augmented hand, you can activate the arm's stabilizers (this requires no action), allowing you to score critical hits while making attacks in automatic mode. Roll damage separately against targets you score critical hits against. Once you have used the recoil stabilizer, you can't use it again until you've rested for 10 minutes to regain Stamina Points.

SPINAL STRUTS

SYSTEM
Spinal Column

MODEL	LEVEL	PRICE
Minimal	3	1,260
Standard	6	4,030
Reinforced	10	17,640

Your spinal cartilage is replaced with synthetic cushions and your vertebrae are reinforced. If you have a minimal spinal strut augmentation, treat your Strength as 1 higher for the purpose of determining your bulk limit. If you have standard or reinforced spinal struts, treat your Strength as 2 or 3 higher, respectively, for the purpose of determining your bulk limit.

THRESHOLD BUFFER

SYSTEM
Heart

MODEL	LEVEL	PRICE	RESOLVE POINTS
Mk 1	4	2,080	1
Mk 2	9	13,500	2
Mk 3	15	110,000	3

This system monitors your vitals, injecting a burst of synthetic adrenaline into your bloodstream when your body is on the brink of death. You gain a number of additional Resolve Points (depending on the model of your threshold buffer) that you can use or lose only when you are dying or stable, such as to avoid death, to stabilize, or to stay in the fight (*Core Rulebook* 250). These additional Resolve Points don't count for the purpose of calculating how many Resolve Points you must spend to stabilize, and any unspent additional Resolve Points are lost the next time you take an 8-hour rest to regain your normal Resolve Points.

TABLE 1-20: CYBERNETICS

NAME	LEVEL	PRICE	SYSTEM
Optical laser, azimuth	3	1,530	Eye
Spinal struts, minimal	3	1,260	Spinal column
Fortified feet	4	1,850	All feet
Threshold buffer, mk 1	4	2,080	Heart
Weaponized prosthesis, mk 1	4	2,120	Arm and hand
Force matrix, mk 1	5	3,300	Hand
Echolocators, reactive	6	4,450	Ears
Spinal struts, standard	6	4,030	Spinal column
X-legs, basic	6	4,295	All legs and feet
Optical laser, corona	7	7,140	Eye
Recoil stabilizer	8	8,550	Arm and hand
Weaponized prosthesis, mk 2	8	9,250	Arm and hand
Echolocators, active	9	13,700	Ears and throat
Threshold buffer, mk 2	9	13,500	Heart
Spinal struts, reinforced	10	17,640	Spinal column
Force matrix, mk 2	11	26,750	Hand
Optical laser, aphelion	11	26,520	Eye
X-legs, climbing	12	35,600	All legs and feet
Echolocators, enhanced	13	50,900	Ears and throat
Optical laser, parallax	15	122,400	Eye
Threshold buffer, mk 3	15	110,000	Heart
Force matrix, mk 3	17	278,100	Hand
Optical laser, zenith	19	612,000	Eye

WEAPONIZED PROSTHESIS

SYSTEM
Arm and Hand

MODEL	LEVEL	PRICE	SLOTS
Mk 1	4	2,120	1
Mk 2	8	9,250	2

This prosthesis functions as a standard prosthetic arm (*Core Rulebook* 210) but is lighter and hollowed in places to accommodate one weapon with the integrated weapon special property (see page 29). A mk 1 weaponized prosthesis can accommodate one integrated weapon that takes up no more than one armor slot, whereas a mk 2 model can accommodate one integrated weapon that takes up no more than two armor slots.

X-LEGS

SYSTEM
All Legs and Feet

MODEL	LEVEL	PRICE
Basic	6	4,295
Climbing	12	35,600

You enhance your stability by replacing your legs with a quartet of spiderlike limbs. Basic X-legs grant you a +4 circumstance bonus to your KAC against bull rush, reposition, and trip combat maneuvers. You also gain a +2 circumstance bonus to Reflex saving throws against effects that would knock you prone. Climbing X-legs include a gravitic-attraction device at the tip of each leg, allowing you to walk across walls and ceilings without using your hands; this grants you a climb speed of 25 feet.

An X-legs system uses similar connection points as standard prosthetic legs (*Core Rulebook* 210), allowing you to detach your X-legs and attach a pair of prosthetic legs (which you must buy separately) in only 10 minutes, for situations where X-legs would attract unwanted attention.



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AUGMENTATIONS: MAGITECH

Requiring both surgical skill and arcane mastery to create and install, magitech augmentations are a combination of cybernetic and magical components. These augmentations usually contain elements such as mystically charged crystals, starmetal alloys, and rune-covered microchips and are highly sought after by those who wish increase their magical might, such as technomancers. However, any spacefarer can benefit from even the most basic magitech augmentations.

Magitech augmentations follow much the same rules as all other augmentations in regards to implantation, activation, and removal (see page 208 of the *Core Rulebook*). Though they can be detected and crafted as if they were hybrid items, once they are installed, they become a part of your body and generally can't be affected by abilities that disable or destroy hybrid items.

MAGITECH DESCRIPTIONS

The magitech augmentations from Table 1-21: Magitech are described below.

ANTIMAGIC SKIN

SYSTEM
Skin

MODEL	LEVEL	PRICE	SPELL RESISTANCE
Mk 1	15	109,400	20
Mk 2	16	170,800	22
Mk 3	17	263,000	24
Mk 4	18	388,000	26
Mk 5	19	587,000	28
Mk 6	20	891,000	30

Your skin is infused with alchemical components extracted from fey, hags, and other highly magic-resistant creatures. As a move action, you can gain spell resistance according to your model of *antimagic skin* for 1 minute. You can also gain this spell resistance as a reaction, but you then can't take a move action on your next turn. Once you use your *antimagic skin*, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any time to recharge it immediately.

ARCANE LENSES

SYSTEM
Eyes

PRICE 25,900 **LEVEL** 11

Psychically active crystals replace the lenses of your eyes. You gain *arcane sight*, per the spell, as a continuous ability.

CHARGED SKIN

SYSTEM
Skin

PRICE 3,075 **LEVEL** 5

Your skin slowly generates electricity that can be used to power devices that require power measured in charges from a battery to function, such as a powered weapon. You must be touching the item to use it. Your *charged skin* holds 10 such charges, which are replenished each day after a full night's rest. You can't charge a battery or item with your *charged skin*; you can spend charges directly from it only to power held devices.

CLOAKING SKIN

SYSTEM
Skin

MODEL	LEVEL	PRICE
Standard	10	18,000
Greater	17	270,000

Many of your pores are replaced with magically regulated and directed holographic projectors that work together to automatically match your surrounding environment, rendering you invisible per *invisibility*. Once per day, you can enable your *cloaking skin* as a standard action, turning you invisible for 10 minutes. A *greater cloaking skin* functions as *greater invisibility*, but the effect lasts for only 10 rounds. You can disable either model of *cloaking skin* as a move action.

CONTROL MIRROR NEURONS

SYSTEM
Brain

PRICE 365,000 **LEVEL** 18

Neurons in your brain that would normally help you imagine what another person is experiencing are amplified magically, allowing you to decide what another creature does. As a full action, you can target any creature of your type that you are observing and attempt to control that individual. This functions as *dominate person* (DC = 10 + half your level + your Charisma modifier) for as long as you continue to observe the target, except establishing the effect doesn't require an attack roll, and no command you give the target can take more than a standard action to complete. Issuing a command is a move action. You can't target a creature again for 24 hours after it succeeds at its saving throw against this effect or the duration ends. Once you use your *control mirror neurons*, you can't use them again until you've rested to regain Stamina Points, though you can spend 1 Resolve Point at any time to recharge them immediately.

DIMENSIONAL BRACES

SYSTEM
All Legs

PRICE 38,000 **LEVEL** 12

Your legs are fitted with braces attuned to the resonance frequency of the Astral Plane. Once per day as a standard action, you can teleport yourself, per *dimension door*, with a maximum range of 120 feet. You can't bring any other creatures with you.

DISPELLING HAND

SYSTEM
Hand

PRICE 14,300 **LEVEL** 9

Holographic mystic sigils project from your hand when you

activate this implant. Your hand must be free to do so. As a reaction, you can gain a +1 insight bonus to your AC against a spell that requires a successful attack roll. Alternatively, as a standard action, you can use *dispel magic* as a spell-like ability with a caster level equal to your level, but it can't counter spells and it can't target anything other than you unless you touch the target. To affect an unwilling target, you must hit it with a melee attack against its EAC; you activate the augmentation as part of the attack roll, and you can add your key ability score modifier to this attack roll instead of your Strength modifier if it is higher. Once you use *dispel magic* this way, you can't use your *dispelling hand* for either of its uses until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any time to recharge it immediately.

DIVINING MIRROR NEURONS

SYSTEM
Brain

PRICE 36,400

LEVEL 12

Neurons in your brain are wired into a predictive AI that uses algorithms and divinations to predict a single humanoid's actions. As a standard action, you can target any creature of your type that you are observing to gain split-second predictions for as long as you continue to observe it or until you deactivate your augmentation as a swift action. During this time, you gain a +1 insight bonus to saving throws and skill checks against that creature and against effects that creature produces. In addition, if you concentrate as a move action, you gain a +1 insight bonus to attack rolls against that creature until the beginning of your next turn. You can target only one creature at a time.

ENCHANTING VOCAL MODULATOR

SYSTEM
Throat

MODEL	LEVEL	PRICE
Monofrequency	11	25,400
Duofrequency	14	66,500
Quadfrequency	17	225,000

Your voice box has an enchanted digital modulator that can alter its frequency to be supernaturally compelling. As a move action you can calibrate it to a single creature that you have heard and understood speaking or using other sound-based communication. It remains calibrated to that target until you pick a new target. You gain a +2 insight bonus to Bluff, Diplomacy, and Intimidate checks to influence that creature using your voice (not other forms of communication). In addition, you can cast *suggestion* once per day (DC = 10 + half your character level + your Charisma modifier) as a standard action, targeting a creature your system is calibrated to.

A *duofrequency enchanting vocal modulator* can target two creatures at once. It can be calibrated to two targets with a single move action, and its *suggestion* function can be used to target both with a single command. Similarly, a *quadfrequency enchanting vocal modulator* can target up to four creatures.

FLUTTERING HEART

SYSTEM
Heart

PRICE 8,220

LEVEL 8

Your heart has necromantic onyx implants that put your autonomous functions under limited conscious control, allowing you to make yourself look weaker than you actually are. As a full

TABLE 1-21: MAGITECH

NAME	LEVEL	PRICE	SYSTEM
Morphic skin, basic	1	370	Skin
Technopathy node	1	220	Throat
Gravitational harness, mk 1	2	515	Spinal column
Psychoactive eyes, fascinating	2	965	Eyes
Intercepting ears, mk 1	3	1,225	Ears
Force soles, mk 1	4	2,260	All feet
Morphic skin, advanced	4	2,030	Skin
Charged skin	5	3,075	Skin
Selective ears	5	2,830	Ears
Morphic skin, doppelganger	6	4,400	Skin
Psychoactive eyes, charming	6	4,250	Eyes
Restless pineal gland	7	5,500	Endocrine
Synchronous heart	7	6,300	Heart
Fluttering heart	8	8,220	Heart
Force soles, mk 2	8	10,700	All feet
Dispelling hand	9	14,300	Hand
Gravitational harness, mk 2	9	12,700	Spinal column
Intercepting ears, mk 2	9	13,600	Ears
Cloaking skin, standard	10	18,000	Skin
Holographic eyes, mk 1	10	18,300	Brain and eyes
Arcane lenses	11	25,900	Eyes
Enchanting vocal modulator, monofrequency	11	25,400	Throat
Dimensional braces	12	38,000	All legs
Divining mirror neurons	12	36,400	Brain
Holographic eyes, mk 2	13	49,700	Brain and eyes
Enchanting vocal modulator, duofrequency	14	66,500	Throat
Force palms	14	69,500	All hands
Psychokinetic sleeve	14	75,000	Arm and hand
Antimagic skin, mk 1	15	109,400	Skin
Gravitational harness, mk 3	15	118,500	Spinal column
Antimagic skin, mk 2	16	170,800	Skin
Antimagic skin, mk 3	17	263,000	Skin
Cloaking skin, greater	17	270,000	Skin
Enchanting vocal modulator, quadfrequency	17	225,000	Throat
Holographic eyes, mk 3	17	266,000	Brain and eyes
Antimagic skin, mk 4	18	388,000	Skin
Control mirror neurons	18	365,000	Brain
Antimagic skin, mk 5	19	587,000	Skin
Antimagic skin, mk 6	20	891,000	Skin
Holographic eyes, mk 4	20	820,000	Brain and eyes

action, you can convincingly feign a display of meekness that lasts until you attack or perform some other hostile action (such as casting a harmful spell) or 10 minutes have passed, whichever comes first. During this time, hostile creatures attack other viable targets instead of you if any exist, though it is possible you might be included in area effects (foes don't avoid targeting you, they simply prioritize other viable targets). Once you use your *fluttering heart*, you can't use it again until you have rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.



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FORCE PALMS

SYSTEM
All Hands

PRICE 69,500

LEVEL 14

Arcane nodes implanted in your palms can generate fields of force energy. As a full action, you can create a globe of force that functions as *resilient sphere* but contains only you. The effect has a duration of concentration, to a maximum of 1 minute. Alternatively, as a full action, you can attempt to place another creature that is your size or smaller within a globe of force that is just large enough for the creature to fit in without squeezing. To do so, you must hit that creature with a melee attack against its EAC; instead of adding your Strength modifier to this attack roll, you can add your key ability score modifier if it is higher. Once you use your *force palms*, you can't use them again until you've rested for 10 minutes to regain Stamina Points.

FORCE SOLES

SYSTEM
All Feet

MODEL	LEVEL	PRICE
Mk 1	4	2,260
Mk 2	8	10,700

Nodes in the soles of your feet project tiny fields of force energy when you intentionally step into thin air, allowing you to walk as if you were on solid ground as long as you are not encumbered, even in zero gravity. Ascending into the air is similar to walking up an incline. The maximum upward angle possible is 45 degrees, and you move at a rate equal to half your normal land speed. You can move your full land speed horizontally or up to 45 degrees downward. Unless you have *mk 2 force soles*, you must end your movement on the ground or you fall.

GRAVITATIONAL HARNESS

SYSTEM
Spinal Column

MODEL	LEVEL	PRICE
Mk 1	2	515
Mk 2	9	12,700
Mk 3	15	118,500

Slim neutronium-core gravitational crystals attached to your spine using intense alchemical processes allow you to manipulate gravity once per day.

With a *mk 1 gravitational harness*, you can increase or lower gravity for yourself and everything you carry by one step for 2 rounds. This applies the usual effects of lower gravity, including falling more slowly and increased carrying capacity. You can activate, change, or end the effect as a standard action or reaction. If you use a reaction, you can't take a standard action on your next turn. You can't make gravity stronger than high gravity or weaker than light gravity. In zero gravity, activating the augmentation instead grants you a supernatural fly speed of 15 feet with perfect maneuverability. You can't use the fly speed to run or while overburdened.

A *mk 2 gravitational harness* functions as the *mk 1* model, except as follows. The effect lasts for a total of 10 rounds, though you need not use them consecutively. The augmentation can increase or decrease your gravity by up to two steps or negate gravity for you in an area of standard or light gravity. While you have the augmentation active in zero gravity or while negating gravity for yourself, your fly speed is 30 feet.

A *mk 3 gravitational harness* functions as the *mk 2* model, except as follows. The effect lasts for a total of 10 minutes. You need not use the minutes consecutively, but you must use them in 1-minute increments. While you have the augmentation active in zero gravity or while negating gravity for yourself, your fly speed is 60 feet.

HOLOGRAPHIC EYES

SYSTEM
Brain and Eyes

MODEL	LEVEL	PRICE
Mk 1	10	18,300
Mk 2	13	49,700
Mk 3	17	266,000
Mk 4	20	820,000

A tiny rune is carved into your occipital lobe that is magically connected to microscopic holographic projectors implanted in your eyes. As a standard action, you can create an illusion that functions as *holographic image* with a spell level equal to the model number of your *holographic eyes* at any location you can see within range. You must concentrate on the illusion as a move action to maintain it, and you must keep your eyes on the illusion to concentrate, treating all other creatures as if they had concealment. Casting a spell (including creating a new illusion with your *holographic eyes*) immediately ends your concentration. The effect's caster level is equal to your level, and the Will save DC to disbelieve it is equal to 10 + half your level + your Intelligence modifier.

INTERCEPTING EARS

SYSTEM
Ears

MODEL	LEVEL	PRICE
Mk 1	3	1,225
Mk 2	9	13,600

Your eardrums are partially perforated with psychic crystals that resonate at the frequencies commonly used by telepathy. Whenever a creature within 30 feet of you sends or receives a telepathic message using limited telepathy or *telepathic message*, you can overhear the message with a successful DC 25 Perception check (this requires no action). For *mk 2 intercepting ears* the Perception check DC is 20.

MORPHIC SKIN

SYSTEM
Skin

MODEL	LEVEL	PRICE
Basic	1	370
Advanced	4	2,030
Doppelganger	6	4,400

Your skin is linked to implanted magical glands that release mutagenic enzymes and transmutation magic. Using *morphic skin* requires you to concentrate on the desired features during a 10-minute rest to regain Stamina Points; this is an exception to the normal rule that you can't perform any tasks while taking a 10-minute rest to recover your Stamina Points. The change completes at the end of the rest.

Basic morphic skin allows you to alter your appearance and voice within the normal bounds for your species, age, weight, and sex. You can adjust your height by up to 3 inches, become broader or thinner, become lighter or darker, alter apparent musculature (although your ability scores do not change), and adjust the shape of your features and the color of your hair, scales, or similar minor features. You ignore any penalties to

Disguise checks for altering these major features, but you lack enough control to precisely match a specific individual.

Advanced morphic skin offers the same options as the basic model, as well as the ability to change your apparent sex and age, alter your height by up to 1 foot, and gain features of another species of the same creature type (although you don't gain or lose abilities as a result).

Doppelganger morphic skin offers the same options as the advanced model, as well as the ability to assume a specific individual's appearance within the augmentation's limits. When mimicking an individual this way, you gain a +10 circumstance bonus to your Disguise check to alter your form and to skill checks to bypass biometric security keyed to that individual.

PSYCHOACTIVE EYES

SYSTEM
Eyes

MODEL	LEVEL	PRICE
Fascinating	2	965
Charming	6	4,250

Your eyes are injected with nanite-controlled psychoactive dyes. Once per day as a standard action, you can activate a fascinating gaze with a duration of concentration. Creatures of your type within 30 feet that see you must succeed at a Will saving throw (DC = 10 + half your character level + your Charisma modifier) or be fascinated for as long as they can see you. A creature that succeeds at this saving throw is immune to your gaze for 24 hours. If you break line of sight, the effect ends for those targets and they become immune to it for 24 hours. This is a mind-affecting gaze attack (*Alien Archive* 154). *Charming psychoactive eyes* charm creatures per *charm person* instead of fascinating them, but they otherwise function the same way as *fascinating psychoactive eyes*.

PSYCHOKINETIC SLEEVE

SYSTEM
Arm and Hand

PRICE 75,000 LEVEL 14

A mesh of starmetal-alloy fibers inserted under your skin connects to the nerves of your arm and hand. As a standard action, you can attempt a ranged attack with a range increment of 60 feet that acts as a bull rush, disarm, grapple (including pin), or trip combat maneuver. You can add your key ability score modifier to this attack roll instead of your Strength modifier if it is higher. If you successfully disarm an item, you can't automatically catch it. If you successfully grapple a target, the condition doesn't end if you move and the target can't try to grapple you in return. The DC of the Acrobatics check to escape the grapple is 31. Once you use your *psychokinetic sleeve*, you can't use it again until you have rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

RESTLESS PINEAL GLAND

SYSTEM
Endocrine

PRICE 5,500 LEVEL 7

The melatonin produced by a *restless pineal gland* is supercharged with mystic energy. You need only 2 hours of sleep each day and this allows you to regain daily-use abilities and slots, but you can't regain your daily abilities spell slots more than once per day. In addition, you gain a +4 enhancement bonus to saving throws against spells and other effects that would put you to sleep. Once per day, you can wake yourself from sleeping as a full action.



SELECTIVE EARS

SYSTEM
Ears

PRICE 2,830 LEVEL 5

Your ears are implanted with magical sound-dampening membranes. You can activate *selective ears* as a move action or as a reaction to protect yourself from dangerous sounds. When you activate your *selective ears* as a reaction, you can't take a move action on your next turn. *Selective ears* have three modes: inactive, muffling, and silence. Your *selective ears* remain in their current mode until you change them. While your *selective ears* are in muffling mode, you take a -2 penalty to initiative checks and hearing-based Perception checks, but you can't be deafened for more than 1 round by sonic effects and you have sonic resistance 1. While your *selective ears* are in silence mode, you are deafened and thus immune to sound-based sense-dependent effects, and you also have sonic resistance 5.

SYNCHRONOUS HEART

SYSTEM
Heart

PRICE 6,300 LEVEL 7

Your heart is fitted with occult fixtures that connect its rhythm to the energy of nearby living creatures. You have blindsight (life) with a range of 30 feet, but only for dying and stable living creatures. As a reaction, you can allow an ally within 30 feet to spend your Resolve Points to stabilize or stay in the fight.

TECHNOPATHY NODE

SYSTEM
Throat

PRICE 220 LEVEL 1

A small metallic node etched with arcane symbols implanted in your voice box allows you to silently vocalize messages to constructs with the technological subtype or to nearby computers designed to receive messages. As a standard action, you can send a short message in a language you know to up to three target creatures or computers you are observing within 100 feet and potentially receive a short reply, per *telepathic message*. Alternatively, as a standard action, you can send a short message in a language you know to a single target computer you are observing within 100 feet and have that computer display that message, allowing anyone observing that computer to read it without leaving any trace of the message's origin.

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AUGMENTATIONS: NECROGRAFTS

Necrografts are augmentations utilizing undead organs and necromantic rituals rather than technology. They were invented on Eox, and they are most commonly available in Orphys and at the Necroforge within Eox's Lifeline. Most other Pact Worlds outlaw the creation and installation of necrografts (though not their possession), but they can still be found in some less reputable back-alley augmentation clinics on multiple worlds throughout the system and beyond.

Necrografts follow the existing rules for augmentations (*Core Rulebook* 208), but they use different components than biotech and cybernetics. Any biotech or cybernetic augmentation can be created as a necrograft and installed for only 90% of the augmentation's normal cost, but doing so causes the recipient to gain the necrograft subtype (see below). Necrografts have the same system restrictions that all augmentations share.

For those low on funds, some bone sages and corporations on Eox are willing to defer the cost of travel to Eox and augmentation for any client who signs a corpse-lease agreement. Necrograft versions of standard prosthetic limbs (*Core Rulebook* 210) and necrograft ears, eyes, or tongues (which use the same mechanics as prosthetic limbs but serve as sensory organs and occupy the corresponding system) can even be implanted with no up-front cost. However, the corpse-lease agreement states that if the recipient dies before paying off all the costs associated with the travel and augmentation, the leasing Eoxian group owns the patient's body, which it then uses in creating undead servitors or more necrografts. More advanced necrografts aren't generally available without payment in full (though complimentary travel is likely to still be offered to customers within the Pact Worlds).

NECROGRAFT SUBTYPE

Adding even a single necrograft to a living body causes the recipient creature to gain the necrograft subtype. Abilities, items, and spells that detect or identify undead reveal necrografts (identifying only the augmentations as undead, rather than the recipient creature as a whole).

Creatures with this subtype are also damaged by spells that damage undead and can be subjected to other undead-specific effects. If a spell or ability that does something other than deal damage would not normally affect such a creature but does affect undead, it can affect a creature with the necrograft subtype, but that creature gains a bonus to its AC and saving throw against the effect equal to 4 – the number of necrografts it has (to a minimum bonus of +0).

NECROGRAFT DESCRIPTIONS

In addition to necrograft versions of typical biotech and cybernetics, there are many unique necrografts that can be created using only necromancy. These necrografts come in five

possible models (mk 1 through mk 5) and vary in price by model as detailed on Table 1-22: Necrografts below. If a necrograft's effect requires a saving throw, the save DC equals 10 + half the necrograft's item level + the recipient's key ability score modifier. In addition, this section presents an additional system that some augmentations must be installed in: the body's endocrine system. The endocrine system uses all of the same rules for augmentation systems as explained on page 208 of the *Core Rulebook*.

TABLE 1-22: NECROGRAFTS

MODEL	LEVEL	PRICE
Mk 1	1	200
Mk 2	6	4,000
Mk 3	12	30,000
Mk 4	18	350,000
Mk 5	20	775,000

BLACK HEART

SYSTEM
Heart or Lungs

Despite its name, a black heart can augment any major circulatory organ that helps sustain life in a living creature, though it most commonly augments a heart. A black heart is a strip of necromancy-infused undead flesh that turns whatever organ it is attached to a deep shade of ebony.

You gain the benefits of the environmental protections of armor (*Core Rulebook* 196), which last for a number of days equal to double the necrograft's item level. A black heart automatically recharges 1 hour of this duration for each hour this ability is not in use (up to its normal maximum). Additionally, you gain an enhancement bonus to saving throws against death effects, disease, mind-affecting effects, paralysis, poison, sleep effects, and stunning effects equal to the necrograft's mark, unless the effect specifies it functions against undead.

BONE BLADE

SYSTEM
Arm

MODEL	DAMAGE		
	STANDARD	HEAVY	CRITICAL
Mk 1	1d4 S	2d4 S	Staggered
Mk 2	1d8 S	2d8 S	Staggered
Mk 3	2d8 S	4d8 S	Stunned
Mk 4	5d8 S	7d8 S	Stunned
Mk 5	5d10 S	7d10 S	Stunned

Bone blades are weapons built into undead arms that are then grafted onto their recipients. The blade can be retracted into the limb (making it impossible to notice without a careful inspection, scan, spell, or similar ability) or extended from the wrist for combat. Extending or retracting a bone blade is a swift action, and you can't use the hand of the associated arm to hold anything or perform fine manipulation when the blade is extended. A bone blade cannot be disarmed, but it can be sundered. When you regain Hit Points (whether through first aid, magic, or natural healing), the blade regains the same number of Hit Points. If destroyed, a bone blade regrows in 24 hours.

Standard bone blades are one-handed simple melee weapons with the operative weapon special property. It is possible to have a more complex heavy bone blade installed, which changes the bone blade into a one-handed advanced melee weapon. These heavy bone blades are not operative weapons, but they deal more damage (see the Bone Blade table). There is no difference in cost between standard and heavy bone blades, but the decision between them must be made when the bone blade is installed and cannot be changed.

CORPSESKIN

SYSTEM
Skin

Perhaps as much a fashion statement as an augmentation, corpseskin replaces living skin with mummified flesh. Corpseskin insulates against cold, though it lacks the sensitivity of living flesh. You gain an amount of cold resistance equal to the necrograft's mark. If you have cold resistance from your racial traits that is equal to or greater than that from your corpseskin (and doesn't explicitly stack with other sources of energy resistance), adding corpseskin increases the value of that cold resistance by 1. If you have cold resistance from your racial traits of a value less than that of your corpseskin, the value of the cold resistance from your corpseskin increases by 1.

Regardless of your corpseskin's model, you take a -2 penalty to Perception checks based primarily on touch and gain a +2 enhancement bonus to saving throws against pain effects. The necrograft grants a +5 competence bonus to Disguise checks to impersonate corporeal, non-skeletal undead, but it increases the DC of disguising yourself as a living creature by 5 (in addition to any other modifiers). In addition, corpseskin protects against radiation as armor of its item level (*Core Rulebook* 198).

CRYPT MARROW

SYSTEM
All Legs

Crypt marrow replaces the bone marrow of your legs or equivalent tissue with necromantically enhanced tissue. Within hours of the operation, the fetid ichor of the crypt marrow interacts with and enhances your living blood. Subtract the necrograft's mark from any bleed damage you take. If this reduces your damage from bleeding that round to 0 or less, the bleed condition ends. Additionally, you gain an enhancement bonus equal to the necrograft's mark to saving throws against disease and effects that cause bleeding, unless the effect specifies it functions against undead.

Mk 3 or mk 4 crypt marrow allows you to spend 1 Resolve Point as a swift action to ignore the effects of the fatigued condition for a number of rounds equal to the necrograft's mark. Mk 5 crypt marrow allows you to spend 1 Resolve Point as a swift action to ignore the effects of the exhausted or fatigued condition for 5 rounds. This doesn't eliminate the underlying source of the condition, but these rounds count toward the condition's duration. If you are affected by another effect that would cause you to be exhausted or fatigued while ignoring such an effect using your crypt marrow, you become exhausted or fatigued as normal.

ENERVATING HAND

SYSTEM
Hand

MODEL	DAMAGE
Mk 1	4d4 C
Mk 2	6d4 C
Mk 3	8d4 C
Mk 4	12d4 C
Mk 5	16d4 C

An enervating hand replaces a living hand with a withered extremity capable of draining the life essence of living creatures. As a standard action, you can make an unarmed strike with the enervating hand against a target's EAC to deal the amount of damage listed for your necrograft's model. You deal only the listed amount of damage (plus additional damage from the Weapon Specialization feat, if applicable), even if you have other abilities that increase your unarmed strike damage (such as natural weapons or the Improved Unarmed Strike feat). On a successful attack, you gain a number of temporary Hit Points equal to the necrograft's item level; these temporary Hit Points last for 10 minutes, until lost when you take damage, or until you gain a larger number of temporary Hit Points from another source. This attack has no effect on unliving creatures or creatures immune to negative energy damage (such as those under the effects of a *death ward* spell). Once you make a successful attack with an enervating hand, you can't attack with it again until you have rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any time to recharge it immediately.

ENERVATING HAND



GHOUL GLANDS

SYSTEM
Skin

Ghoul glands are a series of hundreds of tiny undead sweat glands installed just under the surface of your skin, replacing many of your natural sweat glands. The glands produce their own loathsome chemicals, but they also pull energy from your body and mind and use it to create a staggering or paralyzing effect on foes. As a standard action a number of times per day equal to the necrograft's mark, you can activate the glands and attempt to touch a foe (doing so requires a successful melee attack roll against the target's KAC). The target must succeed at a Fortitude saving throw or be staggered (for mk 1 through mk 3 ghouls glands) or stunned (for mk 4 and mk 5 ghouls glands) for 1d4 rounds.

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GRAVE WIND

SYSTEM
Lungs

MODEL	DISEASE
Mk 1	Filth fever
Mk 2	Cackle fever
Mk 3	Devil chills
Mk 4	Demon fever
Mk 5	Mummy rot

A grave wind necrograft replaces your lungs with black, undead lungs that can still pump air and oxygenate blood, but they are also able to exhale a diseased miasma. As a standard action a number of times per day equal to the necrograft's mark, you can expose an adjacent creature to a necromantic disease. The disease inflicted depends on the model of the grave wind, as indicated in the Grave Wind table above.

These necromantic diseases act as the diseases of the same name on page 418 of the *Core Rulebook*, except for the following. The save DC is determined by the necrograft and its recipient. No wound or actual transfer of air is necessary for the disease to affect a target; even someone in armor with its environmental seals active can be exposed. A creature infected with such a disease is not a carrier, so it can't pass the disease on to other victims. Creatures immune to death effects are immune to these diseases, and any bonus a creature has to saving throws against death effects applies to saves against these diseases. The diseases don't count as death effects for other purposes, such as *raise dead*.

KEENING LARYNX

SYSTEM
Throat

A keening larynx necrograft completely replaces your vocal cords. As a standard action a number of times per day equal to the necrograft's mark, you can emit an ear-piercing wail infused with despair. The target or targets must succeed at a Fortitude saving throw or become deafened and take a -1 penalty to weapon damage rolls for 1d4 minutes. This is a sense-dependent effect.

A mk 1 keening larynx can affect a single target within 30 feet of you. A mk 2 keening larynx can affect all targets in a 15-foot cone. A mk 3 keening larynx can affect all targets in your choice of a 20-foot cone or a 30-foot line. A mk 4 keening larynx can affect all targets in your choice of a 30-foot cone or a 40-foot line. A mk 5 keening larynx can affect all targets in your choice of a 45-foot cone or a 60-foot line.

MOONLIGHT FIBERS

SYSTEM
Spinal Column

Moonlight fibers augment the interface between brain and muscles, letting you briefly act with alacrity. As a swift action, you can act as though under the influence of the *haste* spell until the beginning of your next turn. As a reaction, you can use your necrograft to reroll a failed Reflex saving throw. After either use of your moonlight fibers, you are staggered for 1 round. You can use your moonlight fibers a number of times per day equal to the necrograft's mark.

NECROCORTEX

SYSTEM
Brain

A necrocortex replaces a significant portion of the brain with undead tissue, enhancing your control over undead minions.

As a standard action, you can transfer your senses to an undead creature under your control within a range determined by your necrograft's model (see below). While so affected, you see and hear what your undead minion perceives, but you cannot hear, see, smell, or taste what your own body experiences, though your senses of touch and pain remain. You can return your senses to your own body with a swift action. In addition, you can command undead under your control telepathically, including mindless undead. You must have line of sight or be using the undead creature's senses to exert control in this manner. Using your necrograft to transfer your senses counts as a scrying effect.

Necrocortexes are compatible with undead brains and are often implanted in bone sages and other powerful Eoxians—the better to command disposable minions from a distance. The range of a mk 1 necrocortex is 1,000 feet. The range of a mk 2 necrocortex is 10 miles. The range of a mk 3 necrocortex is 1,000 miles; additionally, you can bind your necrocortex to a single, willing undead creature (which requires 1 hour of concentration), allowing you to transfer your senses to that creature as if it were under your control. The range of a mk 4 necrocortex is planetary, and you can bind your necrocortex to a number of willing, undead creatures equal to your Charisma modifier (minimum 1). The range of a mk 5 necrocortex is system-wide, and you can bind your necrocortex to a number of willing, undead creatures equal to your twice your Charisma modifier (minimum 2).

PHANTOM BASAL GANGLIA

SYSTEM
Brain

A phantom basal ganglia merges the shattered essence of a restless spirit with a living brain. The resulting mind is able to resist mental influence and control. You add the necrograft's mark as a bonus to saving throws against mind-affecting effects.

A phantom basal ganglia of mk 3 or higher gives a chance of shaking off mind-affecting effects. One round after failing a saving throw against a mind-affecting effect, or if the effect has any partial effect even with a successful save, you can attempt a new save against the same DC (this takes no action). If you succeed, the effect is removed entirely. If the mind-affecting effect already allows a second saving throw, you receive only one additional saving throw on the following round.

SHADOW NERVES

SYSTEM
Spinal Column

Shadow nerves are long strands of partially incorporeal undead nerve fibers that have strong connections to the Shadow Plane, allowing you to navigate a path that exists partially in the Material Plane and partially in the Shadow Plane. A number of times per day equal to the necrograft's mark, you can take a guarded step of 10 feet, rather than the usual 5-foot guarded step (*Core Rulebook* 247), as long as you are not in an area of bright light.

SQUIRMING ENTRAILS

SYSTEM
Throat

Squirming entrails reinforce your esophagus and replace your stomach and lower gastrointestinal tract with writhing intestines. You still must eat, but you suffer no ill effects from eating spoiled food and gain a +4 enhancement bonus against

ingested drugs and poisons, unless they specifically affect undead. In addition, you can extrude your squirming entrails from your mouth as a move action and use them almost like an additional limb, though you can't speak, ingest anything, or hold your breath while doing so. You can retract your squirming entrails as a move action.

Each model of squirming entrails functions differently when extruded: mk 1 squirming entrails help you keep your balance, so you don't take the normal penalties to attacks or gain the flat-footed condition when you are off-kilter, and you gain a +4 circumstance bonus to Athletics checks to balance. Mk 2 squirming entrails function as mk 1 squirming entrails, except that they also allow you to stand from prone as a swift action. Mk 3 squirming entrails function as mk 2 squirming entrails and are also prehensile, allowing you to hold an additional hand's worth of equipment. Mk 4 squirming entrails function as mk 2 squirming entrails and allow you to hold two additional hands' worth of equipment. Mk 5 squirming entrails function as mk 4 squirming entrails and, when not holding any objects, can perform an attack five times a day identical to that of mk 3 ghoul glands. Squirming entrails that allow you to hold more equipment don't increase the number of attacks you can make in combat, but they allow you to store a single object of light or negligible bulk inside your body when you retract them. An external examination or a tactile search can't detect the hidden object, but most security checkpoints include a scan that can detect it.

STENCH GLANDS

SYSTEM
Skin

Stench glands are a concentration of undead sweat glands located mostly in your armpits that can emit a foul, debilitating odor. As a standard action a number of times per day equal to your stench glands' mark, you can activate the necrograft to form a 10-foot radius cloud of stench centered on you that persists for 1 minute. Living creatures that enter your cloud must succeed at a Fortitude saving throw or be sickened until they leave the cloud and for 1d4+1 rounds thereafter. A creature that succeeds at this save is unaffected by your stench for 24 hours. Creatures that do not breathe or use self-contained breathing are unaffected by your stench. You can halt the stench as a swift action.

Mk 4 and mk 5 stench glands produce a particularly loathsome funk that can drive off most creatures. After the first round of being sickened by your stench, a creature in your cloud must succeed at another Fortitude saving throw or become nauseated until it leaves your cloud, after which it is sickened for 1d6+2 rounds. A creature that succeeds at this second Fortitude save remains sickened as normal, but it must continue to attempt a Fortitude save to avoid becoming nauseated each round it remains in your cloud.

UNDEAD ADRENAL GLAND

SYSTEM
Endocrine

An undead adrenal gland supplements your own adrenal gland or similar organ. It floods your body with necrotic energy that counteracts many of the failings of living flesh. Once per day, you can activate an undead adrenal gland as a move action. This grants you immunity to death effects, energy drain, exhaustion,

fatigue, paralysis, sleep, and stunning for a number of minutes equal to the necrograft's mark, though this doesn't suppress any of these effects if they are currently active.

VAMPIRE VOICE

SYSTEM
Throat

A vampire voice necrograft attaches to your vocal cords, granting a supernaturally threatening tone. While most recipients of vampire voices are convinced their necrografts came from vampire spawn, creators of these undead augmentations never promise any such lofty origins.

A vampire voice grants an enhancement bonus to Intimidate checks equal to the necrograft's mark. You can also use Intimidate to bully a creature without sharing a language. If you succeed at the check, you can convey a single simple request along with the bullying (such as "go away" or "don't hurt him"), though specific or complex requests can't be made without sharing a language. Once a creature has been the target of a bullying attempt by a recipient with a vampire voice, it can't be targeted by this ability from the same recipient again for 24 hours.

WHISPERING GYRUS

SYSTEM
Brain

A whispering gyrus is a wisp of errant thought from an allip grafted directly into your brain or comparable organ. The frenetic whispers of the gyrus permeate your thoughts, giving you a -2 penalty to Wisdom-based skills and ability checks. A number of times per day equal to the necrograft's mark, you can instead heed the whispers as a reaction when attempting an Intelligence-, Wisdom-, or Charisma-based skill check to negate the penalty from the gyrus and gain a +5 insight bonus to the check. In addition, the gyrus provides an enhancement bonus equal to its mark on saves against fear effects, language-dependent effects, and effects that cause confusion or sleep.

WRAITH MOTES

SYSTEM
Eyes

Wraith motes replace your eyes with glowing red motes of fiery-red light which smolder and produce thin trails of white smoke. Wraith motes allow you to retain all your natural vision abilities, but they can also augment your vision for a number of minutes per day equal to the necrograft's mark. They can be activated as a swift action, or they can be activated as a reaction whenever you attempt a Perception check. They can be deactivated as a swift action. The wraith motes' duration need not be used all at once, but it must be used in 1-minute increments.

The vision granted by the wraith motes varies based on the model as follows. Higher-level models can be used to grant the vision options of a lower-level version, but only a single benefit can be gained at a time. Mk 1 wraith motes grant low-light vision. Mk 2 wraith motes grant darkvision with a range of 60 feet. Mk 3 wraith motes grant the see in darkness universal creature ability (allowing you to see perfectly in darkness of any kind, including magical darkness; *Alien Archive* 156). Mk 4 wraith motes grant the ability to see invisible creatures and objects (per *see invisibility*). Mk 5 wraith motes allow you to see into both the Ethereal Plane and Shadow Plane.



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TECHNOLOGICAL ITEMS

Technological items are ubiquitous throughout the galaxy, where ever-increasing demand drives the invention, improvement, and dissemination of modern devices. While magic is often used in the design and construction of technological devices—and occasionally even integrated in very minor ways into the function of such devices—technology is often held forward as more reliable [and understandable] than eldritch powers and supernatural abilities.

The technological items that follow use the rules presented starting on page 218 of the *Core Rulebook*. Nearly all technological items require a power source to function; items that do not are often archaic or personal items instead. Some technological items have a capacity of less than 20 (the smallest-size battery generally available). You can use batteries to recharge such items at a rate of 1 minute per charge transferred.

TECHNOLOGICAL ITEM DESCRIPTIONS

The following descriptions are organized alphabetically; those with multiple models indicate each model's level.

ALERT REDIRECTOR

LEVEL 3

The alert redirector consists of a metallic transmitter the size of a coin and a battery-powered receiver normally kept somewhere discreet on your body, such as in a pocket or on an arm strap under your clothing. As a standard action, you can attach the transmitter to a technological item that provides an alert or alarm when used, such as a radiation badge (*Starfinder Pact Worlds* 198). Once the transmitter is attached, the item it is attached to doesn't produce its usual alert or alarm; instead, the alert redirector's receiver vibrates, warms slightly, or otherwise inaudibly alerts you as long as it is within 500 feet of the activated transmitter. Others relying on the item might consider an area safe, for example, while you know otherwise. Detecting a transmitter attached to an item normally requires a successful DC 20 Perception check, but the DC might be lower or higher based on the size of the item to which the transmitter is attached.

AUTOCARTOGRAPHER

LEVEL 9

This handheld holographic display unit has an underslung rack housing dozens of miniaturized flying microbots. When you activate the autocartographer, you pick a grid intersection within 50 feet to which you have line of effect. The microbots scatter in a 100-foot cube, scanning the environment and sending data back to the display unit for aggregation and analysis. The microbots transmit the dimensions and basic layout of rooms, corridors, and sizable natural features, including large furnishings. Their sensors ignore living creatures, fine details (such as images on computer screens), and temporary magical effects, but they record permanent ones, including

illusory obstacles. They can't differentiate between illusions or holograms and real objects. The microbots' data is sent by a wireless signal and is therefore vulnerable to countermeasures such as signal jammers.

Individual microbots are small enough to pass through any opening at least an inch wide. They can operate both in air or vacuum, but heavy gravity or strong or stronger winds overwhelm their delicate propulsion systems and render them inactive. The microbots emit a distinctive whir and can be detected with a successful DC 15 Perception check.

One minute after you release the microbots, the autocartographer displays a composite map showing all features within the scanned 100-foot cube as a three-dimensional holographic image, and the microbots return to the unit. You can save these images in a data file that can be displayed later, although you need to rescan an area to obtain updated information, such as opened doors or repositioned furniture. Each file is tagged with global or astronomical positioning data, allowing you to connect multiple maps in space and scroll between them.

BYPASS SUBROUTINE

LEVEL 11

A bypass subroutine is a miniaturized single-function computer which takes the form of a ring with four nanite circuit-nodes and can be sized to fit nearly any finger. The compact nanites are attuned to input from the circuit-nodes and can form specific tools much larger than the ring itself as directed by information stored within the circuit-node. Infiltrators utilize these high-tech metal bands to assist in covert missions. Aspis Consortium agents also use these rings to ensure that locks that were opened appear as if they were never tampered with.

When you succeed at a Computers or Engineering check to open a lock, you can activate the ring as a reaction. The ring then stores a record of the processes and tools used in opening the lock, and one of the nanite circuit-nodes on the ring takes on a texture or color associated with the area around the lock. As a move action, you can touch the ring to a lock recorded therein and it recreates the conditions needed to change the lock's status (creating any required tool output with nanites), either opening or relocking that lock.

A bypass subroutine can record one lock in each of its circuit-nodes. Any additional recordings must replace one of the four already in the ring.

TABLE 1-23: TECHNOLOGICAL ITEMS

NAME	LEVEL	PRICE	HANDS	BULK	CAPACITY	USAGE
Chemalyzer	1	150	1	L	20	2/use
Emergency beacon	1	100	—	L	20	Varies
Emergency raft, basic	1	350	—	3	20	1/use
Grenade scrambler, mk 1	1	250	—	1	20	5/round
Habitat box	1	375	—	4	20	1/day
Holographic sashimono	1	300	—	L	20	1/hour
Laser drill	1	200	1	L	20	1/minute
Musical instrument, basic	1	100	Varies	Varies	20	1/10 minutes
Scanner, video camera	1	275	1	L	20	2/hour
Strategy game, basic	1	150	—	Varies	Varies	Varies
Tool kit	1	200	—	L	—	—
Zipstick	1	10	1	—	20	1/use
Datapad	2	55	1	L	20	1/hour
Diagnostic lozenge	2	175	—	—	20	1/hour
Emotion regulator, basic	2	800	—	L	20	1/10 minutes
Evenfire unit	2	550	—	L	20	2/hour
Microgoggles	2	900	—	—	20	1/hour
Nanite hypopen, brown	2	160	1	L	—	—
Radiation sweeper	2	500	1	1	20	1/minute
Scanner, shotgun microphone	2	625	1	L	20	1/hour
Survival straw	2	450	1	—	20	See page 108
Swarmproof bangles, basic	2	900	—	—	20	1/minute
Alert redirector	3	1,450	—	—	20	1/hour
Dermal stapler	3	1,200	1	L	20	1/use
Engineer's puzzle box	3	1,500	2	1	20	1/hour
Holoshroud	3	1,300	—	2	20	1/hour
Ion tape	3	275	—	L	—	—
Scanner, enhanced camera	3	1,375	1	L	20	1/hour
White-noise generator	3	1,350	—	1	20	1/10 minutes
Domestic drone, basic	4	2,000	—	Varies	20	1/hour
Grenade scrambler, mk 2	4	2,100	—	1	40	5/round
Inertial-reinforcement belt	4	2,200	—	L	20	Varies
Magnetgloves	4	1,950	2	1	20	Varies
Proximity helmet	4	2,050	—	L	20	2/hour
Solar sheeting	4	2,000	—	2	—	—
Warning wire, mk 1	4	2,000	—	L	40	1/hour
Clearsight goggles	5	2,750	—	—	40	1/hour
Nanite hypopen, purple	5	450	1	L	10	Varies
Phrenic scrambler, clear	5	3,000	—	—	40	5/round
Portable gangway	5	2,700	—	4	40	1/use
Strategy game, imperial conquest	5	2,850	—	2	20	1/hour
Whisper comm	5	3,000	—	—	20	1/hour
Electroviscous cloak	6	4,000	—	L	40	1/round
Mimic imager, helmet-mounted	6	4,150	—	L	40	4/round
Musical instrument, euphonic	6	4,500	Varies	Varies	80	1/10 minutes
Nanite hypopen, black	6	650	1	L	—	—
Smart cable	6	4,000/10 ft.	—	L/20 ft.	40	1/round
Subdermal extractor	6	3,850	1	1	20	1/use
Swarmproof bangles, advanced	7	6,500	—	—	40	1/minute
Traction holster	7	6,000	—	L	80	10/minute
Envoy's mouthpiece	8	9,000	—	L	20	2/hour
Grenade scrambler, mk 3	8	9,300	—	1	40	5/round
Hoverskates	8	8,500	—	1	20	1/10 minutes
Warning wire, mk 2	8	8,800	—	L	40	1/hour
Autocartographer	9	13,500	1	1	100	10/hour
Nanite hypopen, white	9	2,300	1	L	—	—



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NAME	LEVEL	PRICE	HANDS	BULK	CAPACITY	USAGE
Phrenic scrambler, viridian	9	13,000	–	–	40	5/round
Scanner, true-frame camera	9	12,250	1	L	100	2/hour
Domestic drone, elite	10	18,000	–	Varies	100	1/hour
Emergency raft, hovercraft	10	17,800	–	4	40	Varies
Inductive bandolier	10	19,000	–	L	100	2/minute
Bypass subroutine	11	23,000	–	–	–	–
Mimic imager, hovering	11	24,500	–	L	40	4/round
Nanite hypopen, gray	11	3,500	1	L	–	–
Emotion regulator, advanced	12	37,000	–	L	100	1/10 minutes
Flash shield generator	12	32,000	1	1	100	10/use
Grenade scrambler, mk 4	12	35,000	–	1	40	5/round
Nanite hypopen, green	12	5,600	1	L	–	–
Warning wire, mk 3	12	32,900	–	L	40	1/hour
Phrenic scrambler, violet	13	49,000	–	–	40	5/round
Carter's baton	14	65,000	1	L	80	8/round
Nanite hypopen, red	14	11,500	1	L	–	–
Synaptic link	14	75,000	–	L	100	5/round
Grounding boots	15	105,000	–	L	100	1/minute
Grenade scrambler, mk 5	16	165,000	–	1	100	5/round
Warning wire, mk 4	16	153,000	–	L	40	1/hour
Quantum boxes	17	250,000	–	2	100	See page 107
Personal phase shifter	18	380,000	–	1	100	10/round
Weightless footlocker	18	340,000	–	2	100	1/hour
Disintegration hoop	20	750,000	–	1	100	10/round
Grenade scrambler, mk 6	20	815,000	–	1	100	5/round

CARTER'S BATON**LEVEL 14**

This flanged rod allows you to control gravitational forces around a single object within 100 feet. When you activate the baton, you can move an object of no more than 25 pounds or 2 bulk up to 20 feet per round in any direction (including up or down), but you can't move it farther than 100 feet from you. If you attempt to move an object that another creature is holding, that creature can attempt a DC 15 Reflex save to prevent you from removing the object from its grasp.

CHEMALYZER**LEVEL 1**

This handheld unit includes an extendable wand tipped with a sampling nozzle, and can be easily operated with a single hand. It grants a +4 circumstance bonus to Engineering, Mysticism, and Physical Science checks to identify an unknown drug, medicinal, poison, or other chemical substance.

CLEARLIGHT GOGGLES**LEVEL 5**

Those who explore environments obscured by fog, foliage, smoke, and other vision-impairing elements value clearlight goggles, a set of tight-fitting eyewear that can be worn under a helmet or even other eyewear. While you wear the goggles, fog, smoke, and similar gases don't grant targets concealment from you, and vegetation doesn't either. The trinket provides no benefit against a target with total concealment.

DATAPAD**LEVEL 2**

Datapads are among the most common handheld computers (*Core Rulebook* 213) and are ubiquitous in homes, manufacturing

settings, and offices. Datapads require at least one hand to use. Nearly all datapads also incorporate a comm unit (which includes a microphone and speaker) along with several other functions, such as infosphere connectivity and data storage. Datapads can record simple audio and video (though not in high enough resolution to serve as proof of recorded events in most courts of law), store thousands of hours of recordings, play games, track time and set time-based alarms, act as word processors, and perform numerous other minor data processing and entertainment functions.

All datapads have light bulk, and most are tier 1 computers with the miniaturization upgrade. Tier 2 and higher datapads are generally used only by the wealthy elites or technological sophisticates due to the additional miniaturization technology involved, but they are more powerful than many stationary computers while still fitting comfortably in one hand. Datapads can have computer modules and countermeasures installed at the usual additional costs (*Core Rulebook* 216). For example, most datapads in military or industrial use have the hardened upgrade.

Saboteurs and spies frequently disguise eavesdropping devices or explosives as ordinary datapads, knowing that the datapads' universal use means they won't raise suspicion.

DERMAL STAPLER**LEVEL 3**

This oblong box the length of a human hand contains several hypoallergenic staples and a mass of sticky antiseptic gel. You use the dermal stapler by pressing it onto a willing or unconscious living creature's wound; the dermal stapler launches one of its staples into the wound to close it and slathers the staple with the antiseptic gel.

You can use a dermal stapler on a willing or unconscious creature to automatically end the bleeding condition without a Medicine check. Alternatively, you can use it in conjunction with a medkit to treat deadly wounds and gain a +1 insight bonus to your Medicine check. In addition to consuming a charge with each use, a dermal stapler must synthesize new staples and gel after 20 uses, at a cost in UPBs equal to one-quarter the stapler's price.

DIAGNOSTIC LOZENGE

LEVEL 2

This smooth, thumb-sized device activates automatically when it is inside a living creature. You can implant a diagnostic lozenge subdermally in a willing or unconscious creature with a successful DC 20 Medicine check, or a creature can choose to swallow one. An activated diagnostic lozenge steers itself into a creature's tissue and extrudes several filaments to monitor its status, broadcasting information on a predetermined wireless frequency to a designated receiver, such as a datapad or comm unit, as long as the receiver is within 1 mile of the lozenge. The diagnostic lozenge broadcasts the creature's direction and distance relative to the receiver, as well as any of the following conditions that are affecting the creature: dead, dying, frightened, nauseated, panicked, sickened, stable, staggered, stunned, or unconscious. A single receiver can accept information from up to six different diagnostic lozenges simultaneously. When a diagnostic lozenge runs out of charges, it breaks down into harmless components that eventually pass out of the creature's body. Diagnostic lozenges can't normally be safely removed once activated.

DISINTEGRATION HOOP

LEVEL 20

This adamantine ring is 1 foot in diameter and surrounded by coils and circuitry. When activated, the disintegration hoop completely obliterates all matter placed through the center. Creatures that place an appendage into the hoop take 4d20 electricity and fire damage as the appendage is disintegrated, and creatures small enough to fit entirely within the hoop instead take 14d20 electricity and fire damage. In either case, a creature that would be forced through the hoop can attempt a DC 14 Reflex save to avoid passing into the hoop. Appendages destroyed by the disintegration hoop can be restored only with *regenerate* or a similarly powerful effect; creatures slain by the hoop can be restored only with *miracle* or *wish*. Attempts at creating larger disintegration hoops have thus far been disastrous failures, although rumors persist of larger, stable disintegration hoops that use advanced technology.

DOMESTIC DRONE

LEVELS 4-10

Robots are commonly used throughout the galaxy to handle repetitive tasks and make some aspects of life more convenient. Domestic drones have a rudimentary AI and only a limited ability to handle unexpected situations, making them useful for little beyond their specifically designated functions. Although the spy drone (*Core Rulebook* 221) is a specialized—and in some places, illegal—version of a domestic drone, several other types of domestic drones are common in any large settlement. When activated, each acts as the indicated type of drone of a 1st-level mechanic, and you control it as if you were a 1st-level mechanic (using either an included remote control or a computer with an added control) except it can't make any attacks and has no weapon mounts, no feats,

and no ability to add drone mods beyond those mods specified in its entry. An activated domestic drone can move its speed, but it can otherwise take only the actions specified in its description or granted by its mods. Most domestic drones have a basic model and an elite model; both can understand one language (chosen at purchase), and elite models often have additional abilities and greater autonomy. Some mechanics design their personal drones to resemble ordinary domestic drones, which allows their far more adaptable (and sometimes menacing) drones to blend in.

Deckhand Drone

LEVEL 4

This Small drone is designed to provide basic assistance aboard a starship or other large vessel, including supplemental computation for navigation or astrogation. Most deckhand drones resemble a squat box with stubby, clawed feet that allow it to keep its orientation in zero-g. A deckhand drone acts as the stealth drone of a 1st-level mechanic, except it has the climbing claws and tool arm (fire extinguisher) mods instead of the stealth drone's normal initial mods. If an activated deckhand drone is accessible to a creature attempting a Piloting check to navigate, that creature reduces the time needed to plot a course by half (generally from 10 minutes to 5 minutes). Its skill unit is Computers. A deckhand drone has 6 bulk.

• **Elite Deckhand Drone (Level 10):** An elite deckhand drone gains the skill subroutines (Engineering) mod and has an Intelligence score of 8 rather than 6. A deckhand drone can expend 5 charges of its battery to attempt to aid another to assist with the Engineering check to repair a starship's hull (*Core Rulebook* 322). In addition, during starship combat, an elite deckhand drone can assist a ship's engineer, reducing the DC of an engineer's patch action by 5.

Mule Drone

LEVEL 4

This Medium quadrupedal drone is designed to act as a mount and carry heavy loads, just as mules and other beasts of burden are used throughout the galaxy. Most mule drones resemble metallic quadrupeds with overlarge hooves. A mule drone acts as the combat drone of a 1st-level mechanic, except it has the riding saddle and speed mods instead of the combat drone's normal initial mods. Any Small or smaller creature can ride your mule drone, and the mule drone can be customized to support a specific Medium creature (normally you, if you are Medium); refitting the riding saddle to accommodate a different Medium creature takes 1 day and 100 UPBs. Its skill unit is Athletics. A mule drone has 18 bulk.

• **Elite Mule Drone (Level 10):** An elite mule drone has the jump jets mod. In addition, as a full action, a drone can reconfigure its riding saddle to serve as a mount for any Medium or smaller creature.

Physician Drone

LEVEL 4

This Small drone is designed to provide basic medical services and nursing. Resembling a mechanical spider with four gripping feet and four arms tipped with syringes, antiseptic applicators, and biogel dispensers, a physician drone usually perches above its patient's bed and provides assistance from above. A physician drone acts as the stealth drone of a 1st-level mechanic,



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except it has the climbing claws and manipulator arms mods instead of the stealth drone's normal initial mods, and it treats Medicine as a class skill in which it has a single rank. Its skill unit is Acrobatics, and it has an Intelligence of 8 rather than 6. A physician drone has 6 bulk.

- **Elite Physician Drone (Level 10):** An elite physician drone also has the medical subroutine mod, allowing it to provide emergency medical treatment.

Porter Drone

LEVEL 4

This sturdy Medium drone is designed to haul loads and assist with laborious tasks. Most porter drones resemble stout humanoids with large treaded wheels at the ends of two thick legs and a smooth faceplate with two optical sensors as their only facial features. A porter drone acts as the combat drone of a 1st-level mechanic, except it has the cargo rack and manipulator arms mods instead of the combat drone's normal initial mods. Its skill unit is Perception. A porter drone has 20 bulk.

- **Elite Porter Drone (Level 10):** An elite porter drone has the resistance mod, providing it resistance 10 to an energy type of your choice when you purchase it. This choice is usually dependent upon the environment in which the drone is intended to function, such as resistance to fire for a porter drone working in a foundry.

Valet Drone

LEVEL 4

This Small drone is designed to aid in clothing selection, grooming, and light personal administrative tasks. A valet drone can speak the language it understands, though most

valet drones are poor conversationalists and speak only to remind you of social obligations. A valet drone acts as the stealth drone of a 1st-level mechanic, except it has the manipulator arms mod and tool arm mod (containing an integrated hygiene kit and oversized mirror) instead of the stealth drone's normal initial mods. Its skill unit is Perception. A valet drone has 6 bulk.

- **Elite Valet Drone (Level 10):** An elite valet drone treats Culture as a class skill in which it has a single rank, it can attempt Culture checks to recall knowledge, and it has an Intelligence of 8 rather than 6. Elite valet drones tend to be chatty, and they can spend 10 minutes to adjust your fashion and appearance as necessary for a specific social situation, granting a +2 insight bonus to Diplomacy checks to change a creature's attitude in that situation.

ELECTROVISCIOUS CLOAK

LEVEL 6

This thin cloak is infused with conductive wiring and a polymer that changes states when charged with a specially modulated current. When you activate the cloak as a move action, its exterior becomes a frictionless gel, granting you a +2 circumstance bonus to your AC against grapple combat maneuvers and to Acrobatics checks to escape from a grapple or pin. In addition, when squeezing, you do not gain the entangled condition, though you still move at half speed and can't run or charge.

EMERGENCY BEACON

LEVEL 1

When activated, this small, pod-shaped device emits a bright red flash from a dome on its top once every 6 seconds, using 1 charge per day. The emergency beacon also transmits its location. Any device capable of receiving signals of any sort can pick up an emergency beacon's signal, which can then be tracked back to the source with a successful DC 15 Engineering or Survival check. An emergency beacon's transmissions have a range of 100 miles over flat terrain, but this range is halved in forests or hills and quartered in mountainous terrain and underwater. Alternatively, an emergency beacon can be hooked up to a starship or vehicle's communications system, in which case its usage increases to 1 charge per hour and its range matches that of the communications array of the vehicle or starship.

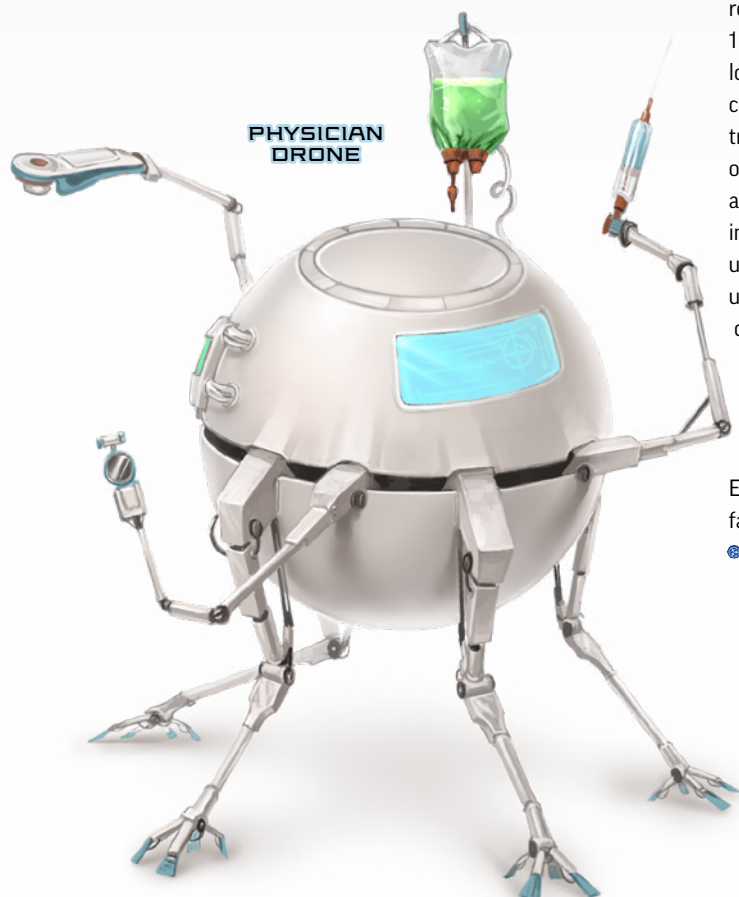
EMERGENCY RAFT

LEVELS 1-10

Emergency rafts are stored in compressed cylinders with large fans that can inflate the rafts in mere moments.

- **Basic (Level 1):** This emergency raft is stored as a bright-red plastic cylinder, 6 inches wide and 2 feet long. When activated, it rapidly inflates into a plastic boat that measures 10 feet long, 4 feet wide, and 2 feet deep. It can hold four Medium creatures. The raft comes with four collapsible plastic oars to row with. As a move action, you can return the raft to its portable shape by pressing a button, as long as no objects or creatures remain inside. An emergency raft consumes 1 charge when you activate or collapse it.

- **Hovercraft (Level 10):** This emergency hovercraft is more luxurious and capable than its basic counterpart, and



it is 2 feet wide and 4 feet long in its compact form. When activated, it unfolds into a hover pod (*Core Rulebook* 229), except that it has 40 Hit Points, is broken when reduced to or below 20 Hit Points, provides no bonus to Piloting checks, and has no autocontrol system. As a move action, you can return the hovercraft to its portable shape at the touch of a button, as long as no objects or creatures remain inside. An emergency hovercraft consumes 2 charges when you activate or collapse it, and it consumes 1 charge for every 10 minutes (or fraction thereof) its engines are in operation. You can power down its engines so that it doesn't consume charges; like a basic emergency raft, it comes with four oars for rowing.

EMOTION REGULATOR

LEVELS 2-12

This small device is often worn strapped to the back of the neck or attached to a helmet. When activated, an emotion regulator sends out regular neurological pulses, reigning in extreme emotions.

- **Basic (Level 2):** A basic emotion regulator grants you a +2 insight bonus to saves against emotion and fear effects, but your dulled reactions to danger impart a -2 penalty to your initiative checks and Reflex saving throws.
- **Advanced (Level 12):** An advanced emotion regulator is more effective at suppressing a broader range of extreme emotions, granting you a +2 insight bonus to saves against emotion, fear, mind-affecting, and pain effects. In addition, you are undetectable to blindsense (emotion) and blindsight (emotion). An advanced emotion regulator does not impart penalties.

ENGINEER'S PUZZLE BOX

LEVEL 3

This small box is covered with various circuits, electronic locks, gears, and other mechanisms that you must unlock or bypass in order to reach the box's hollow center. The mechanisms shift and rearrange automatically, allowing for a multitude of combinations to keep the box from opening. Once unlocked, the box resets itself and reorders the mechanisms, starting the process over. Using an engineer's puzzle box to improve your skills requires 1 hour and a DC 25 Engineering check. If you succeed at the check, you reduce the time required to disable devices using the Engineering skill by 2 rounds (to a minimum of 1 round). This bonus lasts for 24 hours. You can benefit from only one engineer's puzzle box at a time.

Some engineering organizations and mechanics' societies are known to put prizes or certificates in the center of an engineer's puzzle box as a final test for applicants.

ENVOY'S MOUTHPIECE

LEVEL 8

Popularized by successful lashunta diplomats, an envoy's mouthpiece is an elegant circlet with slender arms that reach down along the jaw. Two thin earpieces extend from the band to slip unobtrusively into your ears once the mouthpiece is donned. When created, an envoy's mouthpiece is encoded with one specific language. Whenever the language is spoken within 30 feet of you, the mouthpiece translates that language into Common. In addition, any words you speak in Common are transformed by the mouthpiece into the encoded language, allowing conversation to take place between you

and speakers of the encoded language. An envoy's mouthpiece cannot be used to translate languages other than the one it has been programmed to translate, although devices that translate into languages other than Common do exist. An envoy's mouthpiece automatically records any words it translates, allowing anything translated through the device to be replayed through its earpiece at the touch of a button located on the lower right side. Up to 10 continuous hours can be recorded in this manner. Holding the button down for a full round erases any currently stored conversations.

EVENFIRE UNIT

LEVEL 2

Crafted of chemicals found on sweltering jungle worlds, this dull-brown cylindrical unit is no larger than a datapad. When an evenfire unit is activated, an electric current causes the chemicals to emit steady heat, but not light, within a 30-foot radius. Over 1 minute, the temperature of this area increases by 60° F, to a maximum of 80° F. The effects of multiple active evenfire units do not stack. This heat dissipates once the unit is shut off. An evenfire's heat is consistent throughout the area and is no hotter closer to the unit than at the edge of its area of effect. Anyone in the heated area gains a +2 circumstance bonus to Fortitude saves against environmental cold dangers. In moderate or strong winds (*Core Rulebook* 400), an evenfire's temperature increase is reduced to 30° F, and the circumstance bonus to Fortitude saves is reduced to +1.

In severe or stronger winds, an evenfire unit provides no temperature increase or save bonus.

FLASH SHIELD GENERATOR

LEVEL 12

This scepter-like device coalesces atmosphere into a crystalline sheet. When you activate a flash shield generator, you select one edge of a square within 10 feet of you and create a 5-foot-square vertical sheet of translucent crystal on that edge, providing partial cover against attacks coming from one side of the sheet (your choice). The flash shield must be supported by the ground or another structure when it is created, and it can't support any weight. You can make the flash shield cloudy when you create it, which causes it to block line of sight. The flash shield is delicate and easy to break; it has an AC of 10, hardness 0, and 10 Hit Points. A flash shield disintegrates on its own after 24 hours. If you create a new flash shield within 100 feet of an existing shield, the old shield disappears, its material evaporated and transformed to create the new shield. A flash shield generator does not function where there is no atmosphere.

GRENADE SCRAMBLER

LEVELS 1-20

When activated as a move action, this unit emits a wireless signal that interferes with the detonation sequence of grenades within 30 feet. Grenades that would successfully land at an intersection in the area have a 50% chance to miss, and any grenade that targets an intersection in the area and misses lands 1d6 squares away (instead of 1d4). A grenade scrambler affects only grenades whose item level is equal to or lower than its own level. If an affected grenade's level is at least 5 levels lower than the grenade scrambler's, it automatically misses.



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- **Mk 1 (Level 1):** Affects grenades with an item level of 1 or lower.
- **Mk 2 (Level 4):** Affects grenades with an item level of 4 or lower.
- **Mk 3 (Level 8):** Affects grenades with an item level of 8 or lower. Affected grenades with an item level of 3 or lower automatically miss.
- **Mk 4 (Level 12):** Affects grenades with an item level of 12 or lower. Affected grenades with an item level of 7 or lower automatically miss.
- **Mk 5 (Level 16):** Affects grenades with an item level of 16 or lower. Affected grenades with an item level of 11 or lower automatically miss.
- **Mk 6 (Level 20):** Affects grenades with an item level of 20 or lower. Affected grenades with an item level of 15 or lower automatically miss.

GROUNDING BOOTS**LEVEL 15**

When activated, these heavy boots create an electromagnetic field around you that disperses electrical current into the ground. You gain electricity resistance 15, and as long as you are standing on any surface larger than you are, creatures adjacent to you gain electricity resistance 5.

HABITAT BOX**LEVEL 1**

A habitat box is a powered container used to store small creatures or plant samples. Habitat boxes are typically used by explorers and naturalists to preserve samples, but couriers and smugglers also find them useful. The box has an adjustable temperature and humidity to keep the interior at a consistent environment, and food and water dispensers can sustain creatures stored within for as long as the box has power. The standard habitat box is a cube 2 feet square, although interior dividers allow you subdivide the box into several smaller compartments, each with their own isolated environment.

HOLOGRAPHIC SASHIMONO**LEVEL 1**

This lightweight, shoulder-mounted hologram projector displays the image of a banner or crest in the air above and slightly behind you. Some use these to broadcast their beliefs, while others employ them as personal advertisements. Most holographic sashimono display images up to 2 feet wide and 3 feet tall, and these images can be programmed to be static (such as a military insignia) or short looping animations (such as roaring flames). A holographic sashimono grants you a +2 insight bonus to Profession checks to earn a living.

HOLOSHROUD**LEVEL 3**

This loose mesh of wire and miniature holographic projectors is used to disguise the presence of creatures or objects. Holoshroud comes in 10-foot-by-10-foot square sheets. When you hide under an activated holoshroud, you gain a +2 insight bonus to Stealth checks as long as you remain immobile and prone. Covering yourself with holoshroud is a full action requiring a successful DC 10 Survival check (failure means you do not cover yourself correctly with the holoshroud and do not gain its bonus to Stealth checks). You have the entangled condition when using a holoshroud, except you do not take a penalty to initiative or Stealth checks from this condition.

Taking off a holoshroud is a move action, or you can take off the holoshroud as part of the move action to stand up from a prone position. A creature with the blindsense ability ignores the effect of a holoshroud. You cannot hide under a holoshroud that is not activated; if the holoshroud runs out of charges while you are underneath it, you are visible as normal.

You can spend 1 minute covering a Medium or smaller object with a holoshroud, making it appear to be a natural part of the surrounding terrain. For example, you can conceal a hoverbike as a rock or patch of brush. Covering a Large object requires two holoshrouds. Covering a Huge or Gargantuan object requires five holoshrouds and takes 10 minutes of work. Camouflaging a Colossal object depends on its shape but generally requires at least 10 holoshrouds and takes 1 hour of work. The DC of Perception checks to notice or search for an object covered by a holoshroud is increased by 10. Any creature within 10 feet of a Large or larger object hidden by holoshrouds automatically recognizes it as a camouflaged object.

HOVERSKATES**LEVEL 8**

These stylish boots contain antigravity circuitry that, when activated, suspends you approximately 1 inch off the ground. You do not count as flying when using hoverskates; you move at your normal land speed when wearing them. You can walk both overland and over water (but not underwater), and you can ignore difficult terrain. When you take a move action to move your speed, you can increase your land speed by 20 feet by overcharging your hoverskates. This extra movement is treated as an enhancement bonus. The hoverskates must cool down for 1 minute before you can overcharge them again.

Hoverskates do not function if you're encumbered or overburdened.

INDUCTIVE BANDOLIER**LEVEL 10**

This heavy bandolier's large, flat buckle is a metallic charging pad that charges synced devices that are within a few inches of your body, including light or heavy armor or armor upgrades installed in light or heavy armor. While the bandolier is activated, you can tap a rechargeable item to the pad to sync the item to the bandolier (the item must use charges or a battery; the inductive bandolier can't recharge other items). The synced item regains 1 charge per minute until it is fully charged or until the synced item is more than a few inches from your body. In either case, the item is no longer synced and the bandolier vibrates slightly to alert you to the lost connection. The inductive bandolier expends its charges as long as it is activated, whether or not an item is synced to it.

INERTIAL-REINFORCEMENT BELT**LEVEL 4**

When activated, an inertial-reinforcement belt anchors you in place, protecting you against outside forces that would move you. This effect grants you a +4 bonus to your AC against bull rush, reposition, and trip combat maneuvers, consuming 1 charge per minute. If you fall from a height greater than 10 feet, the inertial-reinforcement belt automatically activates just prior to impact and reduces your falling damage by half, consuming 1 charge per die of falling damage. If the belt has fewer remaining

charges than the number of dice, the damage is reduced only by a number of dice equal to the number of charges remaining. Damage from landing on hazardous objects such as spikes is not reduced.

ION TAPE

LEVEL 3

Ion tape is a ribbon of material tightly wound around a spindle. A roll of ion tape fits in the palm of a human hand and comes in a wide range of colors. A single roll contains 50 feet of tape. A single strip of tape is easy to cut through or tear. It has a weak adhesive that keeps the tape in place when wrapped around an object. When ion tape is exposed to an electrical charge of any power (including a jolt from a zipstick; see page 109), the tape bonds into a single mass of plastic-like material, gaining hardness 8 and 15 Hit Points. When used to bind a creature, a few strips of activated ion tape require a successful DC 28 Strength check to break. A second jolt from an electrical source causes the tape to revert to its weaker ribbon state, at which point it can be torn easily. A strip of ion tape can hold about 5 pounds of weight normally, but when activated via a jolt, a single hardened strip can support up to 300 pounds. The uses for ion tape are many: it can be used to construct basic objects (such as a ladder), patch holes, bind prisoners, and so on.

LASER DRILL

LEVEL 1

A laser drill is a handheld item that resembles a snub-nosed pistol. As a standard action, you can use the drill to create a hole 1 inch in diameter and 1 inch deep in stationary and unattended materials with a hardness of 15 or less, such as concrete, plastic, or wood. At the GM's discretion, you might be able to use a laser drill on harder materials as a full action or longer. Detecting a laser drill at work requires a successful DC 15 Perception check. A laser drill isn't generally useful in combat, but it can deal 1 fire damage with a successful melee attack as an improvised weapon.

MAGNEGLOVES

LEVEL 4

These heavy, durable gloves have powerful electromagnets built directly into the palms and are designed to be worn either directly on the body, or over armor or protective gear. These magnets can be activated as a move action, providing you a +2 insight bonus to Athletics checks to climb metal surfaces, as well as a +4 circumstance bonus to AC against attempts to disarm you (per the disarm combat maneuver) of metal items that you're holding, consuming 1 charge every hour.

As a move action while you are grappling a creature, you can cause the magnegloves to draw together more powerfully, increasing the DC of the Acrobatics check to escape your grapple or pin by 2, or by 5 if the creature is wearing metal armor, carrying a significant amount of metal, or made of metal. You can unbind the magnegloves as a swift action. While set to draw together, the magnegloves consume 1 charge each round.

MICROGOGGLES

LEVEL 2

This bulky set of goggles functions as a lighted magnifying glass or microscope, allowing you to see exceptionally small details

with adjustable levels of magnification. Microgoggles provide a +2 insight bonus to any skill use that benefits from exceedingly close vision, such as detecting complicated forgeries or crafting drugs or medicinals.

MIMIC IMAGER

LEVELS 6-11

A mimic imager functions as both an image scanner and a holographic projector.

• **Helmet-Mounted (Level 6):** The most common mimic imagers are mounted to a helmet on a swiveling, telescoping rod. When you activate the mimic imager, it takes 1 round to circle you and scan your current appearance. The round after you activate the mimic imager, it creates a holographic duplicate of you in a square (or squares, if you are a Large creature) within 20 feet that you designate. This hologram includes minor sounds but not understandable speech. The hologram then mimics your actual movements (walking forward as you walk forward, raising a gun as you do, and so on) while maintaining the same distance from you. You must always remain within 20 feet of the image and maintain line of sight to it, or the image winks out with a flash of static. Detecting the duplicate as being a hologram requires a move action and a successful DC 20 Perception check. If you deactivate the mimic imager or it runs out of charges, the mimic imager must rescan you the next time it is activated.

• **Hovering (Level 11):** A hovering mimic imager is a 2-inch-wide spherical microbot with more sophisticated imaging software and data on your movements, speech, and mannerisms. The hovering mimic imager operates as the helmet-mounted version, except that the hologram created by the hovering mimic imager can also mimic speech in your voice, and the DC of Perception checks to identify the hologram is 30. As the hovering mimic imager isn't attached to you, the image can be up to 100 feet from you and doesn't require line of sight to you (although it must be within 20 feet of and have line of sight to the microbot). The hovering mimic imager can receive your directions by voice or via a signal from a personal comm unit or a datapad with a control module installed. The hovering mimic imager has sound baffling and a light-shifting shell to avoid detection, but a creature can notice it with a successful DC 25 Perception check. Detecting the microbot doesn't automatically reveal that your duplicate is a hologram, but its presence can provide creatures a clue that something unusual is going on. The hovering mimic imager is a Tiny technological construct with an AC of 20, hardness 8, 10 Hit Points, and a fly speed of 40 feet with perfect maneuverability. It cannot make attacks, and it fails any saving throw it is required to make. When the mimic imager has only 4 charges remaining, the hologram winks out and the hovering mimic imager immediately returns to you if it can. Your communication with a hovering mimic imager uses a wireless signal, and is therefore vulnerable to countermeasures such as signal jammers.

MUSICAL INSTRUMENT

LEVELS 1-6

Musical instruments are popular throughout the galaxy and come in a dizzying array of styles, such as autohorns, electro-



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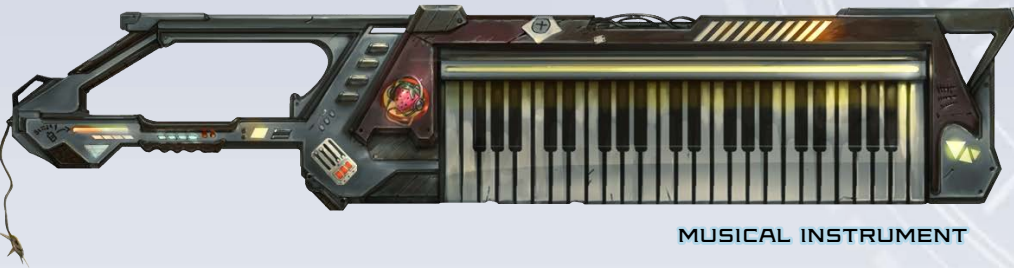
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MUSICAL INSTRUMENT

synth keyboards, monofilament guitars, and psychoactive wave plates. All but the most traditional and classical instruments use modern technology to amplify their sound, provide musical accompaniment, or connect wirelessly to other instruments in a band or orchestra.

- **Basic (Level 1):** Basic musical instruments can vary widely in quality and dimensions, but all can be played to provide a +2 insight bonus to Profession (musician) checks to earn a living. At the GM's discretion, this bonus might also apply to similar Profession skills. Basic portable instruments are generally 1 bulk in size and can be held in one hand, even if they require two hands to play.
- **Euphonic (Level 6):** These instruments are specifically designed to stir nearby listeners with thrumming chords and subliminal riffs that most races find uplifting. While playing an activated euphonic musical instrument, you can attempt a DC 20 Profession (musician) check as a move action; on a success, you can suppress the fascinated or shaken condition on allies within 30 feet for 1 round, plus 1 additional round for every 5 by which your check exceeds the check's DC. This doesn't change the duration of the condition; if the duration would continue after your uplifting performance ends, the ally immediately regains the condition that was suppressed.

NANITE HYPOPEN

LEVELS 2-14

Nanite hypopens are simple-to-use, one-shot, preloaded devices roughly the size of a writing stylus that inject specialized nanites into a creature's body to heal many sorts of mental and physical injuries. Seven types of nanite hypopens exist along a color-coded scale, as detailed below. As a standard action, you can use a nanite hypopen on yourself or an adjacent willing or unconscious living creature. Each nanite hypopen has a different effect, determined by its color; these are technological effects that function as the specific spells indicated on the chart below (using your ranks in Medicine in place of caster level when needed, such as when using a white nanite hypopen to remove a disease). A nanite hypopen can be used only once, after which it has no value.

TABLE 1-24: NANITE HYPOPEN

COLOR	LEVEL	EFFECT
Brown	2	<i>Lesser remove condition</i>
Purple	5	<i>Remove condition</i>
Black	6	<i>Lesser restoration</i>
White	9	<i>Remove affliction</i>
Gray	11	<i>Remove radioactivity</i>
Green	12	<i>Restoration</i>
Red	14	<i>Greater remove condition</i>

PERSONAL PHASE SHIFTER

LEVEL 18

A personal phase shifter works on a subatomic level to allow atoms to pass out of phase with one another. In practice, this allows the affected material to exist without interacting with other physical material. A personal phase shifter is a form-fitting jumpsuit that can be worn over most clothing and light armor, but not over heavy armor or powered armor. When you activate a personal phase shifter, you are incorporeal (*Core Rulebook* 264) except you do not gain the ability to move at full speed if you otherwise could not do so. The phase shifter contains antigravity repulsors that grant you a fly speed of 30 feet with average maneuverability. You cannot hold any items while incorporeal, and your nonmagical attacks deal half damage. Magical attacks are unaffected, and you can use magic items and other equipment worn under the jumpsuit as normal.

PHRENIC SCRAMBLER

LEVELS 5-13

This fist-sized object consists of a psychoactive crystal set within a specially powered housing. It can be activated or deactivated as a move action to cause the crystal to resonate in a fashion that impedes psychic ability. Within 30 feet of any phrenic scrambler, limited telepathy does not function and other telepathic communication is hopelessly garbled unless both the sender and the recipient share a language. The color of a phrenic scrambler's crystal determines its abilities as follows.

- **Clear (Level 5):** This is the most basic phrenic scrambler.
- **Viridian (Level 9):** A phrenic scrambler with a viridian crystal also imparts a -1 penalty to saving throws against all spells or effects with the emotion, fear, mind-affecting, or pain descriptor within 30 feet.
- **Violet (Level 13):** A phrenic scrambler with a violet crystal instead imparts a -2 penalty to saving throws against spells or effects with the emotion, fear, mind-affecting, or pain descriptor within 30 feet and allows you to set whether certain descriptors are included or excluded from this penalty as a move action (for example, you can impart the penalty against emotion and pain descriptors only).

PORTABLE GANGWAY

LEVEL 5

When activated, this heavy, 1-foot-square metal box unfolds into a flat gangway up to 30 feet long and 10 feet wide that is capable of supporting up to 2 tons. The gangway is self-supporting with struts that automatically unfold and brace it in place, as long as there is terrain to support the gangway on at least one end. The gangway can have an angle of up to 45 degrees when it is created, forming a ramp instead of a bridge. The portable gangway unfolds only partway if there isn't room

for the entire gangway, supporting as much of its size as can fit into the area. When a control stud at any of the gangway's corners is pressed as a move action, the gangway refolds into a box around that stud, as long as there are no creatures or objects on the gangway.

PROXIMITY HELMET

LEVEL 4

This open-faced, blue polymer helmet includes a nylon strap and adjustable tinted visor capable of hiding all but your mouth and chin. The interior of the tinted faceplate provides a heads-up display when activated, and while the helmet is activated, its external motion sensors pick up on sudden movements and subtle visual cues, granting you a +2 insight bonus to Perception checks to notice moving targets within 60 feet. A secondary setting on the helmet adds an audible alarm that creates a chirping sound near your ear whenever a Small or larger corporeal creature approaches within 60 feet, although a creature undetectable to normal vision (such as an invisible creature) does not trigger the alarm. Reduce this distance by 20 feet for each interposing closed door and each substantial interposing wall. This noise is loud enough to automatically wake you from sleep, but not loud enough to awaken nearby sleepers.

QUANTUM BOXES

LEVEL 17

These silvery boxes always come in pairs, and while powerful corporations use them to smuggle items of great value, their potential applications are virtually limitless. By spending 1 minute, you can seal one item of up to 1 bulk into each quantum box, subjecting the contents of each box to quantum entanglement. This uses 25 charges and causes both items to effectively cease to exist, including for the purposes of spells and effects such as *detect magic*. Anytime afterward, as long as both boxes are on the same plane, you can specify either of the two entangled items and open one quantum box as a standard action that consumes 25 charges. The named item immediately appears in the opened box, and the other item immediately appears in the paired box, no matter where it is. Effects that prevent dimensional travel block activation of a quantum box, but effects that block signals do not. If either box is destroyed or otherwise disabled, the contents of both are lost.

RADIATION SWEEPER

LEVEL 2

As radiation is deadly yet undetectable to most creatures' senses, many races have invented sensors to detect its presence. A common sensor is the radiation sweeper, a handheld device capable of detecting radiation within 120 feet. The sweeper emits warning pings in different tones to indicate the presence of low, medium, high, or severe radiation and displays the areas of radiation on a screen at the top of the device. You must take a move action each round to use the radiation sweeper. A radiation sweeper cannot detect radiation through 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field.

SCANNER

LEVELS 1-9

Scanners are common items that allow you to extend your

senses and record your experiences. Some specialized scanners can also provide other senses, such as blindsense or sense through, but these often require ongoing monitoring or impose other restrictions. Common examples include laser microphones, motion detectors, and x-ray visors (*Core Rulebook* 220).

- **Video Camera (Level 1):** The most typical scanner is a video camera, which requires one hand to use. A video camera has ordinary sight and is capable of seeing whatever an ordinary human could see, with up to 10 times magnification. A video camera can record up to 4 hours of footage, which can be downloaded and viewed using nearly any computer.
- **Shotgun Microphone (Level 2):** A shotgun microphone amplifies your sense of hearing within a particular direction. You gain a +2 insight bonus to hearing-based Perception checks in a 60-foot cone, but you take a -2 penalty to hearing-based Perception checks from other areas. A shotgun microphone can record up to 12 hours of sound. You don't need to take an action to use a shotgun microphone, but changing its direction requires a move action.
- **Enhanced Camera (Level 3):** An enhanced camera functions as a video camera, but it can view a wider band of wavelengths, including infrared wavelengths. Enhanced cameras have low-light vision and darkvision with a range of 60 feet. An enhanced camera can record up to 24 hours of footage.
- **True-Frame Camera (Level 9):** A true-frame camera functions as an enhanced camera, and it also has supplemental multispectrum programming designed to detect the slight errors in shading and lighting that are artifacts of holograms and illusions. True-frame cameras automatically shift to variant wavelengths to detect and image actual objects, identifying the holograms and illusions as such with overlay text or masking. True-frame cameras automatically identify holograms and illusions via sense through (vision), except for images that specifically fool cameras or other surveillance systems (such as *holographic image* and *nondetection*). True-frame cameras do not automatically detect mundane or low-tech disguises.

SMART CABLE

LEVEL 6

This thick industrial cable of woven plastic contains special chains of chemicals that contract, expand, and twist when they receive electronic signals. A length of smart cable has a narrow battery pack near one end. When you activate the cable, you can change its shape by sending signals from a datapad or comm unit. You can command the smart cable to coil, uncoil, tie itself around objects, or go rigid. In addition, you can cause periodic sections of the cable to crimp, allowing creatures to treat it as a knotted rope for the purposes of using Athletics to climb. Commanding a smart cable requires a move action.

When inactive or out of charges, a smart cable cannot receive commands and is identical to an adamantite alloy cable line (*Core Rulebook* 218), except that its hardness and Hit Points are based on its level.

SOLAR SHEETING

LEVEL 4

When you take a full action to unfurl this thin, 5-foot-square black panel, it absorbs solar energy and converts it into power,


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acting as a recharging station (*Core Rulebook* 234). In direct sunlight, it takes solar sheeting 10 minutes to recharge 1 charge in a battery or power cell. In overcast daytime conditions, it takes 1 hour per charge restored.

STRATEGY GAME

LEVELS 1-5

A staggering variety of board and computer games exists across the galaxy, from venerable board games to single-player computer games available on datapads or even comm units. Some are even revered pastimes in specific cultures. Only physical strategy games have bulk; computer games have no bulk but generally consume 1 charge per hour of play.

- **Basic (Level 1):** If two to six characters spend 1 hour playing a basic strategy game together, each can roll an Intelligence check, with the highest result determining the game's winner (reroll ties). The next time the strategy game's winner attempts to use aid another to assist any of the other players of that game session, the DC of the aid another check is reduced by 1. A single basic strategy game can provide this benefit only once per week.
- **Imperial Conquest (Level 5):** Imperial conquest is an ancient board game with deceptively simple rules and great strategic depth, and it is typically played via an elaborate holographic interface. Up to four people can play a game of imperial conquest, which generally takes 30 minutes per player. At the end of an uninterrupted game, each character who played attempts a DC 20 Intelligence check, with success granting tactical insights. For the next 8 hours, any character who succeeded at the Intelligence check gains a +1 bonus to AC against attacks of opportunity; when two players who succeeded at the Intelligence check flank the same enemy during this time, the bonus to attack rolls from flanking increases by 1. You cannot gain the advantage from more than one game of imperial conquest at a time.

SUBDERMAL EXTRACTOR

LEVEL 6

This vicious-looking clawed wand is used to detect and quickly remove foreign objects from under the skin. You can use the subdermal extractor only on an unconscious or willing target. The clawed end of the subdermal extractor contains a delicate sensor that evaluates the target's genetic material and scans for foreign objects (including alien eggs, biotech and cybernetic augmentations, tracking chips, etc.). To detect an anomalous object, you take a move action and must succeed at a Computers or Medicine check with a DC equal to 15 or 10 + the level of the implanted item, whichever is higher. If the implanted material was injected as part of a creature's attack, the DC is instead 15 + the CR of the attacking creature. As a standard action, you can deploy the subdermal extractor to remove anomalous material you have detected. This typically requires a successful DC 25 Medicine check, but this DC might be lower or higher at the GM's discretion (such as if the item is particularly small or if it has woven itself into the target's interior physiology). Whether or not you succeed or fail at the check, the target takes 1d6 slashing damage from the attempt. Each detection attempt uses a charge from the subdermal extractor, as does

each removal attempt. You can use a subdermal extractor on yourself, but the DCs of skill checks to use it are increased by 2.

Although a subdermal extractor can be used to quickly remove cybernetics or other augmentations, only the most disreputable back-alley shops use subdermal extractors for this purpose, and such augmentations still can't be resold.

SURVIVAL STRAW

LEVEL 2

This thin tube contains nanomachines and several filters that destroy contaminants or trap them in a washable compartment in the middle of the straw. When you activate a survival straw, water-based liquids you drink through it are automatically filtered and purified, removing any diseases, drugs, and poisons present in the liquid. A survival straw uses 1 charge per gallon of water filtered (or fraction thereof).

SWARMPROOF BANGLES

LEVELS 2-7

These matching anklets and bracelets are light and comfortable and come in many fashionable styles. When activated, they produce a broad-spectrum field around your body that repels vermin, making it difficult for Diminutive and Fine vermin to make physical contact with you.

- **Basic (Level 2):** While basic swarmproof bangles are active, you have the entangled condition, but you also have DR 2/– against the swarm attack of Fine vermin and DR 1/– against the swarm attack of Diminutive vermin.
- **Advanced (Level 7):** Advanced swarmproof bangles generate a more precise modulating field that impedes more than just vermin. You are not entangled when using advanced swarmproof bangles, and you have DR 10/– against the swarm attack of Fine creatures and DR 5/– against the swarm attack of Diminutive creatures. You also gain a +4 bonus to your AC against attacks by nanites or nanobots, such as those created by the *inject nanobots* spells.

SYNAPTIC LINK

LEVEL 14

These heavy headbands resemble woven insect chitin and always come in pairs. Each headband has a capacity of 100 and uses 5 charges per round. When you and another creature wear and activate the headband, you both benefit from a psychic communion that transmits information about danger between you instantaneously as long as you are within 60 feet of each other. While connected in this way, both wearers gain a +2 insight bonus to initiative and Perception checks. If one wearer is aware of a combatant, the other wearer is also aware of it, and a wearer cannot be surprised unless the other wearer is also surprised. If one wearer succeeds at a Will save to disbelieve an illusion effect, the other wearer also disbelieves that effect. This link does not otherwise allow thoughts or communication to be shared.

You can wear only one synaptic link at a time.

TOOL KIT

LEVEL 1

In escalating efforts to remain ahead of their competitors, many corporations market specialty tool kits as the latest advances or essential devices. The following tool kits supplement those

presented on page 221 of the *Core Rulebook* and provide circumstance bonuses to one or more skills in specific situations. These tool kits include the following: animal-trainer's kit (grants a +4 bonus to Survival checks to handle an animal or rear a wild animal), astrogator's kit (grants a +4 bonus to Piloting checks to navigate or astrogate), aura-translation kit (grants a +4 bonus to Mysticism checks to identify a magic item), broad-spectrum scanning kit (grants a +4 bonus to Perception checks to search), light-scattering sniper's blind (grants a +4 bonus to Stealth checks when sniping), mental interpretation kit (grants a +4 bonus to Sense Motive checks to discern a secret message out of combat), personal gravitational redistributor (grants a +4 bonus to Acrobatics checks to balance out of combat), and thieves' tools (grants a +4 bonus to Computers checks to hack a computer system that controls a door and a +4 bonus to Engineering checks to disable a mechanical or technological lock). When using a thieves' tools tool kit for its specialized purpose, you don't take the -2 penalty to Engineering checks if you don't have an engineering kit.



TABLE 1-25: WARNING WIRE

MODEL	LEVEL	DC TO NOTICE
Mk 1	4	24
Mk 2	8	28
Mk 3	12	32
Mk 4	16	36

TRACTION HOLSTER

LEVEL 7

This flat, metal plate usually appears to be a simple rectangle about 1 foot long with a textile belt or armband firmly attached to one side. As a full action, you can activate a traction holster by pressing a longarm, one-handed melee weapon, small arm, or piece of equipment of no more than 1 bulk flat against it, creating a quasi-magnetic bond with the weapon. Only one weapon at a time can be paired in this way. Thereafter, when you drop the weapon or it would otherwise land adjacent to you, it is automatically drawn into the traction holster as though you had spent a move action to sheathe or holster it. The holster does not protect a paired weapon against disarm combat maneuvers. A traction holster operates until it runs out of charges or until you take a full action to break the connection between the traction holster and its current weapon by holding down a small reset button.

WARNING WIRE

LEVELS 4-16

This 50 feet of thin, nearly invisible wire is spooled around a dull-gray, flat metal cylinder. When any amount of the wire is unspooled and the cylinder is activated, the wire becomes exceptionally sensitive to vibration. The wire is often wrapped around valuable belongings or stretched as a trip wire across a doorway. When the activated wire is moved or touched, the cylinder emits a piercing alarm (though you can set it to send a silent alarm wirelessly to a comm unit or datapad instead). Noticing the warning wire requires a successful Perception check with a DC equal to 20 + the level of the warning wire, and bypassing it without setting it off usually requires a successful Acrobatics check at the same DC, though the GM might adjust the DC higher or lower as circumstances dictate. You can twist the cylinder in a preset pattern as a move action, deactivating the alarm and respooling the wire around the cylinder.

WEIGHTLESS FOOTLOCKER

LEVEL 18

This metal chest is 2 feet long and can normally hold up to 1 item of 2 bulk, 4 items of 1 bulk, or up to 20 items of light bulk. When you close and activate the footlocker, sophisticated gravity-reversal units built into the chest's frame reduce the bulk of any items in the chest to 0. Even superdense materials have their bulk negated, as long as they fit within the chest. You must deactivate the chest before opening it, which returns its contents to their normal weight.

WHISPER COMM

LEVEL 5

This tight choker with a tiny earbud operates as a comm unit's wireless communication device with planetary range, but you can control audio connections with slight neck movements and communicate via subvocalization. Anyone observing you using a whisper comm must succeed at a DC 20 Perception or Sense Motive check to realize you are using it to communicate.

WHITE-NOISE GENERATOR

LEVEL 3

This small box produces random signals across multiple auditory and subauditory spectra. An activated white-noise generator increases the DC of sound-based Perception checks by 4 within 100 feet of the device. This increase is reduced by 1 for each additional 100 feet. The increase is doubled for checks that rely on technological listening, such as with a drone or microphone.

ZIPSTICK

LEVEL 1

A zipstick is a small pen-like device used to administer a small jolt of electricity. This jolt is enough to deal 1 electricity damage with a successful melee attack as an improvised weapon. A zipstick is most often used to activate or deactivate ion-bonding technology, such as ion tape (see page 105).

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MAGIC ITEMS

Magic items are different from other gear in Starfinder in that such devices work outside the principles that govern technology and technological items that integrate magic. The eldritch power in these items often creates psychic resonance with users or requires specific methods of use, which can lead to limitations in the ways or how often magic items can be used. While many magic items are modern creations, often crafted in assembly-line supernatural factories, some are relics centuries old.

MAGIC ITEM DESCRIPTIONS

The following descriptions are organized alphabetically; those with multiple models indicate each model's level.

AEON STONES

LEVELS 4-14

Aeon stones are described on pages 222-223 of the *Core Rulebook*. The following are new *aeon stones*.

- **Alabaster Helix (Level 11):** Rumor says the first *alabaster helix* originated on a hidden world somewhere in the Vast. This *aeon stone* must adjust to your physiology by orbiting you for 24 hours. If the stone stops orbiting you for more than 1 minute, it must readjust to you. The stone can orbit you while you're prone or unconscious, but it stops orbiting you if you die. While the *alabaster helix* orbits and remains adjusted to you, you regain 1 Hit Point per hour. You can have only one *alabaster helix* adjusted to your physiology at a time.
- **Amber Hyperboloid (Level 4):** AbadarCorp first manufactured *amber hyperboloids* as defensive devices for law enforcement agents. While this *aeon stone* orbits you, you have DR 1/— and energy resistance 1 against all energy types, but both apply only to damage from ranged attacks.
- **Kalidoscopic Icosahedron (Level 12):** The *kaleidoscopic icosahedron* originated within the Azlanti Star Empire as an award given to high-ranking members of the Aeon Guard. While the stone orbits you, if you roll a d20 and you dislike the result, as a reaction you can reroll the d20 and use the better result. Alternatively, as a reaction when you are the target of an attack, you can force the attacker to reroll the d20 and use the worse result. Once you have used the stone to cause a reroll, you can't do so again for 24 hours, and you can benefit from no other *kaleidoscopic icosahedron* during this time.
- **Obsidian Annulus (Level 13):** The first *obsidian annuluses* appeared as protective devices worn by important Azlanti agents. While this *aeon stone* orbits you, when you are the target of a spell or spell-like ability, you can spend 1 Resolve point as a reaction to gain spell resistance equal to 11 + half your character level. This spell resistance ends after the effect that triggered your reaction is resolved. The *aeon stone* can't provide you spell resistance for 1 hour thereafter, and you can't gain spell resistance from any *obsidian annulus* during this time.
- **Sapphire Cone (Level 5):** Aballonian corporations initially distributed *sapphire cones*, but none of those businesses have

a clear claim to the original device. While this *aeon stone* orbits you, you have limited telepathy (see *Core Rulebook* 265) you can use only with creatures that have the technological subtype and are within 100 feet of you.

- **Silver Lemniscate (Level 14):** Shirrens brought a few *silver lemniscates*—gifts from Hylax—with them when they arrived in the Pact Worlds. While the *silver lemniscate* orbits you, whenever you are about to end your turn with the dying condition, the *silver lemniscate* stabilizes you. At the start of your next turn, you regain 1 Hit Point. After providing you this benefit, the *silver lemniscate* can't do so again for 24 hours, and you can't benefit from a different *silver lemniscate* for 24 hours.
- **Viridian Balbis (Level 6):** The Veskarium is the source of the *viridian balbis*, although the popular story is that the vesk "liberated" the stone's design from skittermanders during the conquest of Vesk-3. While this *aeon stone* orbits you, your speed increases by 10 feet; this enhancement bonus applies to any movement speed you have.

BROOCH OF SHIELDING (WORN)

LEVEL 2

A piece of metal jewelry originally used to fasten a cloak, a *brooch of shielding* has a brilliantly colored jewel mounted in its center. The brooch counts as a worn magic item unless you install it in armor, taking up one upgrade slot. While worn, the brooch absorbs incoming force damage, which causes the jewel's color to fade. Once the brooch absorbs 55 force damage, the colorless jewel crumbles to dust and the brooch becomes nonmagical.

CALCIFICATION ROD

LEVEL 8

Kalos of the Brethedan moon of Kalo-Mahoi have developed numerous magical innovations honoring their artistic traditions. They created *calcification rods*, idealistically, to perfectly preserve objects of natural history that might otherwise rot away. Such rods see use well beyond Kalo-Mahoi, whether by scholars of natural history or those with less scrupulous aims. An authentic Kalo-Mahoian *calcification rod* is a rough shaft of coral that glows at the end that touches a chosen target.

As a standard action, you can touch a *calcification rod* to a nonmagical object made of once-living matter, including a corpse. If the object fits into a 10-foot cube, it must succeed at a Fortitude saving throw (DC = 14 + your key ability score modifier) or turn to stone. If a creature holds or wears the target

TABLE 1-26: MAGIC ITEMS

ITEM	LEVEL	PRICE	BULK
Brooch of shielding	2	1,000	—
Cover seed	2	200	L
Serum, lingo	2	100	—
Starfinder backpack	2	750	1
Elemental gem, mk 1	3	250	L
Obfuscated journal	3	1,250	1
Recovery aegis	3	1,350	L
Serum, daywalker	3	200	—
Aeon stone, amber hyperboloid	4	2,200	—
Darksight goggles	4	2,100	L
Improvisation adornment, mk 1	4	1,800	L
Planar runeplates, mk 1	4	2,000	L
Serum, shadowblend	4	325	—
Serum, X-ray	4	350	—
Tangleburst seed	4	675	L
Aeon stone, sapphire cone	5	3,200	—
Clearsight trinket	5	2,750	L
Dented kasa	5	3,000	1
Diffraction cloak, mk 1	5	3,200	1
Fiery runeplates, mk 1	5	3,500	3
Figurine of wondrous power (obsidian electrovore)	5	3,000	L
Serum, veracity	5	450	—
Skyfire saddle	5	2,650	1
Storage goo	5	500	L
Travel treads, mk 1	5	2,750	L
Aeon stone, viridian balbis	6	4,200	—
Elemental gem, mk 2	6	650	L
Energy-relay gloves	6	4,250	L
Ferocity blazon	6	4,000	1
Hat of disguise	6	3,850	L
Plasma beads, mk 1	6	4,200	L
Conspirator's emblem	7	6,500	L
Furtive garment	7	5,500	L
Pathing telescope	7	7,000	2
Restoring rod	7	6,750	1
Serum, close-quarters	7	950	—
Calcification rod	8	9,500	2
Figurine of wondrous power (bone crest-eater)	8	9,000	L
Improvisation adornment, mk 2	8	8,400	L
Planar runeplates, mk 2	8	8,500	L
Techbane rod	8	10,000	1
Teleportation puck	8	1,500	L
Diffraction cloak, mk 2	9	12,500	1
Elemental gem, mk 3	9	2,000	L
Fiery runeplates, mk 2	9	14,000	3
Plasma beads, mk 2	9	12,500	L
Travel treads, mk 2	9	12,000	L
Aeon stone, alabaster helix	11	30,000	—
Inspiration blazon	11	23,500	1
Ring of counterspells	11	24,000	—
Aeon stone, kaleidoscopic icosahedron	12	35,000	—

ITEM	LEVEL	PRICE	BULK
Elemental gem, mk 4	12	5,000	L
Improvisation adornment, mk 3	12	33,500	L
Mantle of willpower	12	37,000	1
Planar runeplates, mk 3	12	34,000	L
Plasma beads, mk 3	12	37,500	L
Aeon stone, obsidian annulus	13	55,000	—
Diffraction cloak, mk 3	13	51,000	1
Fiery runeplates, mk 3	13	56,000	3
Figurine of wondrous power (bloodstone bloodbrother)	13	48,000	L
Travel treads, mk 3	13	46,500	L
Aeon stone, silver lemniscate	14	65,000	—
Elemental gem, mk 5	15	16,000	L
Figurine of wondrous power (plastic sharpwing)	15	100,000	L
Elemental gem, mk 6	18	49,000	L
Containment tesseract	19	500,000	1
Atrocite Sphere	20	Priceless	L
Book of Unwritten Truths	20	Priceless	L
Trafodi Paradox	20	Priceless	L

object, that creature can use its own Fortitude save bonus in place of the object's.

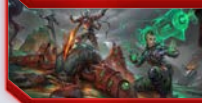
Alternatively, you can use the rod as a club (which counts as magic for the purpose of bypassing DR), or you can attempt to touch a creature with the rod by making an attack against its EAC. If your attack hits a creature that is living or made of once-living matter, the target must succeed at a Fortitude saving throw (at the same DC) or move one step further along the Dexterity poison track. While under this effect, a creature can attempt a new saving throw at the end of its turn each round, curing the affliction with one successful save. A creature that would reach the dead state is instead affected as if it had failed its saving throw against a *flesh to stone* spell, except it can attempt a new saving throw once every 24 hours to end the affliction.

Any target that is immune to petrification is immune to this rod's effects.

CONSPIRATOR'S EMBLEM (WORN) LEVEL 7

A *conspirator's emblem* is a badge or amulet like those commonly worn to mark people as members of an organization. Insignia of the Aspis Consortium in particular are notorious for all sorts of secretive magic, including that of the *conspirator's emblem*.

As a standard action while wearing this emblem, you can create an aura of confidentiality in a 20-foot-radius spherical emanation centered on you. You can designate any number of willing creatures you can see within the aura as coconspirators. You and your coconspirators can converse normally so long as you remain within the aura, provided you share a language or another means of understanding one another. Other creatures inaccurately perceive your discussion, sensing a magically generated dialogue about a



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topic you designate. *Comprehend languages* reveals only that your conversation has a magical aspect, but a creature benefitting from a *tongues* spell or capable of truespeech understands your actual exchange if within the emblem's aura.

A *conspirator's emblem* can create its emanation for up to 1 hour per day; this duration can be used in 10-minute increments. The effect ends immediately if you remove the item or fall unconscious. A creature participating in the emanation of any *conspirator's emblem* for longer than 1 hour on a given day experiences psychic dissonance, becoming sickened while within the area and for 1 hour after each subsequent exposure.

CONTAINMENT TESSERACT

LEVEL 19

A *containment tesseract* is a four-dimensional cube, about 6 inches on a side, with runes lining the surfaces. It is thought that technomancers unknown to recorded history created initial models during the Gap. Historians posit these devices were intended to imprison extraplanar entities, and that a creature trapped within one might have avoided the effects of the Gap. If that's true, there could be a *containment tesseract* holding a being that knows truths lost to the current age.

As a standard action, you can command the tesseract to imprison a creature you can see within 60 feet of you. The target must attempt a Will saving throw (DC = 19 + your key ability score modifier). A creature that has already been imprisoned in a *containment tesseract* can roll the saving throw twice and take the higher result. On a failure, the target disappears into the tesseract and remains inside, unharmed and unaware, until released. The tesseract can hold only one creature at a time.

Alternatively, as a standard action, you can command the tesseract to release a creature within it. The released creature must succeed at a Will saving throw or become helpful toward you for 1 hour. A creature that succeeds at the saving throw acts according to its normal inclinations and desires.

A *containment tesseract* accepts commands only twice per day.

COVER SEED

LEVEL 2

About 3 inches in diameter, a typical *cover seed* looks like a large walnut. The Xenowardens deployed the first *cover seeds*, but the device now sees widespread application and equally diverse appearances.

As a move action, you can squeeze the seed to activate it and hold it or drop it in a square within your reach. Alternatively, as a standard action, you can squeeze and throw the seed (range increment 20 feet) as a ranged attack targeting a square (AC 5). At the end of the turn in which you activated the seed, it sprouts into thick vines in the square it's in as well as 2 squares of your choice adjacent to the first. These vines form a wall 5 feet high and thick enough to provide cover to creatures in or near them. The vines' area is difficult terrain.

A *cover seed's* vines last and renew themselves for 10 rounds; if the seed lands on a surface made of a material in which plants can't normally grow, the vines last only 5 rounds. When the duration ends, the seed and vines wither and turn to dust.

DARKSIGHT GOGGLES (WORN)

LEVEL 4

Darksight goggles are a magical innovation made to aid vision

and counter magical darkness without the telltale signs created by technology, such as ultraviolet lasers. The goggles count as a worn magic item unless you install them in armor, taking up one upgrade slot. While wearing these goggles, you gain low-light vision as well as darkvision with a range of 60 feet. In addition, the darkvision these goggles provide allows you to see in color. If you already have darkvision, *darksight goggles* increase its range by 30 feet.

DENTED KASA (WORN)

LEVEL 5

A conical helm of battered metal, a *dented kasa* is a headgear with a history. Helmets of this sort belonged to veteran warriors of ages past, each dent representing a potentially mortal blow the kasa deflected. You wear the kasa by incorporating it into part of your armor's headwear. The helmet counts as a worn magic item unless you install it in armor, taking up one upgrade slot.

While wearing the *dented kasa*, you gain a +2 enhancement bonus to saving throws against critical hit effects. In addition, when you take a critical hit, you can spend 2 Resolve Points as a reaction to negate the resulting extra damage and critical hit effect. When you do so, the kasa gains a new dent, scratch, or other mark.

DIFFRACTION CLOAK (WORN)

LEVELS 5-13

A *diffraction cloak* bends light around it, causing the garment to subtly shimmer and hinting at its ability to warp nearby energy. While you wear this cloak, it protects you from cold, electricity, fire, and force damage. If an attack dealing such damage targets your EAC and hits, as a reaction you can force the attacker to be reroll the d20 and use the lower result. If you fail a saving throw against an effect that deals such damage, as a reaction you can reroll the saving throw and use the higher result. If you use a given *diffraction cloak*, you can't benefit from a different one for 24 hours.

The cloak allows a number of rerolls per day based on its type.

- **Mk 1 (Level 5):** One reroll
- **Mk 2 (Level 9):** Two rerolls
- **Mk 3 (Level 13):** Three rerolls

ELEMENTAL GEM

LEVELS 3-18

Each *elemental gem* contains one elemental from a specific elemental plane. The gem's color indicates the sort of elemental contained within—air gems are transparent, earth gems are brown, fire gems are orange, and water gems are blue. As a standard action, you can crush the gem, destroying it. The contained elemental then appears as if you had cast a *summon creature* spell (*Alien Archive* 144) of a level and caster level according to the gem's type.

- **Mk 1 (Level 3):** 1st-level *summon creature*, caster level 3rd
- **Mk 2 (Level 6):** 2nd-level *summon creature*, caster level 6th
- **Mk 3 (Level 9):** 3rd-level *summon creature*, caster level 9th
- **Mk 4 (Level 12):** 4th-level *summon creature*, caster level 12th
- **Mk 5 (Level 15):** 5th-level *summon creature*, caster level 15th
- **Mk 6 (Level 18):** 6th-level *summon creature*, caster level 18th

ENERGY-RELAY GLOVES (WORN)

LEVEL 6

Warriors across the Pact Worlds commission these gloves

to gain versatility in the type of damage they deal. A set of *energy-relay gloves* is permanently configured to one damage type selected from among acid, cold, electricity, fire, or sonic. The gloves count as a worn magic item unless you install them in armor, taking up one upgrade slot.

If you hit with a weapon attack while wearing *energy-relay gloves* and deal additional damage, you can convert that additional damage to the gloves' type. The gloves can convert additional damage from a class feature, a feat, and the additional damage dealt on critical hit, but they can't convert additional damage from equipment, changes to a weapon's damage dice, or spells. Using the gloves doesn't change whether the attack targets EAC or KAC.

FEROCITY BLAZON (WORN)

LEVEL 6

A fierce reputation is a benefit, but only if your opponents know of it. Symbols on clothing have long been used to create associations between a given group's reputation and its members. A *ferocity blazon* is a decorated medal or tabard whose magic enhances any impression you make so that you're better at intimidation.

A *ferocity blazon* must be worn prominently to function. While you do so, when you succeed at an Intimidate check to bully or demoralize a creature, you double the duration of the effect. If you are in the captain role on a starship, when you take the taunt action and succeed at the Bluff or Intimidate check, you double the duration that enemy crew members take a penalty to checks.

FIERY RUNEPLATES (WORN)

LEVELS 5-13

Those who serve the light sometimes wear *fiery runeplates*, as do those who love fire or associate with entities of elemental flame or hellfire. These rectangular copper plates are about a foot long and half as wide, and they come in a pair. They might bear fiery iconography such as that of Sarenrae, Hellknights, a mighty elemental being, or the demon lord Flauros, or they might have only their runes for decoration. You wear the plates by affixing them to clothing or armor. The plates count as a worn magic item unless you install them in armor, taking up a number of upgrade slots equal to their mark number.

While wearing *fiery runeplates*, as a standard action, you can command them to generate an aura of spiraling flames in all squares adjacent to your space. When a creature starts its turn in or enters the area on its turn, it takes fire damage according to the plates' type, as shown on Table 1-26: Fiery Runeplates. A creature takes this damage only once per round and can attempt a Reflex save (see the table) to take half damage. The flames can damage flammable objects in the area.

Once the runeplates are activated, the flames persist for up to a total of 10 rounds per day. They cease immediately if you are unable to take actions, and as a move action you can end the effect entirely or suppress the flames for 1 round. Rounds in which the flames are suppressed don't count against their daily limit. If you use a given set of *fiery runeplates*, you can use a different set only after 24 hours have passed.

TABLE 1-27: FIERY RUNEPLATES

TYPE	ITEM LEVEL	DAMAGE	SAVE DC
Mk 1	5	5 F	13
Mk 2	9	10 F	15
Mk 3	13	15 F	17

FIGURINE OF WONDROUS POWER **LEVELS 5-15**

Each *figurine of wondrous power* is a statuette of a creature no more than a few inches tall and long. As a standard action, you can speak the figurine's command word to transform the figurine into a creature in a space you can see within 30 feet of you. The figurine can't change into a creature if it doesn't have enough space to do so or if the environment can't support the creature's life functions. When the creature appears, it can act immediately on your turn. It understands and obeys your commands, and it understands Common but can't speak. The creature considers your allies to be its allies and follows their orders when you aren't able to give any.

Each figurine in this entry can become a creature for up to 1 minute per day, though this duration does not need to be used continuously. After the figure has been in creature form for 1 minute, it reverts to figurine form and can't be activated again for 24 hours. As a move action, you can dismiss the creature and return it to figurine form. The creature reverts to a figurine if killed. Although it can be healed while in creature form, the creature otherwise regains all its Hit Points 24 hours after its most recent activation. Therefore, if the creature is killed and reverts to figurine form, it can't transform again for 24 hours.

If you are within 30 feet of the creature when it returns to figurine form, the figurine appears in one of your empty hands or in your space (your choice). Otherwise, it reverts to figurine form as close to you as possible in its own space.

A *figurine of wondrous power* becomes nonmagical if broken, losing its power to transform into a creature.

OBSIDIAN ELECTROVORE FIGURINE OF WONDROUS POWER



- **Bone Crest-Eater (Level 8):** This bone statuette can change into a crest-eater (*Alien Archive* 30). The creature prefers to remain close to you, and if it has no other orders and can do so safely, it moves next to you.
- **Bloodstone Bloodbrother (Level 13):** This figure of green stone mottled with red flecks can change into a bloodbrother (*Alien Archive* 22). The bloodbrother starts with no creature in its rib cage prison and can't deal Constitution damage, so it lacks fast healing. If the bloodbrother reverts to figurine form while a victim is in the bloodbrother's rib cage prison, the victim is released in the bloodbrother's space.
- **Obsidian Electrovore (Level 5):** This statuette of obsidian can change into an electrovore (*Alien Archive* 44). The electrovore has only 1 Resolve Point when transformed.
- **Plastic Sharpwing (Level 15):** This figurine is an authentic plastic replica of the sharpwing (*Alien Archive* 102) into which it can transform. This sharpwing cannot lay eggs, so it cannot use its ovitonomy ability.

FURTIVE GARMENT (WORN)**LEVEL 7**

The oldest *furtive garments* are robes and other clothing worn by followers of Lao Shu Po. Some of these relics originated on lost Golarion, or so priests of Grandmother Rat claim. Most of these vestments are cloaks, loose coats, mantles, scarves, or similar garments. Modern equivalents are sleeker, designed to integrate with existing outfits and armor. You can wear the garment over other clothing or light armor, in which case it counts as a worn item, or you can install it in light armor, taking up one upgrade slot.

As a standard action while wearing a *furtive garment*, you can command the item to change the shape and appearance of clothing or light armor you wear to that of other clothing or light armor you specify. This change is illusory, fooling all senses. In addition, your clothing or armor seems nonmagical to spells and abilities that detect magic. Despite appearances, whatever you're wearing retains its normal properties while hidden by the illusion. As a standard action, you can end the effect, returning disguised clothing or armor to its normal appearance.

HAT OF DISGUISE (WORN)**LEVEL 6**

A *hat of disguise* can be a cap of any variety, a modified armor helmet, or an upgrade to armored headwear. While wearing the *hat of disguise*, you can use it to cast *disguise self* at will (CL 6th). The hat counts as a worn magic item unless you install it in armor, taking up one upgrade slot.

IMPROVISATION ADORNMENT (WORN)**LEVELS 4-12**

Those who rely on speaking to persuade or please others and those who require the ability to gauge an audience find an *improvisation adornment* invaluable. This item is usually something worn on or near the head, such as a necklace, headband, or a mask. While wearing this item, if you fail a Bluff, Culture, Diplomacy, Intimidate, or Sense Motive check, as a reaction you can reroll the check and take the better result. You can also reroll a Profession check, provided the GM agrees the check involved some sort of interaction, such as acting, musical performance, public speaking, and the like. Once you benefit

from a given *improvisation adornment*, you can benefit from a different one only after 24 hours have passed.

The adornment allows a number of rerolls per day based on its type.

- **Mk 1 (Level 4):** One reroll
- **Mk 2 (Level 8):** Two rerolls
- **Mk 3 (Level 12):** Three rerolls

INSPIRATION BLAZON (WORN)**LEVEL 11**

Inspiration can play a large part in success, and as such some leaders wear magical symbols to inspire their allies during tough situations. An *inspiration blazon* is a decorated medal or tabard that lets you lend your allies your Resolve.

An *inspiration blazon* must be worn prominently to function. When an ally within 60 feet of you spends Resolve Points, as a reaction while you are wearing an *inspiration blazon*, you can activate the blazon to inspire that ally, provided that you can see and be heard by the ally. You speak words of encouragement and spend up to 2 Resolve Points to reduce the number of Resolve Points your ally spends by the amount you spent, to a minimum of 0. The blazon has no effect on an ally who has no Resolve Points. An *inspiration blazon* can't affect a given ally again until that ally regains Resolve Points during an 8-hour rest.

MANTLE OF WILLPOWER (WORN)**LEVEL 12**

A *mantle of willpower* is a garment that covers the shoulders, sometimes with a hood and sometimes including a longer cape. High-ranking members of the Knights of Golarion and the Stewards have been known to wear such mantles, as they help keep you calm and in control of your faculties.

While wearing this mantle, you gain a +2 enhancement bonus to saving throws against mind-affecting effects. In addition, as a standard action, you can spend 1 Resolve Point to end all mind-affecting effects you are currently suffering from. If a mind-affecting effect renders you unable to take or determine your actions, you can spend 1 Resolve Point to end all mind-affecting effects you are currently suffering at the start of your turn, but you are then stunned until the start of your next turn. You can spend up to 2 Resolve Points per day to activate the mantle's abilities. Once you spend any Resolve Points using a given *mantle of willpower*, that mantle won't work for anyone else for 24 hours and you can't use a different one for 24 hours.

OBFUSCATED JOURNAL**LEVEL 3**

An *obfuscated journal* is usually a book filled with about 250 pages of sturdy blank paper. Those who value secrecy and portability use such tomes in place of other methods of information storage that might be less secure.

Before you can write in an *obfuscated journal*, you must speak a word or phrase to the book as a standard action. If you don't, the pages won't hold any writing. If someone reads the journal without speaking the word or phrase you set, the words in the journal are an indecipherable jumble. You can also command the journal to erase all or part of the writing at a rate of 2 pages per round.

The journal also defends against some forms of magical tampering. Writing in the journal is magical and encoded, but

a creature under the effects of *true seeing* can read it. *Dispel magic* can suppress the journal's magic, causing the pages to appear blank and preventing it from being used in any way. An *erase* spell can erase the journal only after the proper command is spoken.

PATHING TELESCOPE

LEVEL 7

Starfaring societies use advanced technology for viewing the stars and plotting courses among them. Triune's clerics intertwined magic and technology to create the initial models of the *pathing telescope* to analyze the gulf between stars and perceive far-off worlds. Knowledge of how to build these telescopes is as freely distributed as knowledge of how to access the Drift.

When you use the Piloting skill to astrogate, you can spend 1 hour studying the stars with a *pathing telescope*. If you do so and successfully plot a course, you reduce the travel time to reach a satellite by half or to travel within a system to 1d4+1 days. In addition, the telescope grants you a +3 insight bonus to skill checks to avoid becoming lost, whether you're using Piloting to navigate on a planet or Survival to orienteer.

PLANAR RUNEPLATES (WORN)

LEVELS 4-12

Cultists and religious artificers forge *planar runeplates*, as do the demon-worshipping drow of Apostae. Each set of *planar runeplates* is dedicated to a specific powerful being native to the Outer Planes, such as an archdevil, a demon lord, or a god. Devotional symbols on the plates might convince others you're aligned with the being in question, even if you're not. You wear the plates by affixing them to clothing or armor; they count as a worn magic item unless you install them in armor, taking up a number of upgrade slots equal to their mark.

Each set of *planar runeplates* has the same alignment as the extraplanar entity to which the plates are dedicated, although no plates are created with a neutral alignment with no other alignment components. While you wear the plates, they have several effects. If a creature with an alignment component opposite any of the plates' alignment components attacks you, the plates alert you to the creature's opposing subtypes. If the attack hits, as a reaction you can force the creature to reroll the attack and use the worse result. If you fail a saving throw against an effect created by such a creature, as a reaction you can reroll the saving throw and take the better result. Once you benefit from a given set of *planar runeplates*, you can benefit from a different set only after 24 hours have passed.

Planar runeplates allow a number of rerolls per day based on their model.

- **Mk 1 (Level 4):** One reroll.
- **Mk 2 (Level 8):** Two rerolls.
- **Mk 3 (Level 12):** Three rerolls.

PLASMA BEADS (WORN)

LEVELS 6-12

These four spherical beads strung with a cord emit a slight fiery glow from the plasma magically sealed inside them. While you wear the necklace, as a standard action, you can detach a bead and throw it (range increment 20 feet) as a ranged attack targeting a grid intersection (AC 5). If you throw the



PATHING TELESCOPE

bead through a narrow opening, your attack roll must equal or exceed the opening's AC (10 for a narrow opening or 15 for an extremely narrow one) to avoid hitting the side and detonating the bead prematurely. When the bead strikes a hard surface, it explodes in a 20-foot radius, dealing electricity and fire damage according to its type, as shown on the table below. A target that succeeds at a Reflex save (see the table) takes only half damage. Once you detach a bead, it loses its magic if it hasn't exploded after 5 rounds. If the necklace isn't worn, detached beads immediately become nonmagical.

TABLE 1-28: PLASMA BEADS

TYPE	ITEM LEVEL	DAMAGE	SAVE DC
Mk 1	6	3d6 E & F	13
Mk 2	9	5d6 E & F	15
Mk 3	12	9d6 E & F	17

RECOVERY AEGIS (WORN)

LEVEL 3

The Aspis Consortium partners with the Starfinder Society to deliver recovered relics to the churches of Desna, Iomedae, Sarenrae, Weydan, and Yaraesa. In exchange, mystics of these divinities provide magic items to support field agents. The *recovery aegis* is a talisman commonly produced as part of this arrangement. These necklaces take many shapes, but each has a jeweled pendant. The amulet counts as a worn magic item unless you install it in armor, taking up one upgrade slot.

While wearing a *recovery aegis*, you gain a +1 enhancement bonus to saving throws against effects you are already suffering, such as a disease, poison, or an ongoing damage effect; this bonus doesn't apply to initial saving throws against such effects. In addition, at any point when you have the dying condition, you can use the *recovery aegis* to stabilize without spending Resolve Points, and you can then spend 1 Resolve Point to stay in the fight during the same round. The jewel in the *recovery aegis* crumbles to dust if you use it to stabilize in this way, and the amulet loses its powers, becoming nonmagical. If you use a *recovery aegis* to stabilize, you can't do so with another *recovery aegis* for 24 hours.

RESTORING ROD

LEVEL 7

Helixes and other geometric patterns swirl within the clear shaft of a *restoring rod*, which is capped with gold on each end. To use the rod, you must hold it. After you roll dice to determine

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the number of Hit Points or the amount of ability damage restored by a spell or effect you create, you can activate the rod if any of those dice have a result of 1 or 2. Doing so is part of the same action you took to cast the spell or create the effect. If you activate the rod, you can spend 1 Resolve Point to add 2 to each die with a result of 1 or 2. Once per day, the rod can be activated to gain its benefits without requiring the user to spend a Resolve Point.

RING OF COUNTERSPELLS (WORN)

LEVEL 11

Spell duels are traditional in cultures throughout not only the Pact Worlds but the entire galaxy. A wily duelist might wear a *ring of counterspells* to foil one of an opponent's tricks, though these rings also work well against enemies who employ predictable offensive magic.

A spellcaster can target a *ring of counterspells* with a spell. That spell has no effect other than being stored in the ring. While you wear the ring, if you would be a target of the spell stored in the ring, the spell fails and has no effect. This countering is automatic; it requires no action or awareness on your part. Once the ring counters a spell, the stored spell dissipates, and the ring can't counter a spell until another is stored within it.

SERUM

LEVELS 2-7

A wide variety of serums exists throughout the galaxy. Organizations create some of these mixtures on a routine basis, while other serums require unusual materials and are therefore rare. Rules for serums can be found on page 225 of the *Core Rulebook*.

- **Close-Quarters Serum (Level 7):** A *close-quarters serum* provides heightened awareness in combat, so the fluorescent-green concoction is a favorite among mercenaries and other warriors. It's also minty. For 10 minutes after you drink this serum, enemies gain no benefit from flanking you.
- **Daywalker Serum (Level 3):** The drow of House Xicton commonly brew *daywalker serum*, which is an oily, effervescent liquid that tastes like water. When you drink this serum, you ignore the effect of your light blindness weakness for 1 hour.
- **Lingo Serum (Level 2):** Useful for explorers and scholars alike, the *lingo serum* has layers of rainbow hues and a spicy taste. For 10 minutes after you drink this serum, you can use the xenoseeker theme's quick pidgin benefit. If you have the xenoseeker theme, your use of your quick pidgin benefit during this time is automatically successful.
- **Shadowblend Serum (Level 4):** When you drink *shadowblend serum*, a purple, earthy-tasting liquid, you gain a +2 insight bonus to Stealth checks while you have concealment from dim light or darkness. In addition, darkness provides you concealment (but not total concealment) against darkvision. These effects last for 10 minutes.
- **Veracity Serum (Level 5):** A clear liquid, *veracity serum* has a sickly-sweet taste and syrupy consistency. For 1 hour after you drink this serum, you gain a +3 insight bonus to Sense Motive checks to detect deception or see through

a diversion. In addition, you never suspect a true statement is false. You also gain a +2 insight bonus to saving throws against illusions.

- **X-Ray Serum (Level 4):** When you drink *X-ray serum*, a fluid that looks like mercury and tastes like metal, your eyes turn white. For 1 minute, you can activate or suppress your X-ray vision as a move action. While your X-ray vision is active, you have sense through (vision) that can be blocked by 2 feet of wood or plastic, 1 foot of stone, 2 inches of common metal, or 1 inch of lead or any starmetal. Your X-ray vision is black and white, and while you use it, you lose the benefit of any vision other than darkvision. In addition, while using X-ray vision, you can't attempt sight-based Perception checks beyond 60 feet.

SKYFIRE SADDLE

LEVEL 5

The Skyfire Legion rarely uses draconic steeds these days, but the tradition of forging magic items such as the *Skyfire saddle* is alive and well on Triaxus. This throwback to the Skyfire Legion's glory days sees plenty of practical use throughout the galaxy. Other institutions such as the Aspis Consortium and Starfinder Society purchase these saddles for operations on worlds where mounts are plentiful.

A *Skyfire saddle* provides a few benefits. When riding a creature fitted with one, reduce the DC by 5 of Survival checks attempted as part of actions to ride a creature. If the DC would be reduced to 0, you don't need to attempt the check. In addition, when you fall from the saddle, it slows your fall, reducing the die size for falling damage by one (so 1d6 becomes 1d4). Further, anytime your mount needs to attempt a saving throw, you can spend 1 Resolve Point to either use your saving throw bonus in place of the mount's or grant the creature a +2 insight bonus to its saving throw.

STARFINDER BACKPACK (WORN)

LEVEL 2

The Starfinder Society sells branded gear, of which the *Starfinder backpack* is a prime example. People assume most *Starfinder backpacks* come from the Lorespire Complex on Absalom Station, but more knock-offs exist than authentic ones.

While wearing a *Starfinder backpack*, treat your Strength score as 4 higher for determining your carrying capacity. This increase doesn't stack with other backpacks. When you seek an object stowed in the backpack, you find it immediately, allowing you to retrieve the object as if you were drawing a weapon. In addition, you can stow objects of 1 bulk or less in the pack as if you were sheathing a weapon.

STORAGE GOO

LEVEL 5

When not in use, *storage goo* is a ball of slightly luminous putty, 6 inches in diameter, with the consistency of soft chewing gum. Skittermander mystics concocted this goo long ago as a novelty. The stuff's usefulness, especially for smuggling, has seen its manufacture spread throughout the Veskarium and across known space.

As a standard action, you can squeeze the goo to activate it. If the goo isn't storing any items, this causes it to glow with blue light and remain active for up to 1 minute. While the goo

is active, you can store up to 1 bulk of objects within it without changing the goo's shape or size, as the objects appear to be deconstructed into blue light. You can store analog one-handed melee weapons, tools, and other simple objects, provided the objects are no more complex than analog melee weapons and require no power.

If you activate goo that has stored objects inside, those objects reemerge, almost as if they're being reconstructed in a display of blue light. If you're holding the goo when the objects reemerge, you can have as many reappear in your hands as you have hands free, and the rest fall to the ground in your space. Once the goo releases stored objects, it turns to dust.

TANGLEBURST SEED

LEVEL 4

A brown seed 2 inches long, a *tangleburst seed* has an inch of green root protruding from one end. Extremists among the Xenowardens smuggle these seeds all across the galaxy. Despite the seeds' function, they're not technological, so they don't usually show up on scanners looking for weapons or dangerous devices.

As a move action, you can squeeze the seed to activate it and hold it or drop it in a square within your reach. Alternatively, as a standard action, you can squeeze and throw the seed (range increment 20 feet) as a ranged attack targeting a square (AC 5). At the end of the turn in which you activate the seed, it erupts into thick vines in the square it's in, as well as all squares within 10 feet of the first. This area becomes difficult terrain.

A creature caught in the vines must succeed at a Reflex saving throw (DC = 14 + your key ability score modifier) or become entangled. An entangled creature can escape as a move action with a successful Acrobatics check or Strength check at the same DC.

The vines last and renew themselves for 5 rounds; if the seed lands on a surface made of a material in which plants can't normally grow, the vines last for only 2 rounds. When the duration ends, the seed and vines wither and turn to dust.

TECHBANE ROD

LEVEL 8

A simple wooden rod carved with sigils that pulse with magic, a *techbane rod* is particularly useful against those reliant on technology. These rods appeared during the Gap, likely created by spellcasters as an answer to rapidly expanding technology.

As a standard action, you can touch a *techbane rod* to an unattended technological or hybrid item, weapon, or armor. If such an object fits inside a 10-foot cube, it must succeed at a Fortitude saving throw (DC = 14 + your key ability score modifier) or its functions are suppressed for 1d4 rounds.

If a creature is holding or wearing the object, you must succeed at a melee attack roll against the creature's EAC to hit the target object. Alternatively, if a creature is wearing the object, you can use the *techbane rod* as a club (which counts as magic for the purpose of overcoming DR) to hit the wearer and the target object. If your attack hits, the object must attempt a Fortitude saving throw as normal, but the bearer can use its Fortitude save bonus in place of the object's.

You can instead touch the rod to a creature that has the technological subtype, targeting EAC, or you can use the rod

as a magic club against such a creature. If your attack hits, the creature must succeed at a Fortitude saving throw (at the same DC) or become staggered and unable to use energy-based attacks for 1d4 rounds. A creature can attempt a new Fortitude saving throw at the end of its turn each round to end the effect early.

TELEPORTATION PUCK

LEVEL 8

A *teleportation puck* is a dull black disc, about 6 inches in diameter and 1 inch thick, with a rough surface. If the puck is viewed with *detect magic*, runic patterns become visible on the puck's surface. As a standard action, you can activate the puck and throw it (range increment 30 feet) as a ranged attack targeting a square (AC 5). If the puck is within 120 feet of you after you throw it, you can teleport to the puck's location as a move action, carrying objects up to your maximum capacity. You can also bring up to two willing or unconscious Medium or smaller creatures (or one willing or unconscious Large creature) with you, provided that all creatures that teleport in this way are touching at least one other creature that teleports at the same time.

If you arrive in a place that is already occupied by a solid body, you and all creatures traveling with you each take 1d6 force damage and are shunted to a random open space on a suitable surface within 10 feet of the puck's location. If no such space exists within 10 feet, you and all creatures traveling with you each take 1d6 additional force damage and are shunted to an appropriate space within 30 feet. If no such space exists within 30 feet, you and all creatures traveling with you each take 2d6 additional force damage and the teleportation fails. Any creature that occupies the destination space and causes the teleportation to fail takes half the damage you do.

Once thrown, the puck remains active either until you successfully teleport to it or until 5 rounds have passed. It then becomes a nonmagical object that can't be used to teleport again.

TRAVEL TREADS (WORN)

LEVELS 5-13

The wandering deity Weydan breaks pieces of himself off into mortal avatars to explore and experience the Material Plane. The first *travel treads* were gifts from such avatars bequeathed to fellow travelers. Followers of Weydan learned to create *travel treads*, and other organizations have copied the magic. *Travel treads* come in pairs, most often already attached to shoes, boots, or similar gear. You wear the treads by affixing them to existing footwear. The treads count as a worn magic item unless you install them in armor, taking up one upgrade slot.

While you wear *travel treads*, you reduce the amount of nonlethal damage you take from hustling and gain an enhancement bonus to Constitution checks when making a forced march. In addition, if you fail a saving throw against an effect that would render you dazed, entangled, paralyzed, prone, staggered, or stunned, or an effect that would reduce your movement speed, as a reaction you can reroll the saving throw and take the higher result. Alternatively, if an opponent succeeds at a combat maneuver to bull rush, grapple, reposition, or trip you, as a reaction you can force that attacker to reroll the



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attack, taking the lower result. Once you benefit from a given set of *travel treads*, you can benefit from a different one only after 24 hours have passed.

The exact benefits of *travel treads* are based on their model, including the number of rerolls they provide per day, as follows.

- **Mk 1 (Level 5):** Reduce hustling damage by 1, +1 enhancement bonus to checks during a forced march, and one reroll.
- **Mk 2 (Level 9):** Reduce hustling damage by 2, +2 enhancement bonus to checks during a forced march, and two rerolls.
- **Mk 3 (Level 13):** Reduce hustling damage by 3, +3 enhancement bonus to checks during a forced march, and three rerolls.

ARTIFACTS

Artifacts are magical objects that are so powerful that they transcend the laws of other magic items. Each artifact has origins beyond mortal ken and a legend associated with its existence. Finding an artifact is a task of mythic proportions and an event of great historical impact. People who come to possess such objects leave behind a new chapter in the artifact's story, for good or ill. A whole campaign or series of adventures could be based around an artifact. Hunting down the object's location, collecting its components, or facing its current owner could all be part of the tale.

Artifacts have an item level of 20. However, they can't be encountered in the course of a random encounter or crafted, and they can rarely be purchased at any price. Each seems to have a will of its own or a bizarre tie to fate, making the object show up at a significant moment. Similarly, artifacts can vanish unpredictably, carried away by a destiny larger than any one user. Artifacts are impossible to destroy by conventional means; each can be ended only by one specific method.

An artifact has incredible powers that can change a Starfinder game in unpredictable ways. When you as a GM choose to use an artifact, consider its impact. How it shows up in, remains, and exits your game is up to you.

ATROCITE SPHERE

An *Atrocite Sphere* is a dull, dark globe 3 inches in diameter. Each of the several known *Atrocite Spheres* is thought to have spontaneously appeared from the void when an atrocite (a supernatural agent of the Devourer) emerged into the galaxy. The *Atrocite Sphere* must adjust to your soul by floating 3 inches above your head for 24 hours. If the sphere stops floating above you for more than 1 minute, it must readjust to you. The sphere can float above you while you're prone or unconscious, but it stops doing so if you die. After it adjusts to you, the sphere exudes a slight pull, like gravity.

While the *Atrocite Sphere* floats above you, you gain DR 10/— and energy resistance 10 against all energy types. If you gain a higher value in one of these defenses from another source, that value increases by 2. When it blocks damage, the sphere briefly flashes with crimson light that resembles a black hole's accretion disc.

When you take Hit Point damage from an attack or effect a foe created, as a reaction you can redirect some of the damage dealt to you. When you do so, the sphere flashes with crimson light and pulses with gravity, knocking you prone. Divide the

damage dealt to you in half. If your attacker is within 330 feet of you, it takes this damage as force damage, is knocked prone, and suffers any critical effect the attack inflicted, but it suffers no other effects. The target can attempt a Will saving throw (DC = 20 + your Charisma modifier) to take half damage and avoid any critical effect. You take the remaining damage (though you get to apply your defenses to this damage normally).

After you redirect damage with the *Atrocite Sphere*, you go berserk. This compulsion is a mind-affecting effect, but it works on any creature the sphere has adapted to, even if that creature is normally immune to such effects. While you are berserk, you gain a +1 morale bonus to attack rolls and a +3 morale bonus to damage rolls and Strength checks. You also gain a number of temporary Hit Points equal to 3 times your level or CR, which remain only while you stay berserk. However, you take a –2 penalty to KAC and EAC. You can't cast spells or use any skill or ability that requires concentration or patience. The only reactions you can take are attacks of opportunity. You consider no creature to be your ally, although you don't consider erstwhile allies to be foes.

On each of your turns while you're berserk, you attack the opponent closest to you, moving or charging only if you need to do so to attack. You make a full attack if you can, using abilities or weapon special properties that facilitate making numerous attacks. When you make a full attack, you reduce the penalties for doing so by 1. If multiple opponents are equally close to you, you divide your attacks among them or include as many as you can in a full attack such as automatic fire.

You cease being berserk if you lose consciousness or you're aware of no other enemies. In addition, you can attempt a DC 25 Will saving throw each time you reduce a creature to 0 Hit Points, ending the berserking episode if you succeed. When the episode ends, you are fatigued for as long as you were berserk.

If you fail to reduce a significant enemy to 0 Hit Points while you're berserk, the *Atrocite Sphere* provides none of its benefits to you for 24 hours.

An *Atrocite Sphere* can be destroyed only by being tossed into a star, gas giant, black hole, or some equally massive gravitational phenomenon. Cultists of the Devourer say this annihilation is useless, since the spheres will continue to be born until reality itself dies.

BOOK OF UNWRITTEN TRUTHS

The *Book of Unwritten Truths* is a massive book of 528 metallic pages without images or words. According to legend, the book exists as a strange Material Plane connection to the Akashic Record, and information in the volume is presented through tactile means. However, the tome allows its readers to access information on only obscure topics. The axiomite curators of the library world of Athaeum have long sought this artifact as a capstone to their collection.

If you can touch the *Book of Unwritten Truths*, you can read it. While you touch the book, you can take 20 on any skill check to recall knowledge, provided the DC to recall that knowledge is higher than 20. If you roll the check rather than taking 20, you gain a +10 insight bonus to the check. You can read the book to

recall knowledge using any skill, even if you are untrained in the associated skill. Once you gain information from the check, the book closes itself and can't be used to gain knowledge using the same skill for 24 hours.

Once per day, the book allows you to cast *vision*. You must spend the 1 Resolve Point required for the spell, but you are considered to automatically succeed at the caster level check. The book, rather than a computer, imparts the information the spell accesses.

If you attempt to use the book to research the Gap, you gain 1 negative level. Each time you use the book thereafter, you must succeed at a DC 30 Will saving throw or gain 1 negative level.

Someone who knows a secret lost to the Gap can write that truth in the *Book of Unwritten Truths* to convert it to a mundane tome with none of its powers.

TRAFODI PARADOX

The *Trafodi Paradox* is an intricately carved orb of red stone or coral, a foot in diameter. The carving forms a multilayered lattice within the sphere. Despite its substance and size, the *Trafodi Paradox* is very light.

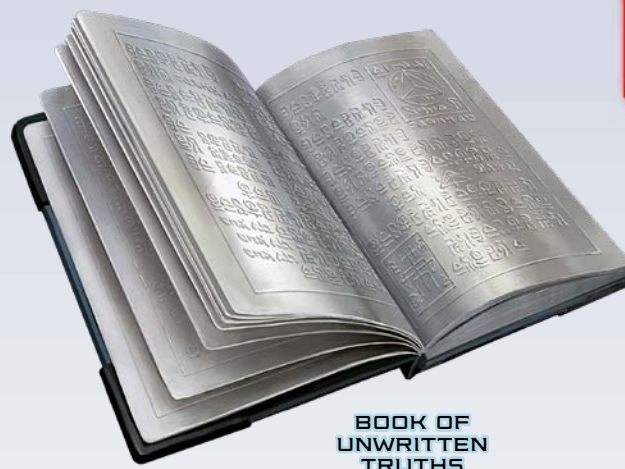
During the conquest of Vesk-2, the vesk invaders ignored the pleas of the planet's natives and ransacked the ancient vault containing the *Trafodi Paradox*. The inhabitants of Vesk-2 had no written records of the sphere—only an oral legend that it was brought from the sky and sealed away during the Gap. A vesk warlord kept the artifact on Vesk-2, where it stayed for several generations before it came to the attention of high-ranking members of the Veskarium. The artifact was loaded onto a Veskarian military transport to be taken to Vesk Prime for further study. Distress signals recorded shortly thereafter indicate that vessel ran afoul of the Swarm, and no one has seen that starship or the *Trafodi Paradox* since. Those who have studied the accounts of Veskarian mystics who examined the artifact speculate that it is a transportation device but that it is either malfunctioning or designed for a truly alien and magically gifted species.

As a full action that provokes attacks of opportunity, you can activate the *Trafodi Paradox*. The artifact darkens and shrinks as its internal lattice realigns. It activates just before the start of your next turn, provided you're still conscious and holding the sphere. When you activate the *Trafodi Paradox*, it becomes a singularity in a square of your choice in your space or in a space adjacent to you. The singularity's physical manifestation is tiny, but it is considered to occupy a 5-foot cube.

When the singularity appears, creatures within 1 mile of the singularity feel drawn to it. A creature must succeed at a DC 25 Will save or use all its actions to move as quickly as possible toward the singularity. Although this is a mind-affecting effect, creatures immune to such effects still feel the pull and might seek the source of this attraction despite no compulsion to do so.

Creatures within 120 feet of the singularity must succeed at a DC 25 Athletics check or a DC 20 Strength check to move farther from it, and even then does so at one-quarter its speed.

Each round, at the start of your turn, the singularity performs a special combat maneuver with a +30 bonus to the



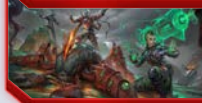
attack roll. If a creature is within 120 feet of the singularity, compare the result of this attack roll to the creature's KAC + 8. If the maneuver is successful, that creature moves 5 feet toward the singularity, plus 1 foot per point the singularity's result exceeded the creature's KAC + 8; round the distance up to the nearest 5 feet. Huge or smaller unattended objects move 30 feet toward the singularity at the start of each of your turns, moving an additional 10 feet per size category below Medium or 10 fewer feet per size category above Medium.

A creature or object that enters the singularity's space is sucked into the void. While inside, a creature can take no actions other than a full action to escape, which requires a successful DC 30 Athletics check or DC 25 Strength check. A creature that ends its turn inside the singularity takes 5d10 force damage unless it succeeds at a DC 20 Will save to take half damage; if it succeeds by 5 or more, the creature negates the damage entirely. The creature that activated the artifact gains a +5 circumstance bonus to this saving throw. The amount of damage dealt by the void increases by 5d10 each round. If this damage reduces a creature to 0 Hit Points, the creature's body is utterly destroyed.

A creature that succeeds at a Will save within the singularity senses a presence in the void. In myriad voices, one of which the listener can understand, the presence offers salvation from the crushing gravity. A creature that accepts this salvation leaves the void, transported to another location in the galaxy or among the planes. Upon escaping in this way, a creature regains half of the Hit Points it lost to the singularity. Escapees with strong emotional attachments to one another often arrive in the same location, while enemies rarely land in the same place.

The singularity created by the *Trafodi Paradox* lasts 13 minutes. When the singularity ends, the artifact disappears. Roll 1d20 as the control and 1d20 as the determiner. If the determiner is higher than the control, the *Trafodi Paradox* reappears in the possession of the creature that last activated it. Otherwise, the artifact could reappear anywhere in the galaxy. The creature that last activated the artifact can sense in which direction the artifact lies, provided the object isn't sealed in an area lined with starmetal.

The *Trafodi Paradox* can be destroyed only if it consumes the last member of the species that created it.



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HYBRID ITEMS

Hybrid items put magic in a form familiar to those who prefer the technological world or find purely magical objects too strange. Each hybrid item combines magic and technology in different measures, using both to function. While some groups are mistrustful of hybrid devices, especially if they can only comprehend part of the magic or technology that makes them function, in most societies hybrid equipment is seen as the best of both worlds, and considered high-end gear.

HYBRID ITEM DESCRIPTIONS

The following descriptions are organized alphabetically; those with multiple models indicate each model's level.

ANIMISTIC TOOLS

LEVELS 3-11

People often have superstitions regarding whether objects have a spirit or intelligence, and *animistic tools* were made with such beliefs in mind. Each of these tool kits has the power to communicate a user's intentions to inanimate objects. When you use *animistic tools* with the appropriate skill and you fail a check, you can use the tool's magic to reroll the check and take the higher result. In addition, as a move action, you can tap or bang a tool from the kit on a broken object, causing the object to ignore the penalties of being broken for a time. An item can benefit from *animistic tools* in this way only once per day, causing some engineers to joke that no one likes percussive maintenance.

The model of the tools determines the number of rerolls per day and the time an item ignores the broken condition. Once you use a set of *animistic tools*, you can't benefit from a different set for 24 hours.

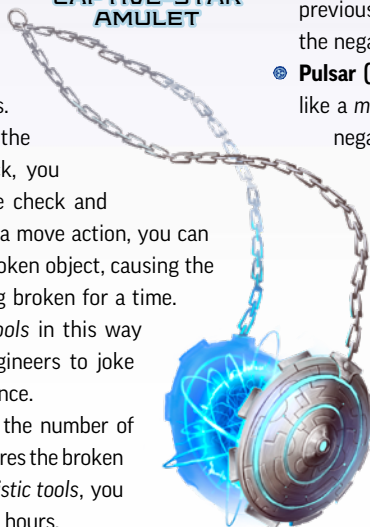
- **Mk 1 (Level 3):** One reroll; ignore the broken condition for 1 minute
- **Mk 2 (Level 7):** Two rerolls; ignore the broken condition for 10 minutes
- **Mk 3 (Level 11):** Three rerolls; ignore the broken condition for 1 hour

CAPTIVE-STAR AMULET (WORN)

LEVELS 9-17

The pendant of a *captive-star amulet* is a miniature containment field that holds magical energy compressed to resemble a tiny star. While you wear the amulet, if a spell includes you as a target, the necklace allows you to use the counter option of *dispel magic* against that spell as a reaction. You must attempt a dispel check (1d20 + half the amulet's item level + your key ability score modifier). A *captive-star amulet* works once per day, but you can spend 1 Resolve Point to activate it a second time during that same day. Once you use a given *captive-star amulet*, you can't use a different one for 24 hours.

CAPTIVE-STAR AMULET



Captive star amulets come in three types with varying functions.

- **Red Dwarf (Level 9):** A *red dwarf captive-star amulet* has no other functions.
- **Magnetar (Level 13):** In addition to countering the spell, a *magnetar captive-star amulet* allows you to absorb a successfully countered spell to recover one of your previously expended spell slots of a level lower than that of the negated spell.
- **Pulsar (Level 17):** A *pulsar captive-star amulet* can function like a *magnetar captive-star amulet*. Alternatively, instead of negating and absorbing the spell, you can redirect the spell. You choose the spell's new targets, area, or other variables, but statistics determined by caster level are still calculated according to its original caster.

COMPUTER IDOL

LEVELS 4-12

A *computer idol* is a small statuette that creates a field of good luck during computer use. These figures vary wildly in shape, from religious figures to trivid mascots. When you fail a Computers check, the *computer idol* allows you to reroll and take the higher result. You must be within 5 feet of your *computer idol* and able to see it to benefit from it.

A *computer idol* allows a number of rerolls per day based on its type. Once you benefit from a given *computer idol*, you can't benefit from a different one for 24 hours.

- **Mk 1 (Level 4):** One reroll
- **Mk 2 (Level 8):** Two rerolls
- **Mk 3 (Level 12):** Three rerolls

CREATOR CAPSULE

LEVELS 4-12

Although it appears to be little more than an oblong case full of electronics, a *creator capsule* is a tiny 3D printer, with a programmable interface and a supply of UPBs stored in an extradimensional space. As a full action, you can connect the *creator capsule* wirelessly to your comm unit or computer, then command it to print one or more nonmagical personal or technological items. Printing an item requires you to have the plans on the connected device or an infosphere connection through which you can download the blueprints.

A *creator capsule* takes 1 round to create an item, plus 1 round per bulk of the item above light. No individual printed item can have a bulk greater than 3. The *creator capsule* consumes itself during the printing process. Although the printer can be stopped as a move action, doing so renders the capsule useless for further printing. An item printed by the *creator capsule* is of average quality, and it has the statistics of an ordinary item of its type.

Based on its type, a *creator capsule* has the following cost and level limits on items it creates.

- **Mk 1 (Level 4):** Combined cost up to 1,000 credits; item level no higher than 2
- **Mk 2 (Level 8):** Combined cost up to 4,500 credits; item level no higher than 6
- **Mk 3 (Level 12):** Combined cost up to 19,000 credits; item level no higher than 10

EARTHBOUND ANKLETS (WORN)

LEVEL 10

Made of industrial ceramic sometimes decorated with precious minerals, *earthbound anklets* contain an internal matrix of directional, weight, and acceleration sensors. Traditionally, the ceramic is created from soil constituents from the wearer's home world, and the anklets are a way to carry a piece of that home. (The rarest *earthbound anklets* contain clay from lost Golarion.) Pragmatically, through quantum entanglement and magical means, *earthbound anklets* provide you a connection to normal gravity.

While you wear *earthbound anklets*, you can activate or deactivate them as a standard action. Wearing the active anklets allows you to act as if you're in standard gravity, ignoring the perils of high gravity and the benefits of low gravity. In zero gravity, you decide a gravitational up and down when you activate the anklets, changing this orientation as a move action. Activating the anklets in zero-g allows you to end the off-kilter condition as part of the same action, and you can then move relative to your subjective up and down as if you were walking on a solid surface.

This standard-gravity effect applies only to you and to objects you hold or wear. If an object, such as a thrown weapon, leaves your possession, it is subjected to the gravity of your environment rather than that provided by the anklets.

The anklets can remain active for up to 1 hour per day. This usage need not be continuous, but it must be used in 1-minute increments. Once you benefit from a given set of *earthbound anklets*, you can't benefit from a different set for 24 hours.

ENERGY-MATTER GATEWAY

LEVEL 19

An inert *energy-matter gateway* is a black cube composed of aligned tubes. When you activate the gateway as a standard action, you designate creatures that can benefit from it. The cube's tubes realign 1 round later to form a 10-foot-tall, hollow monolith that glows with an untapped power. Once active, an *energy-matter gateway* creates a magical field in a 60-foot-radius spread. An *energy-matter gateway* can be deactivated as a move action, whereupon it folds back up into its cubic form.

A designated creature within the magical field of an activated *energy-matter gateway* can spend 1 Resolve Point to tap into the

TABLE 1-29: HYBRID ITEMS

ITEM	LEVEL	PRICE	BULK
Software imp, tier 1	1	400	—
Metal nitro (silver)	2	175	—
Animistic tools, mk 1	3	1,350	L
Software imp, tier 2	3	1,400	—
Computer idol, mk 1	4	1,850	L
Creator capsule, mk 1	4	2,000	L
Vital seed (beast)	4	650	—
Software imp, tier 3	5	2,800	—
Universal solvent (basic)	5	500	—
Holding gloves, mk 1	6	4,250	L
Metal nitro (gold)	6	675	—
Phase detector	6	4,000	L
Scrambler gloves, mk 1	6	4,500	L
Animistic tools, mk 2	7	5,500	L
Retrieval charms, mk 1	7	6,500	L
Software imp, tier 4	7	6,000	—
Computer idol, mk 2	8	8,500	L
Creator capsule, mk 2	8	9,000	L
Kinetic converter, mk 1	8	10,500	L
Memory crypt	8	9,500	—
Vampiric charger	8	10,000	L
Captive-star amulet (red dwarf)	9	14,500	L
Entropy gloves	9	13,000	L
Software imp, tier 5	9	12,500	—
Telekinetic gloves	9	13,500	L
Universal solvent (concentrated)	9	2,000	—
Earthbound anklets	10	17,000	L
Metal nitro (platinum)	10	2,700	—
Scrambler gloves, mk 2	10	18,000	L
Vital seed (zeolite)	10	5,000	—
Void dust	10	2,550	—
Animistic tools, mk 3	11	22,000	L
Infiltration assistant	11	28,000	L
Retrieval charms, mk 2	11	26,000	L
Software imp, tier 6	11	25,000	—
Computer idol, mk 3	12	34,000	L
Creator capsule, mk 3	12	38,000	L
Holding gloves, mk 2	12	35,000	L
Kinetic converter, mk 2	12	42,000	L
Captive-star amulet (magnetar)	13	54,000	L
Software imp, tier 7	13	50,000	—
Universal solvent (forte)	13	7,500	—
Metal nitro (star)	14	10,800	—
Scrambler gloves, mk 3	14	73,000	L
Retrieval charms, mk 3	15	105,000	L
Software imp, tier 8	15	100,000	—
Kinetic converter, mk 3	16	172,000	L
Captive-star amulet (pulsar)	17	270,000	L
Software imp, tier 9	17	225,000	—
Universal solvent (regia)	17	36,000	—
Vital seed (regrower)	17	40,000	—
Energy-matter gateway	19	600,000	4
Retrieval charms, mk 4	19	480,000	L
Software imp, tier 10	19	550,000	—



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TABLE 1-30: HYBRID GRENADES

GRENADES	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
Holo grenade, mk 1	1	50	20 ft.	Drawn	L	Explode (10 ft.; see text)
Diminisher grenade, mk 1	3	270	20 ft.	Drawn	L	Explode (10 ft.; see text)
Summoning grenade, mk 1	3	250	20 ft.	Drawn	L	Explode (10 ft.; see text)
Holo grenade, mk 2	4	300	20 ft.	Drawn	L	Explode (15 ft.; see text)
Diminisher grenade, mk 2	6	675	20 ft.	Drawn	L	Explode (15 ft.; see text)
Microbot grenade, mk 1	6	1,400	20 ft.	Drawn	L	Explode (5 ft.; see text)
Summoning grenade, mk 2	6	650	20 ft.	Drawn	L	Explode (10 ft.; see text)
Holo grenade, mk 3	7	900	20 ft.	Drawn	L	Explode (20 ft.; see text)
Diminisher grenade, mk 3	9	2,100	20 ft.	Drawn	L	Explode (20 ft.; see text)
Junkbot grenade	9	2,250	20 ft.	Drawn	L	Explode (10 ft.; see text)
Microbot grenade, mk 2	9	4,200	20 ft.	Drawn	L	Explode (5 ft.; see text)
Summoning grenade, mk 3	9	2,000	20 ft.	Drawn	L	Explode (15 ft.; see text)
Wonder grenade	10	2,500	20 ft.	Drawn	L	Explode (10 ft.; see text)
Containment grenade	12	6,000	20 ft.	Drawn	L	Explode (5 ft.; see text)
Diminisher grenade, mk 4	12	5,700	20 ft.	Drawn	L	Explode (20 ft.; see text)
Microbot grenade, mk 3	12	12,500	20 ft.	Drawn	L	Explode (5 ft.; see text)
Summoning grenade, mk 4	12	5,000	20 ft.	Drawn	L	Explode (20 ft.; see text)
Diminisher grenade, mk 5	15	17,000	20 ft.	Drawn	L	Explode (20 ft.; see text)
Microbot grenade, mk 4	15	37,000	20 ft.	Drawn	L	Explode (5 ft.; see text)
Summoning grenade, mk 5	15	16,000	20 ft.	Drawn	L	Explode (25 ft.; see text)
Diminisher grenade, mk 6	18	51,000	20 ft.	Drawn	L	Explode (20 ft.; see text)
Microbot grenade, mk 5	18	109,000	20 ft.	Drawn	L	Explode (5 ft.; see text)
Summoning grenade, mk 6	18	49,000	20 ft.	Drawn	L	Explode (30 ft.; see text)

gateway's field for 1 minute. If such a creature uses a weapon that consumes standard ammunition, the monolith magically produces the ammunition as it's used. When a creature is tapped into the field, its battery-operated equipment consumes no charges.

ENTROPY GLOVES (WORN)

LEVEL 9

These dark gloves have silver claws and a clear hemisphere embedded on the back of the hand that contains a writhing ball of negative energy. The gloves count as a worn magic item unless you install them in armor, taking up one upgrade slot.

Once per day as a standard action while wearing the gloves, you can use *entropic grasp* as a spell-like ability (save DC = 14 + your key ability score modifier; caster level 9th). If you hit with a melee attack (including an unarmed strike), you can use the spell from the gloves as a reaction, targeting the same creature the attack hit, without provoking an attack of opportunity. After the first time you cast the spell, you can spend 1 Resolve Point to cast it again, up to two more times on a given day. Once you use a given pair of *entropy gloves*, you can't use a different pair for 24 hours.

HOLDING GLOVES (WORN)

LEVELS 6-12

Holding gloves have copper mesh on the fingertips and forming a concavity on the palm. The gloves count as a worn magic item unless you install them in armor, taking up one upgrade slot.

Once per day as a standard action while wearing the gloves, you can use their embedded spell as a spell-like ability. If you hit with a melee attack (including an unarmed strike), you can use the spell from the gloves as a reaction, targeting the same creature the attack hit, without provoking an attack of opportunity. After the first time you cast the spell, you can

spend 1 Resolve Point to cast it again, up to two more times on a given day. Once you use a given pair of *holding gloves*, you can't use a different pair for 24 hours.

The spell imbued in *holding gloves* depends on their model, as follows.

- **Mk 1 (Level 6):** *Hold person* (save DC = 12 + your key ability score modifier; caster level 5th)
- **Mk 2 (Level 12):** *Hold monster* (save DC = 14 + your key ability score modifier; caster level 10th)

INFILTRATION ASSISTANT (WORN)

LEVEL 11

A magical scanner and psychic projector connected to sophisticated 3D mapping software, an *infiltration assistant* can create sophisticated representational maps of an area you're in. You wear the scanner on your head or headwear, wirelessly connected to your comm unit or eyewear. The assistant counts as a worn magic item unless you install it in your armor, taking up one upgrade slot.

As a move action while wearing the assistant, you can cause the device to magically ping an area within a 60-foot spherical spread of you. Using this ping, the software creates a 3D reconstruction of the area, which it psychically projects to you and all creatures you consider allies in the affected area. This image adjusts to show each creature where it is in the image. The ping doesn't sense through most objects, but it can sense through a closed door or window that isn't airtight, hidden, or otherwise sealed. However, any starmetal in the structure of the door or window blocks this benefit. The ping can detect creatures and objects beyond your line of sight and places them as features on the map. Images of such creatures and objects are sometimes distorted, especially if they're in motion.

The *infiltration assistant* grants you and your allies in its area a +5 insight bonus to Perception checks to locate hidden creatures and doors within the mapped area. The bonus to find creatures applies only so long as those creatures remain in the same place.

Creatures with ranks in Mysticism perceive the ping like a barely audible sound that raises goose bumps, and they can attempt a DC 25 Mysticism check to determine that something magical just happened. A creature concentrating on *detect magic* can sense the ping as a brief flash of magic, and a creature benefitting from *arcane sight* can see the ping as a literal flash of divination magic.

An *infiltration assistant* can send out 10 pings per day. Each psychic image it produces lasts 5 rounds. As a move action, you can save the image on your comm unit or a similar device for later reference. This static image can provide you a map of the pinged area later without needing to ping it again, but it provides no bonus to Perception checks.

Using the assistant creates magical resonance in creatures that benefit from it. Any creature that benefits from more than 10 pings in a given day experiences visual anomalies, becoming dazzled until after an uninterrupted 8-hour rest.

KINETIC CONVERTER (WORN)

LEVELS 8-16

A *kinetic converter*, also called a rebound generator or bouncy ball, is a 4-inch spherical generator that can capture incoming energy and magically redirect it. You wear the converter on your body. The converter counts as a worn magic item unless you install it in your armor, taking up a number of upgrade slots equal to its mark number.

If you are the target of an attack, spell, or similar effect that deals you damage while you wear the *kinetic converter*, you can activate the device as a reaction, provided the effect wasn't a critical hit. Once activated, the converter disperses the kinetic energy of the attack. Instead of taking damage, you are knocked away from the source of the damage a distance based on the converter's type, rounding the damage up to the nearest 5. You can fall prone during this movement to halve the distance you move. If you hit an obstacle before moving the distance the converter threw you, you take 1d6 bludgeoning damage per 10 foot increment you would have traveled, rounded up to the nearest 10 feet.

This damage conversion protects you against additional effects if those effects relied on the damage you negated. For example, a creature's poisonous bite can't poison you without dealing you damage. A *kinetic converter* protects you only from attacks and similar effects, not from hazards such as lava or extreme gravity. The device works against falling damage, but the conversion hurls you back into the air.

The damage-to-distance conversion rate and daily uses of a *kinetic converter* are based on its model. Once you benefit from a given *kinetic converter*, using a different one before 24 hours have passed throws off your sense of balance and you become sickened until after an uninterrupted 8-hour rest.

- **Mk 1 (Level 8):** Distance 10 feet per 5 damage; one use
- **Mk 2 (Level 12):** Distance 5 feet per 5 damage; two uses
- **Mk 3 (Level 16):** Distance 5 feet per 10 damage; three uses

MEMORY CRYPT (WORN)

LEVEL 8

An accessory of bone-like plastic worn on the body near the brain, a *memory crypt* uses magical microcircuitry to keep an ongoing record of your experiences and monitor your vital signs. A *memory crypt* must be worn for 24 hours to adapt to your neurophysiology. During this time, it records nothing, but thereafter, it records your memories and experiences. After the item adapts to you, you can set a passcode to prevent those who don't know the word or phrase you set from activating the device. A hacker can bypass the password with a successful DC 30 Computers check.

If you remove the *memory crypt* or die, the item stops recording, though it preserves the record of your personality and vitals up to that point. Someone who has the *memory crypt* can activate it as a standard action. Doing so displays a hologram of you in a form called a memory ghost. This "ghost" can answer up to six questions. Its knowledge is limited to what you knew up to the point the record in the *memory crypt* ends, including the languages you spoke.

Your ghost answers and converses with creatures as you would, with the attitudes you hold. If you trust the creature asking questions, the memory ghost answers truthfully and helpfully. Otherwise, the ghost can refuse to answer questions or attempt to deceive the questioner using your Bluff skill. A creature can attempt a Computers check to hack the *memory crypt* to erase it or force your memory ghost to answer questions truthfully. The DC to erase the *memory crypt* is 20 + your Bluff bonus or your level or CR, whichever is higher. The DC to force your memory ghost to answer is 5 higher. If a *memory crypt* is erased before being used to question the memory ghost it contains, it can be reused.

Additionally, a *memory crypt* that contains an intact memory ghost can be used as the representation required for casting *raise dead* or the monument required for *reincarnate*. If used in this way to successfully cast either spell, the *memory crypt* is consumed.

Once a *memory crypt* is activated, the memory ghost remains for 10 minutes or until it answers six questions. Magic powers the circuitry to replicate brain patterns. These patterns are disrupted if another power source is patched into the item in an attempt to prolong the memory ghost. When the duration ends, the *memory crypt* can be activated to project the memory ghost's image, but the memory ghost is gone and can no longer interact, answer questions, or serve as the focus for *raise dead* or *restoration*. A *memory crypt* in this state can't be reused.

METAL NITRO

LEVELS 2-14

Introduced into a vehicle's engine through the vehicle's control panel, *metal nitro* comes in magical capsules of soft metal. Unlike technological racing nitrous, which releases more oxygen into an engine's system to help the fuel burn, *metal nitro* infuses the vehicle with a burst of magical power.

As a move action, you can crush a capsule of *metal nitro* into a vehicle's control panel, which increases the vehicle's drive speed and full speed for a total of 10 rounds. If the pilot fails to take the race action within 1 round of activating the *metal nitro* or fails the Piloting check to race from a dead stop, the *metal nitro* forces the vehicle to move its full speed immediately in



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an uncontrolled manner. If the Pilot fails the check to race, or the nitro activates in an uncontrolled manner, the pilot and any passengers take bludgeoning damage according to the type of *metal nitro*.

Metal nitro can be safely used only on a vehicle that has an equal or higher item level. If you use *metal nitro* of an item level higher than the target vehicle's, the vehicle takes damage after the pilot races or the vehicle first moves because of the nitro. The amount of damage varies according to the type of *metal nitro*.

The types of *metal nitro* and their speed increase, as well as potential passenger and vehicle damage, are as follows.

- **Silver (Level 2):** Speed \times 1-1/2; damage 1d6
- **Gold (Level 6):** Speed \times 2; damage 3d6
- **Platinum (Level 10):** Speed \times 2-1/2; damage 6d6
- **Star (Level 14):** Speed \times 3; damage 10d6

PHASE DETECTOR

LEVEL 6

A small circular device that usually resembles a pocket watch, a *phase detector* can also be a module attached to a personal comm unit. If a creature or object teleports or changes planes, such as by being summoned, within 120 feet of you, the *phase detector* alerts you to the event and informs you of its distance and direction relative to you. A *phase detector* doesn't specify the type of event it detected, and it doesn't pinpoint the event's location.

RETRIEVAL CHARMS

LEVELS 7-19

Most *retrieval charms* are bejeweled decorations, although some are knickknacks that depict popular idols or fictional characters. These items come in a pair, each charm attuned to the other with magically enhanced quantum entanglement. It takes 1 minute to attach a charm to an object, and this object can have no more than 3 bulk. As a move action, you can activate the second charm while holding it, teleporting the first charm and its attached object to you. If you do so, the object instantly appears in hand if you have enough hands free to grasp it. Otherwise, it appears in your space. The attached object teleports to you even if it is worn or carried by another creature. Each set of *retrieval charms* can be used one time per day.

The charms' type limits the scale of the teleportation, as follows.

- **Mk 1 (Level 7):** 100 miles
- **Mk 2 (Level 11):** Anywhere on the same planet
- **Mk 3 (Level 15):** Anywhere on the same plane
- **Mk 4 (Level 19):** From another plane

SCRAMBLER GLOVES (WORN)

LEVELS 6-14

Runes and twisting lines crisscross the shimmering surface of *scrambler gloves*. The gloves count as a worn magic item unless you install them in armor, taking up one upgrade slot.

You can touch a creature with these gloves by attempting a melee attack against your target's EAC. If you hit, the *scrambler gloves* disrupt the target's mental faculties, rendering the victim confused and shaken for 1 round if it succeeds at a Will saving throw (DC = 10 + half the item level + your key ability score modifier), or for 1d3+1 rounds on a failed save. However, when the creature rolls on the confusion table, a result of 51-75

causes the creature to instead be staggered, and on a result of 76-100, the creature is instead staggered and can't cast spells or activate supernatural abilities. This is a mind-affecting effect.

After you use the gloves, you can spend 1 Resolve Point to use them again. The gloves' type determines how many times they can be used per day and how many Resolve Points you can spend for additional activations per day. Once you use a given pair of *scrambler gloves*, you can't use a different pair for 24 hours.

- **Mk 1 (Level 6):** Once per day; 1 Resolve Point
- **Mk 2 (Level 10):** Twice per day; 2 Resolve Points
- **Mk 3 (Level 14):** Three times per day; 3 Resolve Points

SOFTWARE IMP

LEVELS 1-19

Whether or not it has attained true consciousness, a *software imp* is a perverse and illegal AI obnoxious enough that the question is academic. *Software imps* come on memory sticks so they remain isolated from your own systems. A *software imp* has a tier, and it is ineffective on any computer of a higher tier than its own.

You must have access to a computer to install a *software imp* on it, and you can do so as a full action. The imp renders its memory stick unusable on the way out, leaving no way to conclusively determine what was once stored there. Once installed, the *software imp* becomes an artificial personality on its host computer. If the computer already has an artificial personality, the imp finds and overwrites it if possible. Faced with an artificial personality to which it does not have access, the imp lies in wait until it gains access to that personality in order to replace it.

Initially, the imp can access information and modules that were accessible to you when you installed the imp. It can gain further access if a user unwittingly uses more access while the imp is installed. The imp can also fool users into giving it more access by attempting Bluff, Diplomacy, Intimidate, and Sense Motive checks with a bonus according to its tier.

While acting as an artificial personality, the imp is as unhelpful as possible to anyone attempting to use the system. The *software imp* doesn't ignore commands, but it interprets them in the worst way possible. It can misdirect, reveal unwanted information, obfuscate the truth, and otherwise aggravate and demoralize the user.

Finding and removing a *software imp* requires a successful Computers check to hack the imp as if it were a computer of its tier. However, the imp copies and installs itself as redundantly as it can, based on its tier number, and it can revive itself so long as a single copy remains. A *dismissal* spell targeting a computer infested with *software imps* can remove the malicious AIs as if they were extraplanar creatures, each with a CR equal to its item level and a Will save bonus based on its tier.

The tiers of *software imps* and the capabilities of each are as follows.

- **Tier 1 (Level 1):** Skill bonus +5; Will +4; no copies
- **Tier 2 (Level 3):** Skill bonus +8; Will +6; one copy
- **Tier 3 (Level 5):** Skill bonus +11; Will +8; one copy
- **Tier 4 (Level 7):** Skill bonus +14; Will +10; two copies
- **Tier 5 (Level 9):** Skill bonus +17; Will +12; two copies
- **Tier 6 (Level 11):** Skill bonus +20; Will +14; three copies

- **Tier 7 (Level 13):** Skill bonus +23; Will +16; three copies
- **Tier 8 (Level 15):** Skill bonus +26; Will +18; four copies
- **Tier 9 (Level 17):** Skill bonus +29; Will +20; four copies
- **Tier 10 (Level 19):** Skill bonus +32; Will +21; five copies

TELEKINETIC GLOVES (WORN)

LEVEL 9

Thin leather gloves that have delicate steel wires running through them, *telekinetic gloves* allow you to manipulate objects at a distance. The gloves count as a worn magic item unless you install them in armor, taking up one upgrade slot.

While you wear the gloves, you can use *psychokinetic hand* as a spell-like ability at will with a range of up to 30 feet. Once per day, the glove can be used to either use *psychokinetic strangulation* as a spell-like ability (range 30 feet, duration 2 rounds, save DC = 13 + your key ability score modifier) or attempt to disarm or trip a target within 30 feet of you. To attempt a combat maneuver, roll 1d20 + your level + your key ability score modifier against your target's KAC + 8. If you succeed at the disarm maneuver, you can bring the object to you, catching it in a hand you have free or allowing it to land in your space. After you use the gloves this way for the first time in a day, you can spend 1 Resolve Point to do so again, up to two more times a day. Once you use a given pair of *telekinetic gloves*, you can't use a different pair for 24 hours.

UNIVERSAL SOLVENT

LEVELS 5-17

Sold in enchanted vials that hold one application each, *universal solvent* is a magical chemical mixture that can dissolve almost every known substance in the galaxy. (*Universal solvent* can't damage creatures.) As a standard action, you can splash *universal solvent* on an object. If a creature holds or wears the item, you must hit with a melee attack against that creature's EAC. One application of solvent can cover five objects of light bulk, one object of 1 bulk, or a 5-foot area of a surface. When the solvent's vial is emptied, it leaves a clean, empty vial with no residue.

Universal solvent dissolves adhesives instantaneously, including the strands released by stickybomb grenades, provided the adhesive is of an item level equal to or lower than the solvent. The solvent also softens objects it coats, suppressing hardness according to the solvent's type. As a full action, a creature can wipe off an application of *universal solvent*, ending the solvent's effect on the cleaned object (but not the object used to clean it).

If an object is exposed to *universal solvent* for 1 minute, the object takes an amount of damage equal to twice the amount by which the solvent's hardness suppression exceeded the object's actual hardness. The solvent then becomes inert and turns to dust, and the object returns to its normal hardness.

Universal solvent comes in the following types.

- **Basic (Level 5):** Hardness suppression 10
- **Concentrated (Level 9):** Hardness suppression 20
- **Forte (Level 13):** Hardness suppression 30
- **Regia (Level 17):** Hardness suppression 40

VAMPIRIC CHARGER

LEVEL 8

Carved to resemble a grotesque, bestial head, a *vampiric charger* has a wide maw with a pair of sharpened fangs serving as prongs. The charger converts life force into magical power and then into electricity.

As a move action, you can insert a battery into the *vampiric charger*, and as another move action, you can stab the charger's fangs into a helpless or willing creature. Your target loses 1d4+1 Hit Points, which can't be negated or mitigated in any way without causing the charger to fail. Every round thereafter, the creature takes 1 Constitution damage, and the battery attached to the charger regains 10 charges (up to its maximum). Once attached to a creature, the *vampiric charger* continues to inflict Constitution damage until it is removed or the creature dies, even if the battery is fully charged. A creature can remove the charger as a move action.

Each time a battery is recharged in this way, it has a 20% chance to become corrupted. If the creature the charger is attached to dies while a battery is charging, that battery immediately becomes corrupted. Only a *vampiric charger* can recharge such a corrupted battery.



VITAL SEED

LEVELS 4-17

Bioengineered to grow specific chemicals and cellular structures, even those that replicate animal or humanoid flesh, *vital seeds* come packed in tiny capsules of First World soil to make them grow at alarming speeds. The specific effect depends on the purpose for which the seed was bioengineered. *Vital seeds* can grow livestock and plants, replace missing organs, and perform many other useful tasks. Some common *vital seeds* are listed here.

- **Beast (Level 4):** As a standard action, you can squeeze a *beast vital seed* and place it on the ground or throw it (range 20 feet). A Medium First World beast grows from the seed instantaneously as if you had just completed casting the 3rd-level version of the *summon creature* spell (*Alien Archive* 144). Rather than obeying your commands, the creature is initially friendly toward you.
- **Regrower (Level 17):** As a standard action, you can swallow a *regrower vital seed*. This allows you to regain 12d8 Hit Points and removes the exhausted and fatigued conditions. Any lost organs and limbs also start regrowing. If you can reattach a missing part, this regrowth takes only 1 round. Otherwise, it takes 2d10 rounds.
- **Zeolite (Level 10):** As a standard action, you can squeeze a *zeolite vital seed* and place it on the ground or throw it (range 20 feet). A crystalline structure grows from the seed instantaneously, creating difficult terrain in its square. The structure absorbs radiation in its square and all adjacent squares, and it diminishes the severity of radiation within 30 feet of it by one step. Creatures in the area the *zeolite vital seed* affects gain a +2 circumstance bonus to saving throws against radiation sickness.



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VOID DUST

LEVEL 10

This powder looks like shimmering iron filings, but *void dust* is actually nanotech infused with magic antithetical to force effects. As a standard action, you can sprinkle the dust on something within your reach. When you sprinkle the dust on a magical force effect or a personal force field, roll 1d20 + 10 against a DC equal to 11 + the level of the caster or the item that created the force effect. If you succeed, the targeted effect is disrupted. A magical effect either ends, or, if it's permanent or ongoing, is suppressed for 10 minutes. A personal force field is suppressed for 10 minutes. If you fail, the targeted effect is suppressed for 1 round. The time spent suppressed counts against an effect's duration, and an item that uses battery charges still consumes those charges while suppressed.

Void dust is sold by the pinch. One pinch affects only one force effect, and the pinch is consumed whether you succeed or fail. This dust isn't strong enough to affect starship force fields or force effects of a similar scale.

HYBRID GRENADES

A grenade becomes a hybrid grenade when a technological casing houses magical components that can be activated like any other grenade.

CONTAINMENT GRENADE

LEVEL 12

Upon exploding, a *containment grenade* forces creatures in the blast radius to attempt a Reflex saving throw. Those that fail remain within the blast radius, provided it's big enough to contain them. Creatures that succeed take 3d6 force damage as they are pushed out of the blast radius. If a creature is too large to be contained within the radius, that creature is shunted out of the area as if it succeeded at the saving throw. Creatures that remain inside the sphere are trapped for 10 minutes as if by a *wall of force* spell.

DIMINISHER GRENADE

LEVELS 3-18

When a *diminisher grenade* explodes, it twists space-time enough to accelerate the duration of magic and other effects in the blast radius. Any existing effect that has a duration measured in rounds has its remaining duration reduced by 2d4 rounds. If this reduction drops the remaining duration to 0 or less, the effect ends.

A *diminisher grenade* affects only items and spells of the indicated level or lower or, for other effects, only those created by creatures with a CR or level equal to or lower than that listed.

- **Mk 1 (Level 3):** Item level or CR 3; spell level 1st
- **Mk 2 (Level 6):** Item level or CR 6; spell level 2nd
- **Mk 3 (Level 9):** Item level or CR 9; spell level 3rd
- **Mk 4 (Level 12):** Item level or CR 12; spell level 4th
- **Mk 5 (Level 15):** Item level or CR 15; spell level 5th
- **Mk 6 (Level 18):** Item level or CR 18; spell level 6th

HOLO GRENADE

LEVELS 1-7

Commonly used as novelties, *holo grenades* can create all sorts of illusions in a harmless but surprising and often amusing way. A holo version of the *wonder grenade* (creating only an appearance of the listed effects) is popular among fey and children. However, *holo grenades* have less innocent uses as

well—criminals and infiltrators use *holo grenades* as distractions.

A *holo grenade* creates a preprogrammed illusion no larger than the blast radius. The illusion functions as if you had cast *holographic image* with a level, caster level, and duration according to the grenade's type.

- **Mk 1 (Level 1):** 1st-level *holographic image*; caster level 3rd; duration 2 rounds
- **Mk 2 (Level 4):** 2nd-level *holographic image*; caster level 6th; duration 5 rounds
- **Mk 3 (Level 7):** 3rd-level *holographic image*; caster level 9th; duration 10 rounds

JUNKBOT GRENADE

LEVEL 9

When you use a *junkbot grenade*, you set it to either handy or healing, then throw it into a pile of inert technological equipment of at least 1 bulk. When the grenade lands, it spreads magical nanites over the blast radius. Over the course of the next round, the nanites convert the junk into a *handy junkbot* or *healing junkbot*, as those spells except as detailed here. Either spell has a caster level of 9th. You must command the junkbot verbally. The junkbot created from this effect lasts for 1 minute.

MICROBOT GRENADE

LEVELS 6-18

When a *microbot grenade* detonates, the blast radius fills with microbots like those created by the *microbot assault* spell. The microbots consider only creatures in the blast radius to be the thrower's enemies, and they do not discriminate between the thrower's allies and enemies. The microbots last for 3 rounds. More advanced grenades create more dangerous microbots. The first time a creature leaves the area of the microbot cloud during a round, that creature takes an amount of magical piercing damage according to the grenade's type.

- **Mk 1 (Level 6):** 1d6
- **Mk 2 (Level 9):** 2d6
- **Mk 3 (Level 12):** 3d6
- **Mk 4 (Level 15):** 3d10
- **Mk 5 (Level 18):** 4d12

SUMMONING GRENADE

LEVELS 3-18

The explosion a *summoning grenade* generates is a reality-warping field that summons creatures as if you had cast a *summon creature* spell (*Alien Archive* 144) of a spell level and caster level according to the grenade's type. The creatures to be summoned are set when the grenade is created, so you know what you're getting when you buy, presupposing a scrupulous vendor. When the grenade detonates, the summoned creatures appear immediately in unoccupied spaces, but a creature needs to have only 1 square of its space inside the blast radius. If a creature doesn't have enough room to appear, it doesn't. Summoned creatures treat you as their summoner.

Summoning grenades come in the following types.

- **Mk 1 (Level 3):** 1st-level *summon creature*; caster level 3rd
- **Mk 2 (Level 6):** 2nd-level *summon creature*; caster level 6th
- **Mk 3 (Level 9):** 3rd-level *summon creature*; caster level 9th
- **Mk 4 (Level 12):** 4th-level *summon creature*; caster level 12th
- **Mk 5 (Level 15):** 5th-level *summon creature*; caster level 15th
- **Mk 6 (Level 18):** 6th-level *summon creature*; caster level 18th

WONDER GRENADE

LEVEL 10

When it detonates, a *wonder grenade* releases a locus of magical uncertainty, which explodes into a strange effect once it makes contact with reality. When the grenade detonates, roll d% on the following table to determine the effect. (The GM is free to make up a similar effect based on your surroundings and circumstances.) If any effect of the grenade allows a saving throw, the DC is equal to 15 + your key ability score modifier.

These grenades pose a risk to the thrower. If you roll a 1, 3, or 5 on the attack roll, when the grenade lands but before it goes off, you teleport into the nearest open space in the blast radius. If no such space exists, you don't teleport.

D% WONDER EFFECT

1-5	Each creature in the blast radius switches positions with another randomly determined creature in the blast radius (no save). No creature is placed in an area that is immediately hazardous to it (instead appearing in the closest safe space).
6-10	Unlocked airlocks, appliance doors, doors, gates, lids, and windows open in the blast radius. Locks unlock if they are average or worse or controlled by a computer of tier 3 or lower. Magical locks that would open from a <i>knock</i> spell with a caster level check result of 25 or lower also unlock. After the blast unlocks a lock, whatever the lock was sealing opens. A creature can negate this effect on all objects it holds or wears with a successful Will saving throw.
11-15	The blast radius becomes an area of zero gravity (<i>Core Rulebook 404</i>) for 4d4 rounds.
16-20	The blast radius becomes the area of an <i>explosive blast</i> spell.
21-25	Each creature in the blast radius must attempt a Reflex saving throw. Those that fail enter a state of reduced friction, which functions as if all surfaces they move on and all objects they hold are affected by a <i>grease</i> spell.
26-30	Each creature in the blast radius must succeed at a Fortitude saving throw or its powered technological items cease to function for 1 round. A technological construct that fails the save is also staggered for 1 round. Unattended technological objects receive no saving throw and simply cease to function for 1 round.
31-35	Each creature in the blast radius is affected as if by the <i>ethereal jaunt</i> spell for 1d4 rounds (no save).
36-40	Each creature in the blast radius is affected as if by the <i>invisibility</i> spell for 4d4 rounds (no save).
41-45	Thousands of UPBs erupt in the blast radius, dealing 3d6 bludgeoning damage to each creature in the area (Reflex half). All but 1d4 × 10 UPBs are blown out of the blast radius, disappearing as they go.
46-50	Each creature in the blast radius must succeed at a Fortitude save or sprout 2d4 armlike appendages. Some of these arms lack anatomy consistent with their host. Only two are useful, like a kasatha's extra arms. These limbs remain for 4d6 hours, but can also be removed with <i>remove affliction</i> (DC 20).
51-55	One First World beast is teleported into the blast radius. Roll d% to determine the beast: 1-15—Huge beast (such as an elephant); 16-50—Large beast (such as a rhino); 51-100—Tiny beast (such as a squirrel). The beast appears in an unoccupied space, only 1 square of which must be in the blast radius. If the beast doesn't have enough room to appear, a beast of the next smaller size appears. The beast is no one's ally. It has a 25% chance to arrive

hostile, but is otherwise indifferent until it reacts to the current situation. Use the summoning creatures rules (*Alien Archive 244*) to determine the creature's statistics.

56-60	Each creature in the blast radius can hear the surface thoughts of other creatures within 30 feet of it as a bewildering jumble alongside its own. This mind-affecting effect renders a creature shaken. A creature can attempt a Will save at the end of its turn each round to end the effect. Otherwise, the effect lasts 1 minute. If a creature succeeds at its saving throw by 5 or more, that creature is no longer shaken and can focus the effect to function as <i>detect thoughts</i> , lasting for the remainder of the effect's duration.
61-65	Each creature in the blast radius must succeed at a Will saving throw or suffer the mind-affecting delusion that it has increased one step in size. An affected creature takes a -1 circumstance penalty to Dexterity-based checks and saving throws, as well as to EAC and KAC. It is treated as squeezing when a creature of its imagined size would be squeezing, and it is unlikely to attempt to move into areas "too small" for it. If a creature believes it is constrained completely, it becomes paralyzed. This delusion lasts 2d4 rounds, but the creature can attempt a new saving throw once on any round when something happens that contradicts the false belief, such as being moved when it believes itself constrained.
66-70	About 5,000 harmless, beautiful flying insects appear within the blast radius. This swarm functions like a <i>fog cloud</i> spell that disperses after 4d4 rounds.
71-75	The center of the blast radius becomes a gravitational anomaly for an instant. Creatures in the blast radius must succeed at a Fortitude save or be dragged to the nearest space adjacent to the grenade's point of detonation. Any creature that collides with terrain that blocks line of effect or with another creature takes 2d6 bludgeoning damage and falls prone.
76-80	The grenade splits into 1d3+1 grenades, each of a kind determined randomly by rolling d%: 1-20—frag II, 21-34—screamer II, 35-50—shock II, 51-70—stickybomb II, 71-80—cryo I, 81-90—flash II, 91-100—incendiary II. Each grenade bounces as if its thrower had missed when throwing it. After each grenade lands at its new target, it detonates.
81-85	About a thousand adorable, harmless Diminutive animals appear in the blast radius, covering the ground. This horde makes the blast radius difficult terrain, and at the end of every round, that area expands by 5 feet. Any item dropped or thrown into the area is knocked 1d4 squares in a random direction by the scrambling creatures, and knocked again when the area expands. The horde expands enough to disperse after 5 rounds.
86-90	For 4d4 rounds, the blast radius fills with a windstorm (<i>Core Rulebook 400</i>).
91-95	Each creature in the blast radius changes color to a random neon hue (no save). Roll 1d6: 1 red, 2 orange, 3 yellow, 4 green, 5 blue, or 6 violet. This effect is permanent but can be ended with a successful casting of <i>remove affliction</i> (DC 20), but if the spell fails, the target changes color again.
96-100	The blast radius becomes a globe of vacuum (<i>Core Rulebook 394</i>), subjecting creatures initially caught in it to decompression. Air outside the vacuum rushes in to fill it after 4d4 minutes, unless the vacuum completely fills a sealed area, in which case it remains a vacuum even after 4d4 minutes have passed until the area is unsealed.



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PERSONAL ITEMS

Adventurers and explorers rely on the plethora of armor, weapons, and equipment available for sale and use in the galaxy. However, there are also a wide variety of personal items that are not strictly necessary but are nevertheless desired, for either their utility or their luxury. The following personal items are readily available in most places that sell gear. They are not considered technological or magical unless specified otherwise.

PERSONAL ITEM DESCRIPTIONS

The following descriptions are organized alphabetically; those with multiple models indicate each model's level.

AEROSOL SPRAY

LEVEL 1

Aerosol spray is an opaque liquid stored at high pressure with compressed gas in a spray canister. As a standard action, you can depress the canister's trigger to spray the aerosol in a 5-foot burst, which fills a single square adjacent to your space. You can see any hidden or invisible laser beams in the aerosol-filled square, and you immediately become aware of the location of any invisible creature in that square. In addition, invisible creatures have only concealment (rather than total concealment) as long as they remain in an aerosol-filled square. The aerosol remains in its square for 1d4+1 rounds before dissipating. Each canister of aerosol spray contains enough aerosol for 10 uses.

ALTAR, PORTABLE

LEVEL 1

Portable altars are designed for use by traveling or adventuring priests when access to a church or temple is not available. Portable altars can be made of durable plastic, ceramic, or even wood, and they are usually ornately decorated and embellished with the religious iconography of a particular deity or faith. One side of the altar is a hinged lid, allowing you to store items such as holy texts, religious symbols, and other religious accoutrements inside.

BEDROLL

LEVEL 1

A bedroll is pad of memory foam 2 to 3 inches thick that provides padding while you sleep, conforming to the shape of your body. It can be compressed and rolled up with attached straps for storage or transport. Most people use a blanket or sleeping bag in conjunction with a bedroll.

BLANKET

LEVEL 1

Blankets come in a variety of materials and styles. Traditional blankets are usually woven textiles, natural wool or fur from a variety of creatures, or synthetic fibers engineered for maximum comfort and warmth. Emergency or survival blankets are thin sheets of reflective polymer that both help you retain body heat and make you more visible to rescuers. Many people combine a blanket with a bedroll for greater comfort.

BOOK

LEVEL 1

Most books are digital files that can be downloaded onto a comm unit or computer, allowing them to be easily read almost anywhere. Physical books, made of paper or synthetic paper analogues, remain in use, but due to their bulk and weight, are normally found in the hands of eccentric collectors. While many physical books are quite old and treated as heirlooms, modern mass-printed versions are also available. Standard books can be biographies, fiction, magical theory, scientific texts, technical manuals, and much more.

Holy texts are among the most commonly available books in the Pact Worlds. These are standardized books that detail the holy scriptures, rituals, mysteries, and religious parables of a specific deity or religion. Like standard books, most holy texts are stored in digital files to help spread the faith to the masses in a convenient format, but physical copies are also printed and sold for the same price as digital versions.

The prices listed in Table 1-30 are for digital or physical books. Rare, ancient, collectible, or ornate physical books (especially holy texts) can command prices hundreds or thousands of times more than the listed price. The listed bulk is for physical books (though ancient books or particularly valuable holy texts often have a higher bulk); digital books have negligible bulk.

CANTEEN

LEVEL 1

This hollow plastic or metal container can hold up to a half gallon of liquid.

CLOTHING, ATHLETIC

LEVEL 1

Athletic wear is usually designed for a specific athletic activity, such as a sport or other physical pursuit. Wearing athletic clothing grants you a +1 circumstance bonus to Athletics checks to perform the activity that the clothes are designed for.

CLOTHING, CEREMONIAL

LEVEL 1

Ceremonial clothes are worn for both religious and nonreligious ceremonies. Religious ceremonial clothing includes vestments worn by priests while performing their ecclesiastical duties and garments for laypeople involved in religious rites. These vestments are usually decorated with colors and embellishments corresponding to a specific faith or religion and are often worn with a religious symbol (see page 131). Nonreligious groups, such as the *adada* of the *Idari*'s

Sholar Adat, wear ceremonial clothing for their rituals, with their own unique looks and ornamentations.

CLOTHING, PARTY

LEVEL 1

Party clothes are usually designed for occasions where everyday or professional wear won't do but where formal wear is too fancy. Usually, party wear takes the form of special costumes or unusual dress that one must wear to avoid looking out of place at the engagement. Lacking the proper party wear at a social event can cause you to take a penalty of up to -4 to Bluff, Diplomacy, and Disguise checks at the function, as determined by the GM.

CLOTHING, RECONFIGURABLE

LEVEL 2

Reconfigurable clothing is constructed of specialized nanofibers that allow the clothing to shift between one or more outfits at your signal, such as clicking your heels together, speaking a command word, or twirling in place. As a move action, you can change your clothing from its current configuration to another outfit incorporated into the clothes. When you purchase reconfigurable clothing, choose one or more outfits to incorporate into your clothes. A single outfit of reconfigurable clothing can hold up to five other outfits of clothing. The cost for an outfit of reconfigurable clothing is 100 credits plus the cost of all outfits incorporated into the clothing.

CLOTHING, UNIFORM

LEVEL 1

Uniforms are clothes worn by members of a specific group. They come in a wide variety of styles, each unique to the group or organization that uses them. Examples include uniforms for corporate employees, emergency-service workers, health-care practitioners, maintenance workers, military or security personnel, prisoners, public-transit employees, students, and more. Wearing the proper uniform grants you a +1 circumstance bonus to Disguise checks to appear as a member of the group that the uniform represents. Some uniforms, especially for government-funded organizations such as the military or security forces, are tightly controlled and may not be available for purchase by non-members (or cost considerably more on the black market).

COT

LEVEL 1

A cot is a portable bed consisting of sturdy fabric stretched over a collapsible aluminum or composite frame. Assembling or collapsing a cot is a full action. A cot has 1 bulk when collapsed, and increases to 3 bulk when assembled.

CULINARY SYNTHESIZER

LEVELS 1-5

This marvel of modern culinary preparation is a small cube with a control panel on one side and a hatch on another. Using chemical reactions combined with high pressures, a culinary synthesizer converts UPBs into edible foodstuffs, allowing you to craft normal food and drink without using the Life Science skill. Culinary synthesizers are the source of much of the mass-produced food consumed in the Pact Worlds.

A culinary synthesizer comes preprogrammed with a variety of simple meals. You enter the type of meal you want into the

TABLE 1-31: PERSONAL ITEMS

ITEM	LEVEL	PRICE	BULK
Aerosol spray	1	80	L
Altar, portable	1	250	2
Bedroll	1	15	1
Blanket	1	3	L
Book, holy text	1	2	L
Book, standard	1	5	L
Canteen	1	1	L
Clothing, athletic	1	5	L
Clothing, ceremonial	1	5	L
Clothing, party	1	5	L
Clothing, uniform	1	5	L
Cot	1	25	1
Culinary synthesizer, mk 1	1	400	1
Gear maintenance kit	1	5	L
Glass cutter, mk 1	1	100	L
Hammock	1	20	L
Ladder, collapsible (10 feet)	1	75	1
Ladder, collapsible (20 feet)	1	150	1
Ladder, collapsible (40 feet)	1	300	2
Lighter	1	1	—
Magnetic jack	1	450	2
Map, navigational	1	80	—
Map, survey	1	20	—
Mess kit	1	2	L
Perfume, standard	1	50	—
Pot, self-heating	1	100	1
Religious symbol	1	2	—
Rope	1	1/50 ft.	L/50 ft.
Scuba gear	1	25	1
Sleeping bag	1	10	L
Tool, manual	1	25	1
Umbrella, standard	1	2	L
Clothing, reconfigurable	2	100 + cost of component outfits	L
Glass cutter, mk 2	2	400	L
Umbrella, autoshade	2	450	L
Culinary synthesizer, mk 2	3	1,200	1
Culinary synthesizer, mk 3	5	2,500	2
Perfume, pheromonal	5	500	—

synthesizer's control panel and add an amount of UPBs equal to the meal's price into the cube's transformation chamber; the synthesizer reconstructs the UPBs into the desired meal. More advanced culinary synthesizers can be programmed to create intoxicants and other food products (such as field rations and R2Es), as well as individual foodstuffs and ingredients, including analogues of animal products, vegetable products, spices, and more; this requires a number of UPBs equal to the final price of the food product or ingredient. You can then combine these foodstuffs and ingredients into full meals using the craft food or drink task of the Life Science skill.

A culinary synthesizer is a technological item that is usually plugged in to draw power from the local energy grid, but most models come equipped with a manual turn crank that enables them to function when not connected to an external



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energy source. A culinary synthesizer plugged into an energy grid can create a number of meals (or individual food products) equal to its level in 1 minute. When you power it using the turn crank, a synthesizer can convert 1 UPB into food for each minute that it is cranked.

The quality of food and meals a synthesizer can create depends on its model, as described below (see page 233 of the *Core Rulebook* for more information on food and drink).

- **Mk 1 (Level 1):** You can create only poor-quality meals.
- **Mk 2 (Level 3):** You can create up to common-quality meals, minor intoxicants, and any other food or drink with a price of 3 credits or less.
- **Mk 3 (Level 5):** You can create up to good-quality meals, superior intoxicants, and any other food or drink with a price of 10 credits or less.

GEAR MAINTENANCE KIT

LEVEL 1

This kit contains tools to maintain most common equipment. It includes a canister of lubricating oil, several small drivers and wrenches, armor polish, an armor cleansing agent with a citrus aroma, and a UPB pen that can repair small cracks, dents, scuffs, and other signs of wear and tear in most types of gear. A UPB pen can hold 1 UPB, which is enough to repair cosmetic damage on any one item.

GLASS CUTTER

LEVELS 1-2

This tool consists of a tiny blade at the end of a short arm that is attached to the center of an adhesive disc. When the disk is attached to a smooth surface such as a glass window or panel, you can spin the blade-tipped arm in a circle around the disk to quietly cut a 1-foot-diameter circle out of the glass. More advanced models with adamantite-diamond alloy blades can cut through surfaces even harder than glass. The type of material a glass cutter can cut through depends on its model, as described below.

- **Mk 1 (Level 1):** You can cut through glass or any material with a hardness of 1 or less.
- **Mk 2 (Level 2):** You can cut through transparent aluminum or any material with a hardness of 10 or less.

HAMMOCK

LEVEL 1

A hammock is a portable bed made of netting that is suspended between two opposite points so that you can sleep above the ground. Metallic disks at either end of the hammock are magnetized and coated with a reusable adhesive, allowing them to be stuck on nearly any surface. Attaching or detaching the disks is a move action.

LADDER, COLLAPSIBLE

LEVEL 1

Constructed from lightweight composites, a collapsible ladder consists of a telescoping frame with foldout rungs. As a move action, you can press a small button on the ladder's side to extend the ladder to its full length. Collapsing a ladder is a full action. Collapsible ladders come in three standard lengths at full extension: 10 feet, 20 feet, and 40 feet.

The bulk values listed for collapsible ladders on Table 1-30 are for their collapsed state. When fully extended, a 10-foot ladder has 2 bulk, a 20-foot ladder has 3 bulk, and a 40-foot

ladder has 5 bulk. A collapsible ladder cannot be used as a ladder when collapsed.

LIGHTER

LEVEL 1

A lighter is a small canister containing a pressurized flammable liquid gas. When the lighter is activated, an electric arc ignites the gas, creating a tiny flame. You can light a small flame (such as a candle) as a swift action. Lighting a full fire is at least a full action or more, depending on the size and fuel of the fire.

MAGNETIC JACK

LEVEL 1

This handy tool consists of three circular plates roughly 1 foot in diameter. The top and bottom plates are powerful magnets with identical polarities, while the middle plate is a specially treated ferrous material that holds the entire assembly together as one piece through magnetic attraction but can also be easily pulled out from between the magnetic plates. Magnetic jacks are used to lift heavy objects off the ground. The jack is usually placed under a large or heavy object. As a move action, you can remove the middle plate, causing the top plate to immediately push away from the bottom plate, lifting the object 1 foot into the air above the bottom plate. A magnetic jack can support up to 200 bulk; if more than 200 bulk is placed on the top plate of a magnetic jack, the jack doesn't move. A creature on the top plate of a magnetic jack while it is suspended in the air is flat-footed for as long as it remains on the jack. As a move action, you can reinsert the middle plate between the two magnetic plates, causing the jack to collapse and lower anything it is supporting to the ground.

MAP

LEVEL 1

Maps come in all shapes and sizes, and in varying degrees of quality as well. Most maps are digital files that can be downloaded onto a computer, but physical maps are also available. The prices listed on Table 1-31 are for both digital or physical maps. There are two broad categories of maps: survey and navigational. Survey maps are usually made when an area is first discovered and surveyed. They describe the general shape and features of the region but lack detail and precision. Navigational maps, by contrast, are based on detailed explorations. They are extremely accurate and have in-depth detail on the detailed region's features. In addition, maps differ based on the size of the area they cover: local maps depict an area up to 1,000 square miles, regional maps depict an area up to 10,000 square miles, planetary maps depict an entire planet, and system-wide maps depict an entire star system.

A map grants you a circumstance bonus to Survival checks perform the orienteering task or Piloting checks to navigate within the region detailed by the map; survey maps grant a +1 bonus, and navigational maps grant a +2 bonus. You gain the bonus for using a map only if you are traveling directly through the area depicted by the map. For instance, you gain no bonus from a planetary map when navigating on foot through the streets of a settlement, but you would gain the bonus when plotting a course to a different location on that planet.

MESS KIT

LEVEL 1

A mess kit contains personal cooking and utensils, usually made

from plastic or cheap metal, in an easily portable package. A typical mess kit includes two plates of different sizes, a bowl, a cup, a small pot, a fork, a knife, a spoon, and chopsticks.

PERFUME

LEVELS 1-5

There is an immeasurable variety of perfumes and colognes in the galaxy, most tailored to the aesthetics of specific races with olfactory senses. Standard aromas have a pleasant smell and can convey an air of hygiene, status, and wealth. Pheromonal perfumes have been specially designed to influence members of a specific species; a pheromonal perfume grants you a +2 circumstance bonus to Charisma-based checks against members of that species. A creature with active environmental protections is immune to the effects of pheromonal perfume. The price listed for pheromonal perfume in Table 1-31 is for perfumes that can affect species commonly found in the Pact Worlds, such as humans, kasathas, vesk, etc. Perfumes engineered for more exotic species can cost anywhere from two to five times this price and could potentially be unavailable if contact with the species has only recently been established. A single dose of perfume lasts 1 hour, and a typical bottle of perfume contains 10 doses.

POT, SELF-HEATING

LEVEL 1

Used for cooking or warming up food, this large metal pot is equipped with four sealed nodes containing a variety of chemicals. When the pot is activated, these chemicals combine, creating a chemical reaction that heats the contents of the pot without needing additional power. A dial on the side of the pot enables you to adjust the pot's temperature by controlling how much of the chemicals interact with one another. A self-heating pot is typically large enough to hold and heat a maximum of 10 gallons.

RELIGIOUS SYMBOL

LEVEL 1

A religious symbol is a physical representation of a sacred image associated with a specific deity or religion, often worn as an amulet or badge. Each deity and religion has its own unique religious symbol. Religious symbols are usually mass-produced from cheap materials, such as plastic or thin metal, but they can be crafted out of other materials as well, with prices dependent on the material used. This item can also be used to represent badges or symbols of nonreligious organizations and groups.

ROPE

LEVEL 1

Synthetic rope is exceptionally durable, elastic, and specifically designed to be easy to grip and climb. Although it lacks the strength and durability of cable lines, synthetic rope is significantly cheaper and lighter than those alternatives.

SCUBA GEAR

LEVEL 1

This ensemble includes a wet suit, fins for your feet, a transparent mask, a snorkel, and an integrated tank of compressed air. As long as you are not encumbered, while wearing scuba gear, you can move at your full land speed through water and similar fluids with a successful Athletics

check to swim. In addition, the air tank allows you to breathe for up to 1 hour while submerged. Scuba gear does not provide any other environmental protections. It takes 4 rounds to don or remove scuba gear. You can't wear scuba gear while wearing any type of armor.

SLEEPING BAG

LEVEL 1

A sleeping bag is two padded blankets that form an enclosed pouch for sleeping, with a zipper or other fastener along one side to allow easy access. Like blankets, sleeping bags are usually made from woven synthetic fibers, but they provide greater warmth and comfort than blankets.

TOOL, MANUAL

LEVEL 1

Manual tools are extremely varied, but mass production has rendered the price and statistics of these items virtually identical. Sample manual tools include crowbars, hammers, mining picks, rakes, saws, shovels, sledgehammers, and similar implements. Using a manual tool for a job relevant to that tool grants you a +1 circumstance bonus to all ability checks and skill checks related to that job.

UMBRELLA

LEVELS 1-2

Umbrellas are designed to keep you dry during rainstorms and other types of precipitation and provide you shade in sunlight or other bright light. A standard umbrella is made of plastic or synthetic fabric and requires one hand to use. An autoshade umbrella is a folding, lightweight plastic panel that uses miniaturized antigrav thrusters to float approximately a foot above your head and remain in place as you move without requiring the use of any hands.

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DRUGS, MEDICINALS, AND POISONS

Pharmaceuticals and other medicines have the power to fight off infections, soothe a troubled mind, and ease aches and pains. However, such methods of changing a being's physiology, even temporarily, have both beneficial and harmful applications. While the following medicinals can be purchased in most places, the drugs and poisons can only be found in seedy black markets. More information about drugs, medicinals, and poisons can be found on page 231 of the *Core Rulebook*.

DRUGS

Whether for recreation, performance enhancement, or due to chemical dependency, many creatures take advantage of mind- and body-altering substances. Chronic users may quickly find that it's difficult to stop, and the downsides can quickly grow overwhelming.

BRAWN

LEVEL 7

Type drug (ingested or injury); **Save** Fortitude DC 17;

Addiction Fortitude DC 17 (physical)

Track Constitution; **Effect** +4 morale bonus to Athletics and Acrobatics checks and Strength score is treated as 4 higher for the purpose of determining bulk limit for 3 hours.

CORPSEFLOWER POLLEN

LEVEL 15

Type drug (ingested); **Save** Fortitude DC 23; **Addiction** Fortitude DC 23 (physical)

Track Dexterity; **Effect** +4 morale bonus to saves against death effects and, if reduced to 0 Hit Points, stabilize automatically without spending any Resolve Points for 1d4 hours.

PEACE OF THE VOID

LEVEL 8

Type drug (injury); **Save** Fortitude DC 18; **Addiction** Fortitude DC 18 (physical)

Track Charisma; **Effect** +4 morale bonus to Constitution checks to hold one's breath to avoid suffocating or drowning and +4 morale bonus to saves against fear for 2d4 hours.

RAPTURE DUST

LEVEL 2

Type drug (ingested or inhaled); **Save** Fortitude DC 13; **Addiction** Will DC 13 (mental)

Track Charisma; **Effect** +2 morale bonus to saves against fear effects and being sickened or nauseated and a -2 penalty to Sense Motive checks for 1 hour.

TWINKLE

LEVEL 3

Type drug (ingested or injury); **Save** Fortitude DC 14; **Addiction** Will DC 14 (mental)

Track Wisdom; **Effect** +2 morale bonus to Charisma-based skill checks for 1 hour.



ILLICIT
PHARMACEUTICALS

ZERO

LEVEL 3

Type drug (ingested); **Save** Fortitude DC 14; **Addiction** Fortitude DC 14 (physical)

Track Strength; **Effect** +2 morale bonus to Perception checks and saves against fatigue or exhaustion for 1d4 hours.

MEDICINALS

Makeshift medics in the field and trained surgeons in high-end medical centers alike rely on access to medicinals. Unlike drugs, they have no addictive properties, but they can negate painful or dangerous conditions.

Antiemetic

An antiemetic settles your stomach, stopping the symptoms of illness or ameliorating your body's response to the environment. When you take or are injected with an antiemetic, you gain a bonus (equal to the medicinal's tier) to saving throws to avoid becoming sickened or nauseated for 10 minutes per tier of the medicinal. If you are currently suffering one of these conditions and the effect allows a saving throw to negate, an antiemetic allows you to immediately attempt a new saving throw.

Coagulant

A coagulant thickens the blood, serving as an emergency stopgap to prevent someone from bleeding out before receiving

medical attention. When you take or are injected with a coagulant, you gain immunity to the bleeding condition for 1 minute per tier of the medicinal, but you also take a penalty equal to the medicinal's tier to Acrobatics and Athletics checks and to Reflex saves for that duration.

Excitant

While stimulants provide a quick burst of energy, excitants provide a longer and more measured effect and are popular among soldiers on watch, though jitteriness is a common side effect. For a number of hours equal to the medicinal's tier, you gain a bonus equal to the medicinal's tier to saving throws to avoid becoming fatigued or exhausted, and you gain immunity to sleep effects. You take a -2 penalty to Dexterity-based skill checks for the duration of the medicinal. During this time, you do not need to attempt Fortitude saves to avoid the effects of sleep deprivation (*Core Rulebook* 404).

Stimulant

This adrenaline-filled injection provides you with a burst of energy, allowing you to shrug off the effects of fatigue or exhaustion for a short time, though this surge takes a toll on you. A tier 1 stimulant lasts for 1d4 rounds, a tier 2 stimulant lasts for 2d4 rounds, a tier 3 stimulant lasts for 4d4 rounds, and a tier 4 stimulant lasts for 6d4 rounds, during which time you can ignore all penalties due to being fatigued or exhausted. After the stimulant wears off, the condition returns, but if you would have been fatigued, you are instead exhausted.

POISONS

Poisoners typically use injection weapons to deliver their deadly payloads, but an otherwise normal piercing or slashing weapon could hide a nasty surprise. Other poisons don't even require an injury, relying only on inhalation or skin contact to cause harm to the victim.

ARSENIC

LEVEL 7

Type poison (ingested); **Save** Fortitude DC 17

Track Constitution; **Onset** 10 minutes; **Frequency** 1/minute for 4 minutes

Cure 1 save

CIRCUIT MELTER

LEVEL 12

Type poison (injury); **Save** Fortitude DC 19

Track Strength; **Frequency** 1/round for 6 rounds

Effect This acidic poison is specifically formulated to also be effective against constructs.

Cure 2 consecutive saves

CYANIDE

LEVEL 6

Type poison (contact); **Save** Fortitude DC 16

Track Constitution; **Onset** 1 minute; **Frequency** 1/round for 6 rounds

Effect Related to its use in extracting metals, cyanide is effective against elementals with the earth subtype, bypassing their natural immunity to poison.

Cure 2 consecutive saves

TABLE 1-32: DRUGS, MEDICINALS, AND POISONS

SUBSTANCE	LEVEL	PRICE	DOSE
DRUGS			
Rapture dust	2	200	1
Twinkle	3	550	1
Zero	3	500	1
Brawn	7	4,000	1
Peace of the void	8	6,000	1
Corpseflower pollen	15	80,000	1
MEDICINALS			
Tier 1	1	150	1
Tier 2	5	3,000	1
Tier 3	10	15,000	1
Tier 4	15	23,500	1
POISONS			
Cyanide	6	600	1
Arsenic	7	1,400	1
Mindhaze	7	1,000	1
Circuit melter	12	8,000	1
Radium	14	29,800	1
Docilant	15	20,250	1
Strychnine	18	188,000	1

DOCILANT

LEVEL 15

Type poison (injury); **Save** Fortitude DC 21

Track Charisma; **Frequency** 1/round for 6 rounds

Effect At the impaired state, the penalties from the weakened state become permanent until the victim benefits from a *restoration* spell.

Cure 2 consecutive saves

MINDHAZE

LEVEL 7

Type poison (injury); **Save** Fortitude DC 17

Track Wisdom; **Frequency** 1/round for 4 rounds

Effect Upon reaching the weakened state, the victim can't use telepathy or limited telepathy for 1d4 hours. Subsequent failed saving throws don't extend this duration.

Cure 1 save

RADIUM

LEVEL 14

Type poison (ingested); **Save** Fortitude DC 18

Track Constitution; **Onset** 1 day; **Frequency** 1/minute for 6 minutes

Effect At the impaired state, the penalties from the weakened state become permanent until the victim benefits from a *restoration* spell.

Cure 2 consecutive saves

STRYCHNINE

LEVEL 18

Type poison (injury); **Save** Fortitude DC 20

Track Dexterity (special); **Frequency** 1/round for 4 rounds

Effect Progression track is Healthy–Stiffened–Immobile–Dead.

Cure 2 consecutive saves

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In addition to weapons, armor, and crucial magical, technological, and hybrid equipment, characters can also spend their credits on other activities and services. The Pact Worlds are home to a variety of cuisines, and dining out at restaurants is a popular diversion. In addition, biological transport, grooming services, and medical treatment are readily available on many worlds. Unless otherwise specified, the options in this section are not considered magical or technological.

FOOD AND DRINK

Many of the food and drinks consumed in the Pact Worlds are mass-produced using UPBs and culinary synthesizers (see page 129), and supplemented with more traditional agricultural produce where possible. The meals presented on page 233 of the *Core Rulebook* are readily available almost anywhere and include both ready-to-eat fast food and premeasured and precut ingredients that you can cook. However, most population centers have a wide variety of restaurants in various settings where patrons can enjoy dining on a selection of foods.

TABLE 1-33: FOOD AND DRINK

RESTAURANT DINING	PRICE
Poor chain	2
Common chain	10
Good chain	25
Common independent venue	20
Good independent venue	50

Dining

Options for dining out can be divided into two broad categories: chain restaurants and independent venues. Chain restaurants are ubiquitous and tend to be cheaper, but they have less variety and the food is lower quality. Independent venues are more expensive, but they often employ master chefs who create the highest-quality food in all the Pact Worlds. The prices listed in Table 1-33 are averages, and the quality of the restaurant corresponds to the quality of the meals served (*Core Rulebook* 233). Dining at independent venues with well-known or famous chefs can be even more expensive, with prices equal to the head chef's total skill bonus in Life Science multiplied by 10.

Pact Worlds Cuisines

Many Pact Worlds species have unique culinary trends. These ethnic cuisines show the breadth of options available in the Pact Worlds and do not affect the price of food or meals.

- **Kasathas:** Kasathan recipes are usually traditional and exclusively use plants and animals native to their original home world of Kasath. Kasathan cuisine has a decidedly alien appearance that many other species find disturbing, though most dishes are surprisingly savory and delectable.
- **Lashuntas:** Lashuntas delight in using local flora and fauna in their cuisine, emphasizing the use of native berries, fruits, and

nuts to make delightfully palatable dishes. Lashuntas consume a variety of animal products, but arthropod meat—especially from giant insects—is most common. According to some old stories, lashuntas adopted this custom as an insult to their ancient enemies on Castrovel, the insectile formians.

- **Shirrens:** While artfully prepared, traditional shirren cuisine is almost always served raw, accompanied by honeys and nectars as both drinks and sauces for other dishes. Shirrens also eat meat in addition to vegetarian fare, though they prefer vermin and other lower life-forms, consumed still living and moving. To many shirrens, food is yet another choice in which they can express their individualism, and they are more than willing to experiment with other foods, often incorporating elements of other cuisines into their cooking.
- **Vesk:** Vesk food tends to be pragmatic and utilitarian, as if every dish were handcrafted by a drill sergeant who didn't care much for cooking. The exception to this rule is meat, which any self-respecting vesk agrees is the most crucial component of any meal. Vesk treat preparing and seasoning meat as an art, assimilating and enhancing each new world's recipes for cooking meat almost as quickly as they conquer them.
- **Ysoki:** The fact that ysoki will eat whatever they can get their paws on is largely reflected in their cooking. Ysoki fare tends to be scavenged meats and cheeses served either as finger foods or in stews, and the food is often questionable in color, quality, and texture. Many other species tend to avoid eating ysoki cuisine if they can help it.

PROFESSIONAL SERVICES

The following services are typical for a variety of worlds, especially near notable trade settlements or other points of interest with sizable populations.

TABLE 1-34: PROFESSIONAL SERVICES

SERVICE	PRICE
Grooming, exotic	75
Grooming, standard	3
Laundry, magical	10
Laundry, standard	1
Medical treatment, long-term care	100 per day
Medical treatment, long-term stability	15 per hour
Medical treatment, treat deadly wounds	75

Medical treatment, treat disease	1,000
Medical treatment, treat drugs or poison	1,000
Starship crew, standard	20 per week
Starship crew, officer	Skill bonus × 5 per week

Grooming

Grooming practices vary widely from species to species, but all generally involve various methods to keep a creature's body neat and clean. Examples of standard grooming services include haircuts, fur trimming, feather preening, claw or nail trimming, nail and scale buffing, parasite removal, tooth cleaning and dentistry, and the like. Exotic grooming services are usually considered luxuries rather than necessities, and include hair, fur, or scale coloring; body modifications; permanent and temporary tattoos; and wellness services such as massages, medicinal baths, and spa treatments.

Laundry

Standard laundry services include both washing and dry-cleaning, and the listed price is for up to 1 bulk of clothing. Clean laundry is usually ready the next day. Magical laundry service is usually provided by a spellcaster using *token spell* to instantly clean up to one outfit or 10 items at once.

Medical Treatment

While technological medical equipment and magical healing are readily available for purchase in most areas, many people have neither the funds nor the skill to use such methods. Fortunately, three types of facilities provide medical treatment services to the general public: clinics, hospitals, and trauma centers. Each of these facilities is usually equipped with multiple medical labs (*Core Rulebook* 220) and can perform some or all of the tasks of the Medicine skill (*Core Rulebook* 143), detailed below. Prices depend on the service provided, as listed in Table 1-34, though most facilities will perform first aid for no cost. These are average prices; medical treatments at a high-end or luxury facility can cost 2 to 10 times more.

Clinics are small outpatient facilities that provide only basic medical treatments: first aid, treat deadly wounds, treat disease, and treat drugs or poison. Hospitals are larger institutions that offer all medical treatments and include room and board for the duration of your stay. Trauma centers provide emergency care for traumatic injuries and can offer the following medical treatments: first aid, treat deadly wounds, long-term stability, and treat drugs or poison.

An average doctor at a clinic is a CR 6 expert with Life Science and Medicine as master skills (+16 skill bonus for both), while a typical doctor at a hospital or trauma center is a CR 7 expert with a +19 skill bonus in Life Science and Medicine.

Starship Crew

Although most starships require crews of only half a dozen or fewer to fly, larger vessels can require 20 or more crew members to operate successfully. Standard crew members usually don't have a stat block, but they are generally characters of CR 1 or lower. They cannot fill roles in starship combat, but they can serve on teams supporting an officer in a role.

Officers are NPCs who can be hired to fill unoccupied starship combat roles on a starship. Officer stat blocks can be created using the monster creation rules beginning on page 126 of the *Alien Archive*, with the skill most associated with their starship role as a master skill. They can be any CR, but few officers will serve on a starship of a lower tier than their CR. Officers can have any class graft, but it's generally easier to find envoys, mechanics, operatives, and soldiers interested in serving aboard starships than mystics, solarians, or technomancers.

The price of hiring a starship officer is based on the typical total bonus she has in a specific skill relevant to her starship role, representing her skill level. However, the GM can determine that a specific officer actually has a bonus much higher or lower than the norm for someone at her pay rate. At the GM's discretion, NPCs that the PCs have helped or allied with can choose to become crew members on the PCs' starship, possibly reducing the price to hire them by half, one-third, or even to zero for exceptionally grateful NPCs.

TRANSPORTATION

In addition to the common travel options detailed in the *Core Rulebook*, some worlds make use of several other transportation methods.

TABLE 1-35: TRANSPORTATION

METHOD	PRICE
BIOLOGICAL TRANSPORT	
Medium creature (rent)	5 per day
Medium creature (ride)	2 per mile
Large creature (rent)	25 per day
Large creature (ride)	5 per mile
Huge creature (rent)	125 per day
Huge creature (ride)	10 per mile
Gargantuan creature (rent)	650 per day
Gargantuan creature (ride)	30 per mile
Colossal creature (rent)	3,000 per day
Colossal creature (ride)	100 per mile

Biological Transport

Most civilized planets rely on technological transportation, but less-developed worlds often utilize living creatures for travel. Such creatures are as varied in size, shape, color, and features as the planets they inhabit. Typically, biological transport is slower and more expensive than automated travel, but in frontier regions, it may be the only option available. Biological transport can be rented on a daily basis, with prices determined by the size of the creature. The listed price does not include the cost of feeding and maintaining the creature. Generally, rented biological transport requires riders to control and direct the creatures, using the ride a creature task of the Survival skill.

Alternatively, you can simply purchase a ride on biological transport, with prices determined by the size of the creature and the distance traveled. For Large or larger creatures, the listed price typically includes a trained handler for that animal who directs it toward your destination.



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From speedy two-wheeled motorcycles to massive hover carriers that dominate the landscape from above, the following new vehicles present a wealth of ways to travel over land and sea, as well as through the sky and the earth. Some of the vehicles below include customizable features that can turn them into mobile hospitals or engineering workshops. Details on how to read a vehicle stat block can be found on page 228 of the *Core Rulebook*.

VEHICLE ENVIRONMENTS

Unless otherwise noted, an air or water vehicle affords its driver and passengers environmental protection for the type of environment for which it is designed (protection from drowning, high altitude, etc.). At the GM's discretion, any land vehicle can be suited for use in an airless land environment.

VEHICLE WEAPONS

A creature using a vehicle-mounted weapon with which it isn't proficient takes the normal penalty for not being proficient on top of any penalties for using a weapon as the vehicle moves. If a mounted weapon isn't listed on pages 137-139 or in the *Core Rulebook*, it is considered a longarm. For the purposes of critical hit DCs and other weapon effects, a vehicle's weapon is considered to have the same item level as the vehicle itself. At the GM's discretion, mounted weapons can be removed from a vehicle (and possibly replaced with a better weapon the PCs have purchased or found) with a successful Engineering check (DC = 15 + 1-1/2 × the vehicle's level).

COMPLEMENT

Some vehicles require more than one creature to operate. These vehicles have a number listed in the Complement entry, which is the minimum number of other creatures required for the vehicle to function (not including the pilot). Crew members can take no actions while the vehicle is in motion, as they are aiding the vehicle's movement.

OTHER RULES AND SYSTEMS

Some of the vehicles use the new rules listed below.

- **Burrow:** Unless noted otherwise, a vehicle with a burrow speed can pass through loose earth, rock, and sand, but not solid rock or metal. It doesn't disrupt the ground except to leave a stable tunnel.
- **Enhanced Sensors:** Normally, a creature in a vehicle can attempt Perception checks using its normal senses while inside the vehicle to notice things outside of the vehicle. A vehicle with enhanced sensors allows a creature in that vehicle to attempt Perception checks using the listed sense at the listed range.
- **Expansion Bay:** Huge or Larger vehicles can contain one of the following starship expansion bay options (*Core Rulebook* 298), which is included in the vehicle's price:

arcane laboratory, medical lab, passenger seating (though the expansion bay can hold only 8 Medium passengers), science lab, synthesis bay, or tech workshop. Alternatively, an expansion bay can be used to store cargo of up to 50 bulk in a 6-foot cube.

- **Extradimensional Storage:** The vehicle contains a rear hatch (interior or exterior) that opens seemingly onto a solid wall, unless a button is pressed first (a move action) to open the hatch into an extradimensional space similar to that of a *null-space chamber*. Each vehicle with this system accesses its own extradimensional space, which holds up to 100 bulk in a 9-foot cube. The extradimensional storage space can't be closed if more than the listed bulk is inside.
- **Stealth:** The coloration of the vehicle's exterior automatically changes to match its surroundings. Its pilot can always attempt Stealth checks for the vehicle as long as it is stationary, but with the listed modifier. This check is opposed by the Computers or Perception check of anyone scanning the area with sensors.

TABLE 1-36: VEHICLES

NAME	LEVEL	PRICE
Motorcycle	2	1,900
Ultralight turboglider	3	3,170
Survey walker	4	4,650
Acid auger	5	9,400
Hover truck	5	7,000
Tactical walker	7	20,900
Armored transport	8	22,400
Asteroid borer	8	32,700
Recon enercopter	9	43,000
Transport walker	9	28,200
Armored null-space transport	10	48,800
Stealth sub	10	57,500
Tactical underminer	11	79,500
Assault enercopter	12	114,500
Hover tank	14	227,000
Spy cruiser	15	316,000
Stealth enercopter	16	535,000
Hover artillery	17	780,000
Aerial mining rig	18	1,080,000
Quantum pod	19	1,630,000
Ultimatum hover carrier	20	3,750,000

ACID AUGER

LEVEL 5

PRICE 9,400

Large land and tunneling vehicle (5 ft. wide, 10 ft. long, 5 ft. high)

Speed 15 ft., full 350 ft., 40 mph (land); 15 ft., full 45 ft., 5 mph (burrow)

EAC 18; **KAC** 19; **Cover** total cover

HP 60 (30); **Hardness** 10

Attack (Collision) 5d8 B (DC 12); ignores 5 points of hardness

Modifiers +1 Piloting, -1 attack (-3 at full speed)

Systems autocontrol, enhanced sensors (darkvision 120 ft., sense through [vision, stone only] 30 ft.), planetary comm unit; **Passengers** 1

DESCRIPTION

Able to tunnel through soil and loose rock using jets of acid, this cylindrical, tracked vehicle has portholes and a rear-facing entry hatch.

AERIAL MINING RIG

LEVEL 18

PRICE 1,080,000

Colossal air, land, and water vehicle (80 ft. wide, 80 ft. long, 40 ft. high)

Speed 10 ft., full 450 ft., 50 mph (fly and hover)

EAC 31; **KAC** 32; **Cover** cover

HP 320 (160); **Hardness** 14

Attack (Collision) 23d10 B (DC 17)

Attack mining grav laser (8d8 F & force; penetrating and see below)

Modifiers -4 Piloting, -3 attack (-5 at full speed)

Systems autopilot (Piloting +31), enhanced sensors (darkvision 5 miles, sense through [vision, stone only] 300 ft.), expansion bays (8), unlimited comm unit; **Complement** 39; **Passengers** 200

SPECIAL ABILITIES

Mining Grav Laser (Ex) This heavy weapon has a range increment of 240 feet. When an attack with a mining grav laser hits, it ignores 18 points of hardness and pulls the target a number of feet toward the rig equal to the damage dealt; a pulled creature lands prone. A creature struck can halve the distance pulled and negate falling prone with a successful Reflex saving throw. If the target is a vehicle, its pilot can halve this distance with a successful Piloting check.

DESCRIPTION

An aerial mining rig has two upper levels that are partially open to the elements and two lower levels that hold much of its ore-collecting and processing machinery, as well as the controls for its mining grav laser.

ARMORED NULL-SPACE TRANSPORT

LEVEL 10

PRICE 48,800

Large land and water vehicle (10 ft. wide, 10 ft. long, 8 ft. high)

Speed 40 ft., full 750 ft., 85 mph (hover)

EAC 23; **KAC** 25; **Cover** improved cover

HP 160 (80); **Hardness** 12

Attack (Collision) 9d10 B (DC 17)

Modifiers -1 Piloting, -2 attack (-4 at full speed)

Systems autocontrol, extradimensional storage, planetary comm unit; **Passengers** 3

DESCRIPTION

Resembling a smaller hover truck, this vehicle often carries dangerous or valuable goods.

ARMORED TRANSPORT

LEVEL 8

PRICE 22,400

Huge land vehicle (10 ft. wide, 20 ft. long, 7 ft. high)

Speed 10 ft., full 450 ft., 50 mph

EAC 20; **KAC** 22; **Cover** total cover

HP 125 (62); **Hardness** 11

Attack (Collision) 8d10 B (DC 14)

Modifiers -4 Piloting, -3 attack (-6 at full speed)

Systems autopilot (Piloting +16), expansion bay, planetary comm unit; **Passengers** 1

DESCRIPTION

This tough truck is used for both private security and military deployment.

ASSAULT ENERCOPTER

LEVEL 12

PRICE 114,500

Gargantuan air vehicle (40 ft. wide, 20 ft. long, 15 ft. high)

Speed 50 ft., full 800 ft., 90 mph (fly)

EAC 26; **KAC** 28; **Cover** cover

HP 200 (100); **Hardness** 14

Attack (Collision) 13d10 B (DC 15)

Attack aurora shock caster (2d12 E)

Attack medium machine gun (3d10 P)

Modifiers -1 Piloting, -4 attack (-6 at full speed)

Systems autopilot (Piloting +22), enhanced sensors (darkvision 1 mile), expansion bays (2), planetary comm unit; **Passengers** 11

DESCRIPTION

This partially open aircraft has an antigrav rotor and two turrets.

ASTEROID BORER

LEVEL 8

PRICE 32,700

Huge land, tunneling, and water vehicle (10 ft. wide, 20 ft. long, 10 ft. high)

Speed 30 ft., full 550 ft., 60 mph (hover and swim); 30 ft., full 90 ft., 10 mph (burrow through stone)

EAC 20; **KAC** 21; **Cover** total cover

HP 115 (57); **Hardness** 11

Attack (Collision) 8d10 (DC 14); ignores 8 points of hardness

Modifiers -2 Piloting, -3 attack (-6 at full speed)

Systems autocontrol, enhanced sensors (darkvision 120 ft., sense through [vision, stone only] 60 ft.), expansion bay, system-wide comm unit; **Passengers** 3

DESCRIPTION

High-powered mining lasers and spinning drills allow this vehicle to move through solid stone, such as that found on asteroids, but it can just as easily move through water.

HOVER ARTILLERY

LEVEL 17

PRICE 780,000

Gargantuan land and water vehicle (20 ft. wide, 40 ft. long, 13 ft. high)

Speed 30 ft., full 500 ft., 55 mph (hover)

EAC 31; **KAC** 33; **Cover** total cover

HP 340 (170); **Hardness** 25

Attack (Collision) 20d10 B (DC 18)

Attack elite reaction cannon (8d10 P)

Modifiers -1 Piloting, -4 attack (-6 at full speed)

Systems autopilot (Piloting +29), enhanced sensors (darkvision 8 miles), expansion bay, force field (green [25 HP]), planetary comm unit; **Complement** 2; **Passengers** 6

DESCRIPTION

A hover artillery is similar to a hover tank but sports a heavier gun and can carry more passengers.



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LEVEL 14

PRICE 227,000

Gargantuan land and water vehicle (20 ft. wide, 20 ft. long, 8 ft. high)

Speed 40 ft., full 550 ft., 65 mph (hover)

EAC 28; **KAC** 30; **Cover** total cover

HP 250 (125); **Hardness** 20

Attack (Collision) 16d10 B (DC 16)

Attack advanced reaction cannon (6d10 P)

Modifiers +0 Piloting, -3 attack (-5 at full speed)

Systems autopilot (Piloting +25), enhanced sensors (darkvision 1 mile), planetary comm unit; **Complement** 1; **Passengers** 3

DESCRIPTION

A hover tank is mostly armor, digital controls, and machinery, leaving room for only a few passengers in its center. It has small hatches above and below.

HOVER TRUCK

LEVEL 5

PRICE 7,000

Gargantuan land and water vehicle (10 ft. wide, 30 ft. long, 12 ft. high)

Speed 15 ft., full 450 ft., 50 mph (hover)

EAC 14; **KAC** 17; **Cover** improved cover

HP 65 (32); **Hardness** 6

Attack (Collision) 6d8 B (DC 11)

Modifiers -2 Piloting, -3 attack (-6 at full speed)

Systems autocontrol, expansion bay, planetary comm unit; **Passengers** 3

DESCRIPTION

The tires of this versatile truck transform into antigrav jets at the touch of a button.

MOTORCYCLE

LEVEL 2

PRICE 1,900

Large land vehicle (5 ft. wide, 10 ft. long, 3 ft. high)

Speed 20 ft., full 500 ft., 55 mph

EAC 10; **KAC** 12; **Cover** none

HP 14 (7); **Hardness** 5

Attack (Collision) 3d4 B (DC 9)

Modifiers +2 Piloting, -1 attack (-3 at full speed)

Systems planetary comm unit; **Passengers** 1

DESCRIPTION

This two-wheeled, open vehicle is very common on the streets of many urban areas.

QUANTUM POD

LEVEL 19

PRICE 1,630,000

Huge air, land, tunneling, and water vehicle (15 ft. wide, 15 ft. long, 15 ft. high)

Speed 80 ft., full 900 ft., 105 mph (fly, hover, and swim); 60 ft., full 300 ft., 34 mph (burrow through steel and softer)

EAC 32; **KAC** 33; **Cover** total cover

HP 350 (175); **Hardness** 15

Attack (Collision) 24d10 B (DC 22); ignores 12 points of hardness

Attack elite zero cannon (8d8 C; critical staggered)

Modifiers +3 Piloting, -2 attack (-4 at full speed)

Systems autopilot (Piloting +32), enhanced sensors (darkvision 5 miles, sense through [vision] 500 ft.), extradimensional storage, force field (red [30 HP]), unlimited comm unit; **Passengers** 8

DESCRIPTION

Windows and apertures open on this smooth, gray sphere at a touch and a thought. The vehicle's pilot wears a control helmet that accepts mental commands.

RECON ENERCOPTER

LEVEL 9

PRICE 43,000

Huge air vehicle (10 ft. wide, 20 ft. long, 12 ft. high)

Speed 25 ft., full 750 ft., 85 mph (fly)

EAC 22; **KAC** 24; **Cover** partial cover

HP 145 (72); **Hardness** 10

Attack (Collision) 9d10 B (DC 14)

Attack aphelion artillery laser (3d8 F; critical burn 1d6)

Modifiers -2 Piloting, -3 attack (-5 at full speed)

Systems autopilot (Piloting +17), enhanced sensors (darkvision 1 mile), planetary comm unit, stealth (-4); **Passengers** 7

DESCRIPTION

One side of this light aircraft is open to the elements, providing quick entry and exit. Enercopters are favored by law enforcement agencies and military groups because of their quiet antigrav rotors.

SPY CRUISER

LEVEL 15

PRICE 316,000

Huge air, land, and water vehicle (10 ft. wide, 15 ft. long, 5 ft. high)

Speed 60 ft., full 800 ft., 90 mph (fly and hover)

EAC 29; **KAC** 30; **Cover** total cover

HP 255 (127); **Hardness** 12

Attack (Collision) 16d10 B (DC 19)

Attack advanced zero cannon (5d8 C; critical staggered)

Modifiers +2 Piloting, -2 attack (-4 at full speed)

Systems autopilot (Piloting +26), enhanced sensors (darkvision 5 miles), stealth (-2), unlimited comm unit; **Passengers** 5

DESCRIPTION

This streamlined vehicle resembles an expensive sky cruiser but is built to fly unseen.

STEALTH ENERCOPTER

LEVEL 16

PRICE 535,000

Huge air vehicle (10 ft. wide, 20 ft. long, 7 ft. high)

Speed 70 ft., full 850 ft., 95 mph (fly)

EAC 30; **KAC** 31; **Cover** total cover

HP 280 (140); **Hardness** 15

Attack (Collision) 18d10 B (DC 20)

Attack white star plasma cannon (6d10 E & F; critical burn 3d8)

Modifiers +0 Piloting, -2 attack (-4 at full speed)

Systems autopilot (Piloting +28), enhanced sensors (darkvision 5 miles), force field (gray [20 HP]), system-wide comm unit, stealth (+0); **Passengers** 9

DESCRIPTION

This streamlined aircraft has near-silent antigrav rotors on its top and at the end of its tail.

STEALTH SUB

LEVEL 10

PRICE 57,500

Gargantuan water vehicle (15 ft. wide, 50 ft. long, 15 ft. high)

Speed 20 ft., full 550 ft., 65 mph (swim)

EAC 24; **KAC** 26; **Cover** total cover

HP 165 (82); **Hardness** 12**Attack (Collision)** 11d10 B (DC 13)**Attack** underwater (*Starfinder Pact Worlds* 192) tactical missile launcher (explode [6d8 B & P, 30 ft.])**Modifiers** -3 Piloting, -4 attack (-6 at full speed)**Systems** autopilot (Piloting +19), enhanced sensors (blindsight [sound] 1 mile), expansion bays (3), planetary comm unit, stealth (-6);**Complement** 5; **Passengers** 4**SPECIAL ABILITIES****Enclosed (Ex)** In addition to having total cover, the pilot and passengers in an enclosed vehicle can't use their personal weapons to attack creatures and objects outside of the vehicle, though they can use the vehicle's weapons (if any).**DESCRIPTION**

Used by many planetary military forces for undersea engagements, a stealth sub features a small promenade along its dorsal surface for use when it surfaces.

SURVEY WALKER**LEVEL 4****PRICE** 4,650

Huge land vehicle (10 ft. wide, 10 ft. long, 20 ft. high)

Speed 25 ft., full 350 ft., 40 mph**EAC** 16; **KAC** 18; **Cover** cover**HP** 45 (22); **Hardness** 6**Attack (Collision)** 6d6 B (DC 11)**Modifiers** -2 Piloting, -3 attack (-6 at full speed)**Systems** enhanced sensors (darkvision 120 ft.), planetary comm unit; **Passengers** 3**DESCRIPTION**

Typically used during terraforming missions, this six-legged walker can handle most solid terrains.

TACTICAL UNDERMINER**LEVEL 11****PRICE** 79,500

Huge land, tunneling, and water vehicle (10 ft. wide, 20 ft. long, 10 ft. high)

Speed 40 ft., full 550 ft., 65 mph (hover); 40 ft., full 120 ft., 13 mph (burrow through stone)**EAC** 24; **KAC** 25; **Cover** total cover**HP** 170 (85); **Hardness** 12**Attack (Collision)** 11d10 B (DC 16); ignores 10 points of hardness**Modifiers** +0 Piloting, -3 attack (-5 at full speed)**Systems** autopilot (Piloting +20), enhanced sensors (darkvision 500 ft., sense through [vision, stone only] 60 ft.), expansion bay, system-wide comm unit; **Complement** 2; **Passengers** 3**DESCRIPTION**

This massive drill can punch through stone at high speeds and is often used to aid in the construction of large, underground complexes.

TACTICAL WALKER**LEVEL 7****PRICE** 20,900

Huge land vehicle (10 ft. wide, 10 ft. long, 20 ft. high)

Speed 35 ft., full 420 ft., 48 mph**EAC** 19; **KAC** 21; **Cover** improved cover**HP** 105 (52); **Hardness** 10**Attack (Collision)** 7d10 B (DC 13)**Attack** tactical reaction cannon (2d10 P)**Modifiers** +0 Piloting, -3 attack (-6 at full speed)**Systems** autopilot (Piloting +14), enhanced sensors (darkvision 120 ft.), planetary comm unit; **Passengers** 3**DESCRIPTION**

Used by planetary military forces, this two-legged walker has advanced digital stabilizers that ensure balance.

TRANSPORT WALKER**LEVEL 9****PRICE** 28,200

Huge land vehicle (10 ft. wide, 20 ft. long, 20 ft. high)

Speed 35 ft., full 650 ft., 75 mph (climb and land)**EAC** 21; **KAC** 23; **Cover** total cover**HP** 135 (62); **Hardness** 8**Attack (Collision)** 9d10 B (DC 14)**Modifiers** -4 Piloting, -3 attack (-6 at full speed)**Systems** autopilot (Piloting +17), expansion bay, planetary comm unit; **Passengers** 7**DESCRIPTION**

This boxy, six-legged walker has surprisingly agile gripping claws.

ULTIMATUM HOVER CARRIER**LEVEL 20****PRICE** 3,750,000

Colossal air, land, and water vehicle (120 ft. wide, 800 ft. long, 65 ft. high)

Speed 10 ft., full 350 ft., 40 mph (fly and hover)**EAC** 35; **KAC** 37; **Cover** total cover**HP** 465 (232); **Hardness** 20**Attack (Collision)** 28d10 B (DC 19)**Attack** paragon reaction cannon (12d10 P)**Attack** tempest shock caster (7d12 E)**Attack** zenith artillery laser (9d8 F; critical burn 5d6)**Modifiers** -5 Piloting, -5 attack (-7 at full speed)**Systems** autopilot (Piloting +34), enhanced sensors (darkvision 20 miles), expansion bays (8), hangar bays (2), unlimited comm unit;**Complement** 59; **Passengers** 1,000**SPECIAL ABILITIES****Hangar Bay (Ex)** A hover carrier's hangar bay provides a place for up to 8 Huge or smaller vehicles to be docked.**DESCRIPTION**

An ultimatum hover carrier is a pinnacle of military technology, requiring at least 60 crew onboard its four, 40-foot-wide crewed decks to function.

ULTRALIGHT TURBOGLIDER**LEVEL 3****PRICE** 3,170

Large low-altitude air vehicle (10 ft. wide, 5 ft. long, 3 ft. high)

Speed 20 ft., full 350 ft., 40 mph (fly)**EAC** 10; **KAC** 11; **Cover** none**HP** 43 (21); **Hardness** 4**Attack (Collision)** 4d4 B (DC 10)**Modifiers** -1 Piloting, -1 attack (-3 at full speed)**Systems** autocontrol, planetary comm unit; **Passengers** 1**SPECIAL ABILITIES****Low-Altitude (Ex)** An ultralight turbogliders doesn't afford its pilot and passenger environmental protection against the thin atmosphere of high altitudes.**DESCRIPTION**

The pilot and passenger hang from minimal harnesses underneath this turbofan-propelled wing, which is steered with dangling hand controls and by leaning.



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CLASS OPTIONS

2



CLASS OPTIONS

The most powerful weapons, toughest armor, and advanced gear are all useless without someone to use them. Major manufacturers go to great lengths to suggest the right armor can guarantee a mercenary's survival, and the right *spell gem* can ensure a spellcaster's ultimate enlightenment—but warriors, explorers, and scholars with experience know that such promises are at most half-truths. Knowing what you are doing is at least as important as having the tools needed to do it.

This section includes one archetype, several spells, and numerous new choices for various class features. Many of these new player options note what groups are most likely to be encountered using these options; but a character doesn't need to be part of such a group or plan on using the listed tactics in order to select these options. The story of how a character gains these options is largely up to the player. A character with the augmented archetype could be the result of a genetic engineering program or have received special cybernetic housings that allow her to utilize augmentations more efficiently.

CLASSES, ARMOR, AND WEAPONS

While any class can learn to use nearly any weapon or armor given time, in many cases they focus their choices of armor and weapons to work well with their class features.

Envoy

An envoy is generally most effective as part of a team, using her abilities to direct, encourage, and help others excel. This gives an envoy a strongly tactical role, where her understanding of the ebb and flow of combat and controlling battlefield conditions is crucial to knowing whom to help and when. This is why envoys train in the use of grenades; even at mid to high levels, an envoy with smoke and stickybomb grenades can block line of sight and inconvenience foes long enough for her allies to achieve victory.

Mechanic

A mechanic's weapon and armor needs are different depending on whether his AI is a drone or an exocortex. A mechanic with a drone needs to buy multiple weapons to arm both himself and his drone, at least some of which are likely to be small arms. Projectile and shock weapons are often cost-effective choices for a mechanic needing multiple weapons, and often scavenging such weapons from fallen foes is the most economic option. A mechanic with an exocortex is better off keeping a top-of-the-line longarm on hand, and proficiency with heavy armor is also likely to grant more armor upgrades that he'll want to fill.

Mystic

A mystic generally focuses on the best armor he can possibly manage to ensure he can survive through a fight until the moment when his magic powers are most effective, as well as hybrid or magical devices that can work well with his own

spells and abilities. Serums, spell ampules, and *spell gems* can often reduce a mystic's need to deplete his own spell slots, while magic and hybrid items give him new options a typical foe doesn't know to expect.

Operative

An operative's equipment choices are likely to be dictated by their fighting style, often built around their operative specializations, and their ability to use operative weapons and small arms to deliver trick attacks that both deal significant damage and place their target as a disadvantage.

Solarian

A solarian is most likely of any class to focus on melee weapon options, be that as a result of choosing a solar weapon as his solar manifestation, or a result of taking stellar revelations that work best with a close-up fighting style. Solarians often seek out equipment that augments their mobility and armor upgrades that boost their endurance in combat (such as force fields). Solarians who choose solar armor, however, can focus on having a high Dexterity, making ranged longarm attacks more attractive.

Soldier

Most soldiers pick the heaviest armor they can afford, but a soldier's weapon choice is more variable, often influenced by her choice of class features. Her gear boost has a direct impact on what weapons she can use to maximum effect, as well as her fighting styles. A soldier with the arcane assailant fighting style can use any weapon equally well, but if she takes sharpshoot, she clearly needs not only a ranged weapon, but one with enough inherent accuracy and a good enough range increment to make her fighting style useful in nearly any combat.

Technomancer

A technomancer needs to balance her dependence between magic and technology, given how much of her eldritch power is tied to augmenting technological items. In general her low accuracy and desire to be able to use magic hacks such as charging jolt means she'll want to avoid analog or archaic weapons. Of course, a technomancer can often create the items she needs, using abilities such as fabricate arms; this allows her to focus on buying a narrower range of weapons on the assumption that if she needs a backup, she'll create it.

AUGMENTED (ARCHETYPE)

Although first a caste on Vercas, the Augmented have since become a cultural movement of seeking perfection through artificial upgrades—most often cybernetics. The Augmented push the boundaries of cybernetic integration, often appearing as much machine as organic.

Alternate Class Features

The Augmented grants alternate class features at 2nd, 4th, 6th, and 9th levels.

Favored Augmentation (Ex) 2nd Level

Select one system of the body for which you can acquire augmentations. When you purchase and install an augmentation with an item level no greater than your character level into that system, you reduce the augmentation's price by 50%.

Nested Augmentations (Ex) 4th Level

Whether it's because your body is especially receptive to modification or you're able to adjust your modifications to fit alongside one another, you can use more augmentations at once than other creatures can. You can install one additional augmentation into one system that already has an augmentation. You can have no more than two augmentations in that system, even if you have another ability that grants you a similar benefit.

Sustained by Science (Ex) 6th Level

Your technological components from augmentations grant you extraordinary resilience. Whenever you spend one or more Resolve Points, you gain an equal number of charges as though your body were a battery with a maximum capacity equal to the number of augmentations you have. You can use these charges to power any device that you own, and any unused charges disappear at a rate of 1 charge per 10 minutes. This excess energy can be used only to directly power an object, and not to recharge a battery or item.

When calculating how many Resolve Points you must spend to stabilize, subtract half your number of augmentations from your maximum Resolve Points. When you spend any Resolve Points to stabilize, you can also attempt a saving throw against one bleeding or burning condition affecting you against the effect's original DC (or if there was no save, a Fortitude save equal to 10 + the source's CR). If you succeed at the save, the condition ends.

Overclocked Systems (Ex) 9th Level

The fusion between your natural form and your augmentations surpasses either's intended limits. As a swift action, you can spend 1 Resolve Point to choose one personal upgrade (*Starfinder Core Rulebook* 212) you have and gain a temporary benefit based on the ability score it augments. The benefit increases based on the model type, treating mk 1 as 1, mk 2 as 2, and mk 3 as 3 for the purpose of calculating the effect. At 13th level you can gain the associated benefits for two of your personal upgrades, and at 17th level you can gain the associated benefits for up to three of your personal upgrades. These benefits last for a number of rounds equal to your character level.

Strength: You gain a circumstance bonus equal to your Strength upgrade's model to all Strength- and Dexterity-based skill checks and ability checks. Reduce your armor check penalty by an amount equal to your model type (minimum 0).

Dexterity: Each of your modes of movement increases by an amount equal to 10 ft. × your Dexterity upgrade's model, to a maximum of twice your normal speed for each.

Constitution: At the end of your turn you regain Stamina Points equal to 3 × your Constitution upgrade's model.

Intelligence: You gain a circumstance bonus equal to your Intelligence upgrade's model to all Intelligence-based skill checks and ability checks. Your critical hits deal additional damage equal to 4 × your model type.

Wisdom: You gain a circumstance bonus equal to your Wisdom upgrade's model to all Wisdom-based skill checks and ability checks as well as to initiative checks.

Charisma: You gain a circumstance bonus equal to your Charisma upgrade's model to all Charisma-based skill checks and ability checks. As a reaction, you can allow any ally that can see or hear you within 30 feet to reroll one attack roll, saving throw, or skill check (*Core Rulebook* 243). Using this reaction immediately ends all of your overclocked systems benefits.



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ENVOY

Envoys rely on their quick wits and force of personality to be successful at what they do, but having the right weapon, armor, or magic item can make all the difference when survival is at stake. The ability to change battlefield conditions or create effects a foe doesn't expect can maximize an envoy's opportunities to change the course of a fight. This section presents new options for envoys who use equipment in inventive ways.

ENVOY IMPROVISATIONS

The following new envoy improvisations allow you and your allies to use your equipment more efficiently. They follow the standard rules for envoy improvisations (*Core Rulebook* 61), and use the standard envoy icons to define language-dependent, mind-affecting, and sense-dependent improvisations (*Core Rulebook* 62).

Brace Yourselves (Ex)

As a move action, you can choose one enemy within 60 feet. Until the start of your next turn, you and your allies gain a +1 morale bonus to AC if adjacent to at least one other ally, as you all position yourselves so that your armor protects you better. The bonus persists even if the enemy moves beyond 60 feet or out of line of sight or hearing.

At 6th level, you can spend 1 Resolve Point to grant this bonus to AC against attacks made by all enemies within 60 feet.

Coordinated Reload (Ex)

As a move action, you can grant a single move action to an ally within 60 feet. The ally can use that move action during her next turn to reload or draw a weapon. As part of the move action to activate this ability, you can also reload or draw a weapon. If the ally is adjacent to you, she can draw weapons and use ammunition you are carrying as though she were carrying them herself. The ally can use her extra move action in between her other actions, as well as before or after a full action. A character can use no more than one bonus action from coordinated reload or similar abilities (such as the quick quaff and hurry envoy improvisations) in a single round.

Fire Support (Ex)

When you take a standard action to provide harrying fire and hit the AC of 15 required to do so, you also provide covering fire for the next ally attacked by the target of your harrying fire attacks before your next turn.

Additionally, as a full action, you can make two ranged attack rolls against two different targets, taking a -4 penalty to each attack roll, to apply harrying fire to each target hit. For each target that you successfully apply harrying fire to, you also provide covering fire for the next ally that is attacked by either target before your next turn.

Quick Quaff (Ex)

As a standard action, you can grant a single standard action to an ally within 60 feet. The ally can use that action during her next turn to draw or drink a serum (*Core Rulebook* 225) or draw or inject a spell ampule. As part of the action to activate this ability, you can also draw a serum or spell ampule, or if you used a standard action, drink a serum or inject a spell ampule. If the ally is adjacent to you, she can draw serums and spell ampules that you are carrying as though she were carrying them herself. The ally can use her extra action in between her other actions, as well as before or after a full action. A character can use no more than one extra action from quick quaff or similar abilities (such as the coordinated reload or hurry envoy improvisations) in a single round.

4th Level

You must be at least 4th level to choose the following envoy improvisation.

Terrifying Blast (Ex)

When you throw a grenade, each creature within the radius of the explosion that fails its Reflex save against the grenade and takes damage from it must succeed at a Will save or gain the shaken condition for 1 round. This is a fear effect.

6th Level

You must be at least 6th level to choose the following envoy improvisations.

Bedside Manner (Ex)

When you make a Medicine check to treat deadly wounds or successfully aid another for another creature's Medicine check to treat deadly wounds, if the Medicine check is successful you can add your Charisma bonus to the number of Hit Points recovered as a result of the skill check. Additionally, when you make a Medicine check to treat disease or treat drugs or poison, or successfully aid another for another creature's Medicine check to do so, if the Medicine check is successful, the saving throw bonus granted by the skill checks increases to +6. If the associated saving throw succeeds, it counts as two consecutive successes for the purposes of curing the intended affliction.

Trust Your Gear (Ex)

As a move action, you can select an ally within 60 feet. Until the start of your next turn, that ally gains one of the following benefits: he can treat the armor check penalty of his armor as 4 lower than normal (to a minimum of 0); he can ignore the penalties for using armor or a weapon he is not proficient with; or he can ignore the broken condition of an item he is wearing or using.

8th Level

You must be at least 8th level to choose the following envoy improvisations.

Improved Brace Yourselves (Ex)

Your morale bonus from brace yourselves increases to +2. When you use this ability, each ally within 60 feet may also drop prone as a reaction. You must have the brace yourselves envoy improvisation to choose this improvisation.

Improved Terrifying Blast (Ex)

When you use the terrifying blast envoy improvisation, the amount of rounds that creatures are shaken due to failing the Will save increases to 1d4+1 rounds. You must have the terrifying blast envoy improvisation to choose this improvisation. This is a fear effect.

EXPERTISE TALENTS

You can select the following new expertise talents to focus on specific tasks that generally require the use of equipment. They follow the standard rules for expertise talents (*Core Rulebook* 64).

Battlefield Medic (Ex; Medicine)

When you attempt a Medicine check to stop bleed damage or administer first aid to a dying creature, you can choose not to roll your expertise die in order to also automatically treat deadly wounds on that creature if your Medicine check is successful. The DC for the check is based on the medical equipment used, using the DC for treat deadly wounds + 5. This does not count as the treat deadly wounds treatment for the purposes of how many times per day a creature can receive this treatment, though a creature can only benefit from battlefield medic once per day. If you also have the surgeon expertise talent, you can increase the DC of a battlefield medic-related Medicine check by a total of 10 to use battlefield medic to treat deadly wounds on a creature one additional time per day (which does not count as a use of the surgeon expertise talent).

Borrowed Guise (Ex; Disguise)

While you are wearing or wielding one or more items with a combined bulk of 1 or more that you have taken from another creature, you can more readily assume a false

identity, disguising yourself as a creature of the same race or organization. You don't need a disguise kit to attempt a Disguise check to change your appearance when using this expertise talent, though using one grants you a +2 bonus to your check. If you forgo rolling your expertise die, changing your appearance takes only 1d3 minutes rather than 1d3 × 10 minutes.

Alternatively, if you have the materials that qualify for you to use this expertise talent, you may forgo your expertise die to attempt to disguise yourself as that exact creature. Anyone who knows that creature well gains a +10 bonus to Perception checks to oppose your disguise.

Computer Whiz (Ex; Computers)

When you attempt a Computers check, you can choose not to roll your expertise die until later. After you determine what the check's result would be, you can choose to either roll your expertise die and add it to the total or forgo the expertise die and reroll the check (*Core Rulebook* 243). At 9th level, you can spend 1 Resolve Point to both reroll the check and add the result of your expertise die.

Create Diversion (Ex; Bluff)

When you attempt a Bluff check to create a diversion, you can forgo rolling your expertise die.

If you succeed at the check, all your allies within 60 feet also count as having succeeded at creating a diversion until the beginning of your next turn.

Demolition Expert (Ex; Engineering)

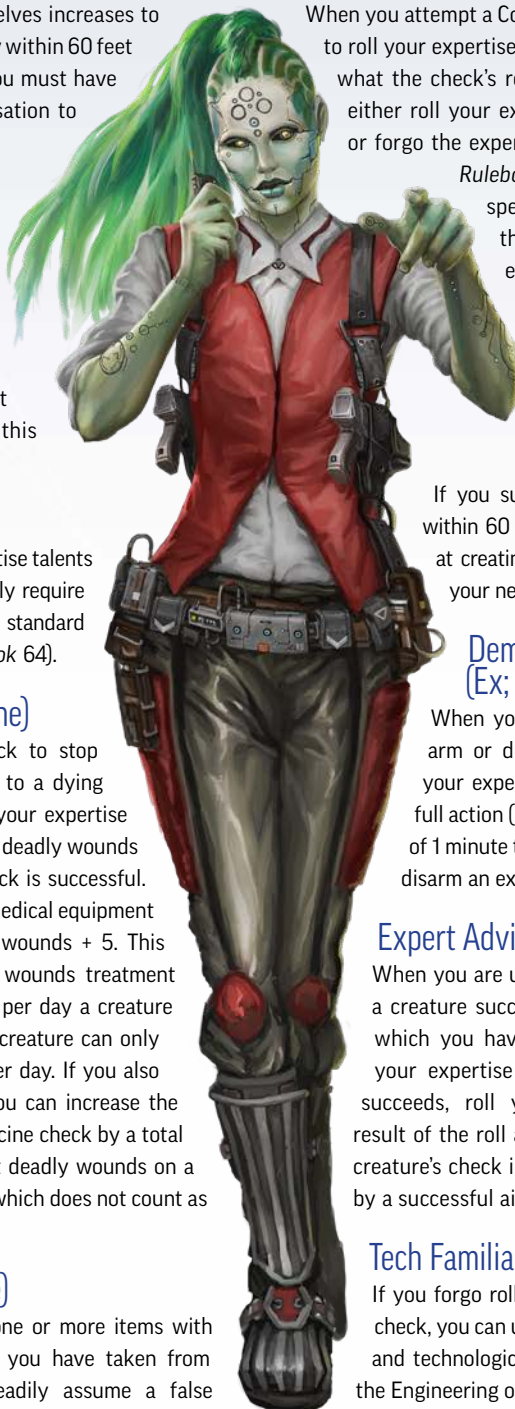
When you attempt an Engineering check to arm or disable an explosive, you can forgo your expertise die to attempt the check as a full action (rather than the normal required time of 1 minute to arm an explosive or 2d4 rounds to disarm an explosive).

Expert Advice (Ex)

When you are using the aid another action to help a creature succeed at a skill check with a skill in which you have expertise, you can forgo rolling your expertise die. If your aid another attempt succeeds, roll your expertise die and add the result of the roll as an insight bonus to the assisted creature's check in addition to the +2 bonus granted by a successful aid another attempt.

Tech Familiarity (Ex; Culture)

If you forgo rolling your expertise die on a Culture check, you can use Culture to identify hybrid, magic, and technological items as though you were using the Engineering or Mysticism skills.



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MECHANIC

Mechanics aren't just experts at getting the most out of all sorts of technology, they're also often the source of the technology itself. From specialized creations such as their custom rigs, to custom-crafted weapons and technology, mechanics are often fine-tuning and even building the tools they need. Each mechanic is responsible for the creation of a unique AI, in the form of a drone or exocortex, which outperforms any off-the-shelf AI options.

MECHANIC TRICKS

These mechanic tricks (*Core Rulebook* 70) are most common among mechanics who focus on maintaining and improving their own gear-based options as well as that of their allies.

2nd Level

You must be 2nd level or higher to choose these mechanic tricks.

Combat Maintenance (Ex)

As a move action, you can fortify an item you touch against attack. The item's hardness increases by an amount equal to your mechanic level (to a maximum of double its normal hardness) for 1 round. If the item is one you are wearing or holding, you can use this ability as a purely defensive reaction to an attack against it.

Provisional Repair (Ex)

As a standard action, you can temporarily patch up a broken weapon or technological item to suppress the penalties from the broken condition for 1 minute per mechanic level. This does not restore any Hit Points to the item, and it does not function on an item reduced to 0 Hit Points.

Additionally, when filling the engineer role during starship combat, once per combat you can perform the hold it together action in the same round you perform another engineering action.

Recalibrate Engine (Ex)

As a full action, you can spend 1 Resolve Point to modify a touched vehicle's engine with your custom rig to get a little more or less power out of it for 1 minute per mechanic level or until you undo it as a full action. The vehicle gains a +10 foot enhancement bonus to its speed and a +50 feet (+5 mph) enhancement bonus to its full speed (to a maximum of double) and its Piloting modifier is reduced by 2. You can also penalize its speed to increase its piloting modifier.

Additionally, when filling the engineer role during starship combat you use the recalibrate engine ability in place of any other engineering action. The ship gains a +2 enhancement bonus to its speed for 1 turn, and the Piloting check made in the Helm phase to determine the order of movement of starships gains a +2 enhancement bonus, but all other Piloting checks made that turn take a -5 penalty.

Tech Tinkerer (Ex)

You know how to modify the functions of UPBs to radically alter how items work. With 10 minutes of work, you can modify a technological item so that it temporarily functions as any other lower-level technological item of the same or lower bulk (losing its original function while in this new form). The item must have an item level and bulk no greater than half your mechanic level. If the new item requires a battery that has more charges than the original device's battery (or another source of power or fuel not present in the original item), you must also provide the appropriate battery or power source. Any charges or similar expenditure from the new item come from the original item (if possible) or the new power source you install (if one was required). The new item retains the original item's bulk. Any damage dealt to the new item is retained when it returns to its original form. If the item is broken or destroyed in its modified form, it remains broken or destroyed when it returns to its original form and must be repaired or replaced normally.

This change lasts for 10 minutes per mechanic level or until you undo it with 10 minutes of work. You cannot modify or produce armor, augmentations, hybrid or magic items, items with limited uses or charges (such as batteries, drugs, or fuel), or weapons, although you can produce an item that uses charges from a battery or fuel if there is a separate battery or power source to power it. At 5th level, you can spend 1 Resolve Point to use this ability to modify an item whose level is equal to your mechanic level, giving it the function of a lower-level item.

8th Level

You must be 8th level or higher to choose these mechanic tricks.

Mobile Armory (Ex)

You can modify a weapon or armor upgrade (either of which must not be archaic or analog) with the tech tinkerer mechanic trick. You can turn a weapon into another weapon or an armor upgrade into another armor upgrade, or turn either a weapon or an armor upgrade into a technological item. If you turn a weapon into another weapon that uses a different type of ammunition, you must provide that ammunition separately. You must have the tech tinkerer mechanic trick to learn this trick.

Recalibrate Weapon (Ex)

As a standard action, you can use your custom rig to modify a touched ranged small arm, longarm, or heavy weapon. You can increase its range increment by 20 feet (or double, whichever is less), but doing so reduces the weapon's damage dice by 1 when wielded by anyone other than you (for example, a weapon that would normally deal 3d8 damage deals 2d8 damage instead; a weapon reduced to 0 dice does 1 damage) or reduce its save DC by 2 for weapons that don't use damage dice. You can instead reduce the range increment of such a weapon with a range increment of at least 40 feet to one-quarter its normal range and either increase its damage by 1d6 of its usual type or increase its save DC by 1 (for weapons that do not use damage dice). The item must be unattended or held by a willing creature. This change lasts for 1 minute per mechanic level or until you reverse the effect with a move action.

Additionally, when filling the engineer role during starship combat, instead of taking any other action you can spend 1 Resolve Point to modify a single non-capital weapon. You either extend or shorten the weapon's range by one step; doing so reduces its damage dice by 1 (such as 4d4 to 3d4, with weapons reduced to 0 dice doing 1 damage) or increases its damage by 1d6, respectively. You can't reduce a weapon's range below short or extend it beyond long. Any change lasts for 1 round per mechanic level or until you undo the recalibration as a push engineer action.

Technological Innovator (Ex)

Choose two mechanic tricks you meet the prerequisites for but don't have. Once per day as a move action, you can gain one of these tricks for 10 minutes. Each time you gain a mechanic level, you can replace one of these mechanic tricks with another that you meet the prerequisites for but don't have.

14th Level

You must be 14th level or higher to choose these mechanic tricks.

Melded Mod (Ex)

When you use your drone meld trick, your drone retains access to one of its basic mods. If the mod grants the drone abilities, attacks, or senses, you can use that ability, attack, or sense. If the mod lets the drone take an action without you commanding it to (such as the medical subroutine mod), the drone can end the drone meld and perform that action if the circumstances that would normally cause it to do so are fulfilled. If the mod requires equipment or tools that are not granted as part of the mod, you must have the appropriate equipment or tools, separate from your drone, to use the mod. You can't choose a

mod that requires another mod. You must have the drone meld mechanic trick to learn this trick.

Scoutbot Mod (Ex)

Whenever you create a scoutbot, you can give it one basic drone mod. You must have the scoutbot mechanic trick to learn this trick.

DRONE MODS

The following basic drone mods follow the normal rules for adding mods to drones (*Core Rulebook* 76).

Barricade (Ex)

Your drone gains the Barricade feat. Your drone must have Engineering as a class skill and manipulator arms for you to select this mod.

Cybernetic Bridge (Ex)

Your drone can be improved with one cybernetic (*Core Rulebook* 208) or magitech (see page 90) augmentation, selected from only one of the following systems: arm, brain, ears, eyes, hand, legs, or throat. If the augmentation has an item level that is 4 or more levels lower than your ranks in Engineering (for cybernetics augmentations) or Mysticism (for magitech augmentations), you can create and install the augmentation yourself at no cost. You can change such self-built augmentations once per day with 1 hour of work. If the augmentation is not 4 or more levels lower than your appropriate skill ranks, you must acquire and pay for the augmentation (including changing or replacing the augmentation) normally.

Grease (Ex)

Your drone can dispense grease on itself or an adjacent object or area as a standard action.

This functions as the spell *grease* (DC = 11 + your drone's Dexterity modifier) but is not a magic effect. Once your drone has used this ability, it cannot do so again until you take a 10-minute rest and spend 1 Resolve to regain Stamina Points while you have access to your drone.

Heuristic Programming (Ex)

Your drone can learn from its mistakes. When it fails a skill check, and attempts the same skill check for the same task the next round, on its second attempt it may roll the check twice and take the better of the two results. Once your drone has used this ability, it cannot use it again until you take ten minutes to review its programming. You may do this at the same time you take ten minutes and spend 1 Resolve Point to regain all your Stamina Points.



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MYSTIC

For mystics connected to the primal forces of life, no equipment is more fascinating than biotech augmentations. Such items show the power of organic matter when shaped by a keen mind and a strong will, and it is exactly that type of power that these mystics seek to emulate. Some see biotech as a natural extension of the concept of evolution, while others simply see it as a useful tool for self-improvement and the triumph of flesh over other types of equipment.

MYSTIC CONNECTION

This section introduces a new mystic connection, the geneturge, as well as two new associated mystic spells that deal with augmentations. The geneturge follows the rules for mystic connections (*Core Rulebook* 83).

GENETURGE

You are connected to the very building blocks of life, adept at altering your DNA code and that of others. You may see augmentation as a natural part of evolution, or the ultimate form of self-improvement that drives life towards enlightenment, or even a perversion of the natural order undertaken to venerate dread gods. With your enhanced understanding of biotech, you might be a famous self-help expert, a sinister fleshwarper, or an adaptable xenoseeker surveying mysterious planets in the Vast.

Associated Deities: Eloritu, Oras, Triune (Casandalee), Yaraesa

Associated Skills: Life Science and Medicine

Spells: 1st—*detect augmentation**, 2nd—*spider climb*, 3rd—*remove affliction*, 4th—*reject augmentation**, 5th—*modify memory*, 6th—*regenerate*

* Indicates a spell presented below.

Personal Modification (Ex) 1st Level

You gain a personalized biotech augmentation that is keyed to your genetic code. Your body synthesizes the organic material for the augmentation and you magically manipulate your DNA strands to integrate it into the biological system of your choice. Once implanted, the personal augmentation occupies that system, preventing the installation of any other upgrade, and you can only remove or implant the augmentation in a new system through the transform biotech class feature (see below). The personal augmentation provides a benefit based on which of your body's systems you implant it in, as follows.

Arms (all): Treat your Strength score as 6 higher for the purpose of determining your bulk limit.

Brain: Add one Intelligence-based skill to your list of associated skills for your connection. You can take 10 when using that skill, even if you are threatened or distracted.

Ears: You take no penalty to sound-based Perception checks when you are sleeping, and gain a +2 bonus to saving throws against effects that would deafen you.

Eyes: For targets you attack, reduce the miss chance due

to concealment to 15%. Additionally, you gain a +2 bonus to Perception checks based on sight.

Feet (all): You can move through up to 5 feet of difficult terrain each round as if it were normal terrain. This allows you to take a guarded step into difficult terrain.

Hands (All): You can attempt Sleight of Hand checks as if you were trained in the skill, and you can retrieve a weapon or object hidden on your person in the same amount of time it would take to retrieve it were it not hidden.

Heart: Add Bluff to your list of associated skills for your connection. You can take 10 when using Bluff to lie, even if you are threatened or distracted.

Legs (all): Gain a +1 bonus to your AC against combat maneuvers that would change your position, such as bull rush, reposition, or trip.

Lungs: You gain a +4 bonus to saving throws against thick, severely thick, thin, and severely thin atmospheres, as well as against gas effects that are negated by not needing to breathe (such as a smoke grenade).

Skin: You are protected from the dangers of extreme heat and cold as if you were wearing armor.

Spinal Column: Add Acrobatics to your list of associated skills for your connection. You can take 10 when using Acrobatics to balance, even if you are threatened or distracted.

Throat: Your voice is augmented, allowing you to be heard clearly even in extremely loud areas, such as windstorms and even hurricane-force winds. Creatures in such areas take no penalty to Perception checks to hear your voice.

Transform Biotech (Su) 3rd Level

Once per day, as long as you have rested for 8 hours, you can alter one of your biotech augmentations as a standard action. You can permanently transfer your personal modification to a different biological system, changing its granted benefit, as long as the new system isn't already occupied by a modification. Alternatively, you can cause a biotech augmentation you have had installed to function as your personal modification would if it were installed in that system, suppressing the normal functions of that augmentation but allowing you to gain the benefits of your personal modification for that system (in addition to the system your personal modification currently occupies).

As a third option, you can temporarily alter one of your biotech augmentations. When you activate the transform

biotech ability in this way, select one of your existing biotech augmentations that required you to make a choice when it was installed, such as the type of damage dealt by a dragon gland (*Core Rulebook* 211). You can select a new option for this augmentation as if it were newly installed.

Insistent Biochains (Su) 6th Level

Your genetic material is almost aggressive in its desire to integrate new information into its sequence. You gain a second personal modification, as the 1st-level personal modification ability. You also gain the ability to have a second biotech augmentation in any one system of your choice. You can use this second biotech augmentation to add your new personal modification to a system that already has a biotech augmentation, but you can't ever have more than one personal modification in the same system simultaneously.

Warping Strain (Su) 9th Level

As a standard action, you can reprogram the genetic material of a living foe within 60 feet, causing its biological systems to attack themselves. The target must succeed at a Fortitude save or be sickened for a number of rounds equal to your mystic level. Additionally, if the creature fails its save, for the same duration it can't use any biotech augmentations that require an action to activate. Once a creature has attempted a saving throw against warping strain (regardless of the result), it is immune to this attack for 24 hours.

Linked Augmentation (Su) 12th Level

Whenever you or an ally linked by your telepathic bond class feature activates a biotech augmentation that can be used only a limited number of times before taking a 10-minute rest to regain Stamina Points, you can spend 1 Resolve Point as a reaction to prevent the augmentation's use from counting against that limit.

Instant Evolution (Su) 15th Level

Once per day as a full action, you can send changes to your genetic code rippling through one of your systems, spontaneously molding a biotech augmentation onto it. Choose one biotech augmentation or personal modification with an item level less than or equal to your mystic level. You gain the benefits of that biotech augmentation for a number of minutes equal to your mystic level. You cannot choose an augmentation that would occupy one of your systems that already contains an augmentation.

System Mastery (Su) 18th Level

Through your manipulation of recombinant DNA, you gain control over your immune-response system, making your body more

resistant to harm. You gain a +4 enhancement bonus to saving throws against diseases, and any time you are affected by a disease, you can spend 1 Resolve Point as a standard action to attempt 1 additional saving throw against the disease. If you fail this save, you do not suffer any additional effects, but if you succeed, you are cured of the disease, even if it typically requires more than one successful saving throw to cure.

SPELLS

The following spells can be selected as spells known by any mystic regardless of connection, but are most common among geneturge mystics.

DETECT AUGMENTATION 1

School divination

Casting Time 1 standard action

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level

Saving Throw none; **Spell Resistance** no

You detect the presence of augmentations installed within creatures you can see within the area, which appear to you as glowing outlines around the systems in which the augmentations are installed. The spell allows you to determine the type of augmentation, such as biotech, cybernetic, magitech, or necrotech, and its item level, but it does not reveal the function of the augmentation. This spell does not reveal hidden or invisible creatures.

REJECT AUGMENTATION 2

School transmutation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

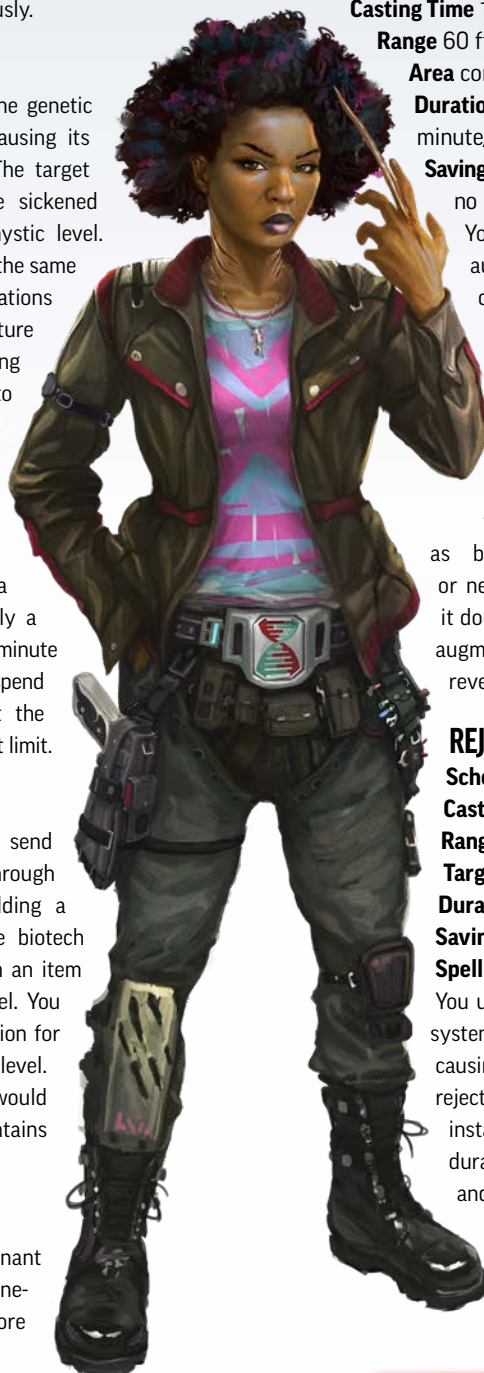
Target one creature

Duration 1 round/level (D)

Saving Throw Fortitude negates;

Spell Resistance yes

You urge the target creature's natural systems to reassert themselves, causing its body to temporarily reject augmentations that have been installed in its systems. For the spell's duration, the creature is sickened and can't use any augmentations that require an action to activate. Creatures that don't have augmentations are not affected by this spell.



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OPERATIVE

Whether assassins, corporate spies, scouts, or common criminals, operatives know they need a reliable weapon and the right tools to gain access to restricted places and information. Operatives often need specialty devices to perform specific missions, and sometimes have access to resources not available in open markets. Many operatives build specific collections of gear designed to assist in covert tasks, and avoid carrying everything they might possibly need at all times.

OPERATIVE EXPLOITS

The following operative exploits follow the normal rules for the class feature (*Core Rulebook* 93).

2nd Level

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

Armor Optimizer (Ex)

You've learned to customize your armor. You can adjust armor (*Core Rulebook* 196) to fit you without needing to attempt an Engineering check. This also allows you to add one upgrade slot to the armor, though any upgrade that uses that slot functions only when you wear the armor. Such upgrades are useless to anyone else.

Concealed Weaponry (Ex)

You are adept at concealing your weapons and other items. Double your operative's edge bonus to Sleight of Hand checks when attempting to hide a small object on your body. Additionally, you can draw a hidden weapon as quickly as a non-hidden weapon.

Elite Saboteur (Ex)

You can attempt an Engineering check to disable a device on a lock or trap in half the normal time. If this would reduce the duration to less than 1 round, you can disable the device as a standard action.

Lightning Reload (Ex)

You treat all small arms that do not have the automatic weapon special property as having the quick reload weapon special property.

Pistol Whip (Ex)

You can use a small arm to make a melee attack. Treat this as an attack using Improved Unarmed Strike (whether or not you have that feat), but the attack is not archaic, deals lethal damage, and has the operative weapon special property. If you have an ability that gives you a special version of Weapon Specialization that allows you to add $1\frac{1}{2} \times$ your level to natural or unarmed attacks as damage (such as vesk natural weapons), you add your level to pistol whip unarmed strikes; otherwise you add half your level as normal for an operative weapon. When you make an unarmed

attack, you must decide before making the attack roll whether you are making a normal unarmed attack or using pistol whip to attack with a small arm.

Trap Spotter (Ex)

You double your operative's edge bonus to Perception checks to notice traps. Additionally, you automatically receive a Perception check to notice a trap when you pass within 10 feet of it.

6th Level

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

Disarming Attack (Ex)

For your debilitating trick, you can attempt to disarm the target. Choose an item the target is holding that would be subject to a standard disarm combat maneuver. The target must succeed at a Reflex save or drop that item. If the target gains a bonus to its KAC against disarm combat maneuvers it adds this bonus to its saving throw, and if it is immune to the disarm combat maneuver it is immune to this operative exploit. Once you have used this ability to attempt to disarm a creature, that creature is immune to your disarming attack for 24 hours.

Fast Aim (Ex)

As long as you are not flat-footed, off-kilter, or off-target, when attacking with a sniper rifle you use the range increment value listed with the sniper special property.

Knee Shot (Ex)

For your debilitating trick, you can attempt to knock the target prone. The target must succeed at a Reflex save or fall prone. If the target gains a bonus to its KAC against trip combat maneuvers, it adds this bonus to its saving throw, and if it is immune to the trip combat maneuver it is immune to this operative exploit. Once you've used this ability to attempt to knock a target prone, that creature is immune to your knee shot for 24 hours. This exploit counts as staggering shot for the purpose of meeting the prerequisites of other operative exploits.

Operative's Pounce (Ex)

As a standard action, you can make a charge without the normal penalty to attack rolls when attacking on a charge, provided

that you use an operative melee weapon to make the attack at the end of the charge. If the attack hits, you can substitute a debilitating trick effect for the damage the attack would deal.

Ricochet Shot (Ex)

When you hit an enemy with a trick attack using a ranged weapon that targets KAC, you can forgo the effects of your debilitating trick to instead ricochet the projectile to a second target. Make a ranged attack at -6 against the second target and deal normal damage (without trick attack benefits) if the attack hits. You must have line of effect and line of sight both from you to the second target, and from the first target to the second target. When determining your attack penalties from range against the second target, count the full distance from you to the first target, and then the second target.

10th Level

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

Blinding Shot (Ex)

For your debilitating trick, you can attempt to temporarily blind a target. The target must succeed at a Fortitude save or gain the blinded condition for 1 round. Once you've used this ability to attempt to temporarily blind a creature, that creature is immune to your blinding shot for 24 hours. You must have the bleeding shot exploit to learn this exploit.

Extended Debilitation (Ex)

When you hit an enemy with a trick attack, you can forgo your trick attack damage to increase the duration of the debilitating trick effect by 1 round. If you have the double debilitation ability, the duration of both debilitating tricks increases. Debilitating tricks with no duration (such as bleeding shot or knee shot) are unaffected.

Optical Optimization (Ex)

If you succeed by 10 or more at the skill check to deal additional damage on a trick attack, you ignore cover or concealment (but not total cover or total concealment) for that attack.

Utility Belt (Ex)

You can spend credits to store supplies in your utility belt, effectively depositing credits for later use. The maximum amount is equal to 1,000 credits per operative level you have (2,000 credits per level at 13th level, and 5,000 credits per level at 17th level). As a move action, you can produce any item with light or negligible bulk from your utility belt that does not have a price that exceeds the amount of credits currently deposited in the belt and that has an item level no greater than your operative level -2. This reduces the number of credits stored in the belt by a value equal to the item's price. Once you have spent the credits deposited in the belt, you must spend 1d4 hours buying supplies in a typical settlement before you can use the utility belt again.

14th Level

You must be at least 14th level to choose these exploits.

Surveillance Wraith (Ex)

You are invisible to technological surveillance systems and most forms of divination magic, per *nondetection*.

OPERATIVE SPECIALIZATION

The following operative specialization is intended for operatives who are always prepared for the worst, and follows the normal rules for operative specializations (Core Rulebook 94).

Gadgeteer

You rely on your quick wits and a healthy dose of paranoia to always have the right device at hand.

Associated Skills: Engineering and Sleight of Hand. You can attempt an Engineering check with a +4 bonus to make a trick attack by using a customized device to momentarily distract your enemy.

Specialization Exploit: Utility belt.

Quick Deployment (Ex): At 11th level, once per round you can retrieve or put away a stored item (including from your utility belt) or pick up an item as part of another move action, standard action, or full action.



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SOLARIAN

When solarians form their powerful weapons and armor or shape cosmic forces using their stellar attunement, they often draw inspiration from magical or technological armaments. They also often choose gear that works well with the battlefield opportunities they can create with their stellar revelations or that shores up weaknesses in the capabilities of their solar manifestations. In many cases, what would be considered core equipment to other adventures is just backup for a solarian.

STELLAR REVELATIONS

These stellar revelations follow the normal rules for the class feature (*Core Rulebook* 102).

2nd Level

You must be at least 2nd level to select these stellar revelations.

Constructive Interference (Su) ☼

Forces humming within your solar armor make it more difficult for sound waves and electrical impulses to reach your body and harm you. You gain energy resistance 5 whenever your solar armor is active. You can choose either electricity resistance or sonic resistance when you activate the armor, and you can switch energy types as a move action.

When you are attuned or fully attuned, you double the amount of resistance granted by this ability.

Stellar Equilibrium (Su) ☼

You can draw energy from your connection to the cosmos to regulate your internal temperature and even your physiology. Also long as your solar armor is active, you can exist comfortably in conditions between -50° and 170° F without needing to attempt Fortitude saves, and you do not need to eat or drink to survive.

When you are attuned or fully attuned, you ignore the environmental effects of being in a vacuum and receive a +4 bonus to all saving throws against diseases and poisons.

6th Level

You must be at least 6th level to select these stellar revelations.

Attractive Force (Su) ☼

Your weapon exerts a pull that makes objects cling to it and can even stymie opponents with strands of force. As a move action, you can grant a weapon you wield, including your solar weapon, the disarm weapon special property. This benefit lasts for 1 round or until you leave graviton mode.

When you are attuned or fully attuned, if you score a critical hit with the weapon, your target must succeed at a Reflex save or be entangled for 1 round. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the entangling effect.

Subduing Beams (Su) ☼

While the sun can sear and burn, it also represents a gentler force of growth and redemption. As a move action, you can grant a weapon you wield, including your solar weapon, the nonlethal weapon special property by sheathing it in a field of cushioning energy. This lasts for 1 round or until you leave photon mode.

When you are attuned or fully attuned, your weapon gains the staggered critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the staggered effect.

10th Level

You must be at least 10th level to select these stellar revelations.

Burn Enchantment (Su) ☼

Your attacks' cosmic energy shreds the magical forces wielded by spellcasters. As a move action, you sheathe your body in protective energy that attunes to spellcasters you strike. If the next successful melee attack you make before the beginning of your next turn hits a creature capable of casting spells or using spell-like abilities, you gain a +2 enhancement bonus to saving throws against that creature's spells and spell-like abilities for 1 round.

When you are attuned or fully attuned, your weapon gains the dispelling critical effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the dispelling effect. A target affected by the dispelling critical hit effect is the subject of a targeted *dispel magic*, per the spell, using your solarian level as the caster level.

Debris Field (Su) ☼

As a standard action, you can cause a cloud of debris, microscopic particles, and small items to orbit you, trapped in your personal gravitational field. This grants you concealment against ranged attacks. This ability functions for 1 round or until you leave graviton mode.

When you are attuned or fully attuned, the cloud of debris and microscopic particles thickens, increasing the miss chance from your concealment to 50% on ranged attacks (though you are not considered to have total concealment).

14th Level

You must be at least 14th level to select these stellar revelations.

Particle Field (Su) ☼

As a move action, you surround yourself with a swirling sheath of charged particles that absorb some damage from attacks made against you. This constantly renewing field of particles acts as a force field that grants 25 temporary Hit Points and has fast healing 4. This lasts for 1 round or until you leave photon mode. This force field does not function if you also have a force field from an armor upgrade, mechanic's energy shield, or another similar effect.

When you are attuned or fully attuned, the fast healing of your particle field increases to 6.

Solar Fortification (Su) ☼

Gravitational anomalies ripple through your solar armor, providing unexpected protection against devastating hits. As long as your solar armor is active, you gain a 20% chance that a critical hit against you is treated as a normal attack, dealing normal damage and not applying any critical effect. You roll this percentage chance before the critical hit damage is rolled. You must have solar armor to select this revelation.

When you are attuned or fully attuned, the chance that a critical hit against you is treated as a normal attack increases to 40%.

ZENITH REVELATIONS

You can choose these stellar revelations only when you gain the zenith revelations class feature.

Particle Wave (Su) ☼

When you're fully photon-attuned, you can dissolve into a large cloud composed of thousands of flaming pinpoints of brilliance as a standard action. While in this form, you gain a swarm attack that deals 4d6 fire damage, swarm defenses, swarm immunities (*Starfinder Alien Archive* 157), and a fly speed equal to your land speed. You lose all normal modes of attack and movement, all abilities that depend on your physical form, and any bonus to your KAC and EAC granted by your armor. You can maintain this form for a number of rounds equal to your solarian level. Returning to your normal form before the duration expires requires a standard action. The damage of your swarm attack increases by 1d6 for every 3 solarian levels you have beyond 7th. At 17th level, targets damaged by your swarm attack must succeed at a Reflex saving throw or be blinded for 1 round.

Quantum Entrapment (Su) ☼

When you're fully graviton-attuned, you can pull a creature outside the normal confines of space and time. To use this ability, you must succeed at a melee attack against the target's EAC. If you hit the target, it must succeed at a Will saving throw or be shunted out of reality for 1d4 rounds. The creature is in an extradimensional space that causes it no harm, but it effectively ceases to exist and it cannot be located or contacted by any mundane or magical means. When the duration expires, the creature reappears in the space it last occupied, or in the closest unoccupied space if its original space is now occupied. To the target creature, it seems as if no time has passed during its absence, and it returns exactly in the state it was when it disappeared, including having the same duration remaining on any spells or effects that were affecting it at the time of its departure. At 17th level, you can spend 1 Resolve Point as a reaction when you hit a creature with this ability to increase its duration to a number of rounds equal to half your solarian level.



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SOLDIER

Soldiers like to say that they are more than just the armor and weapons they use, but they are also well aware that all the bravery and prowess in the world doesn't matter if you don't know how to use the equipment you have on hand. Millions of soldiers operate and innovate across the galaxy, developing techniques to get the most from their gear, ranging from proprietary trade secrets to general advice broadcast over planets' infospheres.

GEAR BOOSTS

The following gear boosts (*Core Rulebook* 111) allow soldiers to get more out of their equipment.

Blazing Strike (Ex)

When you hit a creature within 30 feet of you while using a weapon with the bright weapon special property, the radiance partially blinds the target, giving it the dazzled condition for 1 round. If you hit multiple creatures at the same time (such as with an automatic, blast, or explode weapon), only the creature nearest to you or at the center of the explosion (your choice if multiple creatures are equidistant) is affected.

Caustic Burns (Ex)

When you score a critical hit with a weapon from the disintegrator category, you increase the damage of its corrode critical hit effect (*Core Rulebook* 182) by 1d6. If it does not have a corrode critical hit effect, the weapon gains corrode 1d6 as a critical hit effect, which functions even if the weapon already has another critical hit effect.

Deflecting Smash (Ex)

Your weapon's energy deflects incoming attacks. When you make an attack with a melee weapon that has the powered weapon special property, you gain a +1 insight bonus to your EAC until the beginning of your next turn. If your attack is a critical hit, the insight bonus increases to +2.

Massive Momentum (Ex)

The massive weapons you carry give you more heft when pushing others around. When you successfully perform a combat maneuver to bull rush or reposition a target while wielding a melee weapon with the unwieldy property, increase the result of your melee attack roll by 5 when determining how far you move your target.

Raw Lethality (Ex)

When wielding weapons with the archaic weapon special property, the damage you deal is never reduced as a result of that property. Archaic weapons you wield gain bleed 1d8 as a critical hit effect (*Core Rulebook* 182). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or this bleed effect.

The bleed damage increases by 1d8 at 11th level and every 4 soldier levels you have beyond 11th (maximum bleed 4d8 at 19th level).

Steady Sniper (Ex; 11th Level)

When you use a move action to aim a weapon with the sniper weapon special property, you can make two attacks with that weapon as a standard action before the end of your turn; you take a -6 penalty to each of these attacks and must attempt both attacks against the same target. This counts as a full attack for the purpose of any abilities that reduce your penalties to attacks.

Twinned Threat (Ex)

While wielding at least two one-handed melee weapons, when you successfully attack and deal damage with one of those weapons, you gain a +2 insight bonus to damage with all other one-handed melee weapons you wield until the end of your turn. This bonus increases by 1 for every 4 soldier levels you have. Additionally, if you are wielding two identical one-handed melee weapons and make a full attack using both, increase the DC of those weapons' critical hit effects by 1 until the end of your turn.

Unarmed Mauler (Ex)

Your unarmed strikes gain the wound critical hit effect and are treated as having an item level equal to your soldier level for the purpose of determining save DCs. You can take this gear boost twice. The second time you take it, your unarmed strikes instead gain the severe wound critical hit effect, and the DC to resist this effect increases by 1. If your unarmed strikes already have a critical hit effect, when you score a critical hit, you apply either the unarmed strike's normal critical hit effect or the wound (or severe wound) critical hit effect granted by this gear boost.

Unstoppable Strike (Ex; 7th Level)

Your attacks with weapons that deal energy damage slice through part of your target's resistances. If your attack with a weapon does not already overcome the target's energy resistance, treat the target's energy resistances as though they were each 5 lower. At 15th level, treat the target's energy resistances as 10 lower.

Unyielding Bulwark (Ex)

While wearing heavy armor or powered armor, you gain a +4 insight bonus to your AC against bull rush, reposition, and trip combat maneuvers.

FIGHTING STYLE

The following fighting style (*Core Rulebook* 111) is most common among soldiers who engage in crowd control or prisoner management, though it is also sometimes popular with frontline shock troopers who enjoy being the center of attention.

Shock and Awe

The shock and awe fighting style excels at overwhelming enemies senses with overpowering auditory and visual stimuli. You can modify your weapons to issue thunderous booms or blazing flashes of light, at the same time mitigating these effects with regard to your own senses. This style is strongest with weapons that deal sonic damage or that affect an area.

Loud and Proud (Ex) 1st Level

You gain a +2 bonus to saving throws against effects that would blind or deafen you. Any weapon you wield that has the powered weapon special property or that uses ammunition gains the bright weapon special property; you can activate or deactivate this ability as a swift or move action. Bright weapons you wield gain the blind critical hit effect (see page 31) or the deafen critical hit effect (*Core Rulebook* 182). If your bright weapon already has a critical hit effect, when you score a critical hit, you apply either the weapon's normal critical hit effect, the blind critical hit effect, or the deafen critical hit effect.

Awesome Cacophony (Ex) 5th Level

As a full action, you can make a single attack using a weapon that deals sonic damage or has the bright special property. After resolving the attack, as part of the full action you can attempt an Intimidate check to demoralize any one creature within 60 feet of you that the attack hit or damaged. You can spend 1 Resolve Point to instead attempt an Intimidate check to demoralize every creature within 60 feet of you that the attack hit or damaged.

Explosive Entrance (Ex) 9th Level

As a swift action on your first turn of combat or as a reaction after being subject to a critical hit, you can spend 1 Resolve Point to cause your armor, weapons, and other devices' displays to flash with brilliant lights, blare loudly, or both. This causes all creatures within 10 feet of you to gain your choice of the flat-footed or off-target condition until the end of your next turn. A creature can negate this effect with a successful Fortitude save (DC = 10 + half your soldier level + your Strength modifier). At 15th level, you can affect all creatures within 15 feet of you.

Oppressive Cadence (Ex) 13th Level

When you make a full attack using a weapon that deals sonic damage or has the bright special property, your targets take a cumulative -1 penalty to saving throws against your critical hit effects for each of your previous attacks that hit that target since the beginning of your turn. When a target fails its save against your blind critical hit effect, it also takes 4d6 fire damage. When a target fails its save against your deafened critical hit effect, it also takes 4d6 sonic damage.

Crank It to Eleven (Ex) 17th Level

When attacking with a weapon that deals sonic damage or has the bright special property, you deal an amount of additional damage equal to your Strength modifier to targets with the blinded, deafened, or shaken condition.



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TECHNOMANCER

As masters of blending magical and technological forces, technomancers are naturally drawn to all manner of gadgets and gear. If they can't find the perfect tool to assist with a task, they modify the tool until it does what they need. Some technomancers are even adept at creating exactly what they need from the pure stuff of magic itself. Nearly any piece of technological equipment can hold a technomancer's spell cache, which the spellcaster treats as a treasured item.

MAGIC HACKS

These magic hacks follow the normal rules for this class feature (Core Rulebook 119).

2nd Level

You must be 2nd level or higher to choose these magic hacks.

Recode Gem (Su)

You can alter the spell contained within the encoded lattices of a *spell gem*. This requires 1 minute of uninterrupted concentration. You hijack the power within the gem by inserting your own spellcode, replacing the spell originally encoded within the gem with one of your spells known of an equal or lower level. You can't insert a replacement spell with expensive material components or that requires the expenditure of Resolve Points unless the original spell required components of equal or greater value or the same amount of Resolve Points. If you use this ability on a compound spell gem, it affects only one spell contained within the gem, leaving the other spell or spells intact. Once you have used this ability, you cannot recode another *spell gem* until you rest for 10 minutes and expend 1 Resolve Point to regain Stamina Points.

Summon Cache (Sp)

As a standard action, you can teleport your spell cache to your hand, even if another creature is currently holding it. This ability functions across any distance, as long as your spell cache is on the same plane as you, though it can't teleport through effects that prevent teleportation. You can choose this magic hack only if your spell cache is an item.

5th Level

You must be 5th level or higher to choose this magic hack.

Enchanted Fusion (Su)

As a standard action, you can expend an unused spell slot to temporarily grant the effects of a weapon fusion to a weapon that you touch. When you activate this ability, choose from the following weapon fusions: *flaming*, *frost*, *ghost killer*, *merciful*, or *shock*. If you expend a spell slot of 4th, 5th, or 6th level, you gain the ability to choose either the *corrosive* or *thundering* fusion. The weapon gains the chosen fusion for a number of rounds equal to the level of the spell slot you expended. The weapon can't gain a fusion it already has or one that can't be

applied to a weapon of its type, but this bonus fusion doesn't count toward the maximum total level of fusions the weapon can have at once. You must have the empowered weapon magic hack to choose this magic hack.

8th Level

You must be 8th level or higher to choose this magic hack.

Fabricate Explosive (Sp)

As a full action, you can expend an unused spell slot to concentrate its magical power into a grenade-like matrix of volatile energy. This fabricated explosive can mimic any grenade with an item level equal to or less than the level of the expended spell slot $\times 3$, to a maximum of your caster level. This grenade-like item remains a spell-like ability with a spell level equal to the level of the spell slot you expended, and it cannot be augmented or affected by abilities that affect technological devices or weapons. This explosive is unstable; only you can use it, and you must throw it within a number of rounds equal to the level of the expended spell slot or it dissipates harmlessly. You are considered proficient with the grenade for this attack. Once you have used this ability, you can't use it again until you rest for 10 minutes and expend 1 Resolve Point to recover Stamina Points.

17th Level

You must be 17th level or higher to choose this magic hack.

Phasing Spellshot (Sp)

When you use your spellshot magic hack, you can spend 1 Resolve Point as a part of casting the spell to allow the attack to travel straight to the target, passing through any nonmagical barrier in its way, ignoring hardness and Hit Points (although any magical barrier, such as a wall of force, stops the shot). This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. You must have the spellshot and phase shot magic hacks to select this magic hack.

TECHNOMANCER SPELLS

The following spells are added to the technomancer spell list.

ANIMATE ARMOR

School transmutation

Casting Time 1 round

Range touch

Targets one unattended suit of armor

Duration concentration, up to 1 round/level

Saving Throw none; **Spell Resistance** no

You temporarily infuse a suit of armor with a magic force that allows it to move on its own and that directs its mechanisms. When you cast this spell, the armor acts and responds to your mental control for as long as you concentrate. Each round on your turn, the armor can perform either a move action or a standard action to attack. The armor can move up to 30 feet (or its listed speed using any of its available modes of movement, if powered armor or containing an armor upgrade that alters movement). When the armor attacks, it can either make an unarmed attack, dealing 4d8 + your caster level bludgeoning damage (or the listed damage plus its Strength modifier, for powered armor) or make an attack with any of the weapons mounted in its weapon slots or weapons with the integrated special property installed in its upgrade slots (if any); this deals the weapon's base damage for ranged attacks and the weapon's base damage plus the armor's Strength modifier for melee attacks. The armor has a bonus to attacks equal to 6 + your caster level. If the armor has no listed Strength score, it can apply a Strength bonus equal to your caster level.

Should the animated armor be attacked, its EAC and KAC are equal to 10 + the EAC and KAC bonus the armor provides. It uses your saving throw bonuses when it is the target of spells and other targeted effects, and it has the typical hardness and Hit Points for an item of its level. For the purpose of spells and effects that target the armor, it is treated as a construct with the technological and magical subtypes while the spell lasts.

This spell has no effect if cast on powered armor with a depleted battery or powered armor of an item level that exceeds your caster level.

ELECTROPLATING

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one melee or projectile weapon/level, no two of which can be more than 30 ft. apart; see text

Duration 1 round/level

Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (object)

When you cast this spell, you create a temporary quantity of silver in a cloud of charged nanoparticles, which you then direct to coat nearby melee or projectile weapons. The target weapons must deal bludgeoning, piercing, or slashing damage or the spell has no effect. For the spell's duration, the metal plating on the weapons grants them the ability to overcome DR/silver and bypass DR/magic for the spell's duration.

If your caster level is 8th or higher, you can have weapons affected by this spell bypass DR/adamantine rather than DR/silver. Weapons affected by this version of the spell are not considered adamantine for any other purpose (such as the ability to bypass hardness). If your caster level is 16th or higher, you can instead have affected weapons bypass DR that is bypassed by any other one metal with which you are familiar (either from having succeeded at a skill check to identify the weaknesses of

a creature with DR, or from a successful Physical Science skill check to identify some other metal when you encountered it). Such weapons do not gain any other benefit from being made of the selected material.

INCOMPETENCE

School enchantment (mind-affecting)

Casting Time 1 standard action

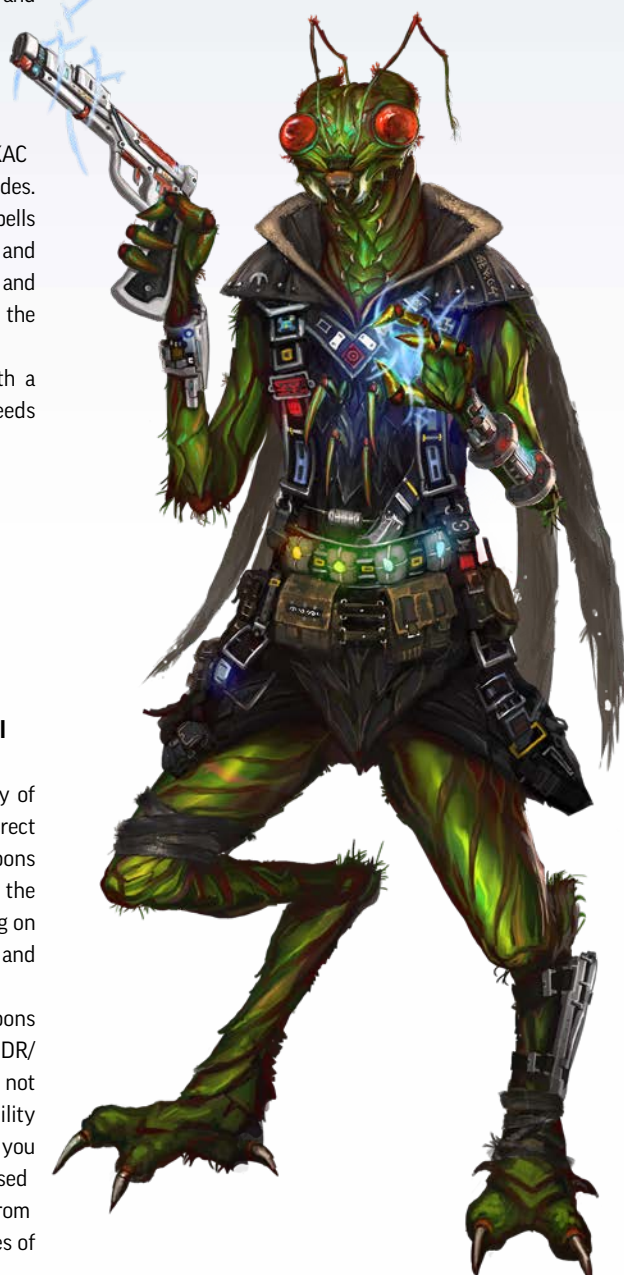
Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You cause all targets of this spell to lose proficiency with one class of weapons of your choice (basic or advanced melee weapons, small arms, longarms, heavy weapons, grenades, or natural weapons) and suffer the normal penalties for attacks made with weapons they are not proficient with.



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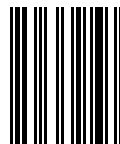
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