

STAR LOG.EM-044

INSANECORP'S SINISTERLY SUPERB CYBERNETICS



STARFINDER
COMPATIBLE



STAR LOG.EM-043

INSANECORP'S SINISTERLY SUPERB CYBERNETICS

Author: Alexander Augunas

Cover Artist: Jacob Blackmon

Development: Owen K.C. Stephens

DESIGNATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration

DECLARATION OF OPEN GAME CONTENT

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Compatibility with the *STARFINDER ROLEPLAYING GAME* requires the *STARFINDER ROLEPLAYING GAME* from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the *STARFINDER ROLEPLAYING GAME* and the *STARFINDER ROLEPLAYING GAME* Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

STAR LOG.EM043: INSANECORP'S SINISTERLY SUPERB CYBERNETICS © 2018 by Everyman Gaming, LLC.

ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit <http://www.everymangaming.com>! You can also follow Everyman Gaming on Facebook at <https://www.facebook.com/gamingeveryman> or on Twitter at handle @EMGamingLLC.

ACCESSING: STAR LOGS.EM... ACCESS: GRANTED.

Welcome to *STAR LOGS.EM*, brought to you by Everyman Gaming LLC! Here at Everyman Gaming LLC, we strive to bring you exactly what you need for your starfaring adventures. From new class options and archetypes to the latest information on alien life forms found throughout the galaxy, Everyman Gaming is here to make sure that your space ship is stocked and your datajacks filled with everything you need to have safe, fun, and profitable adventures throughout the known galaxy. (Warning: Everyman Gaming LLC takes no responsibility for any death, permanent affliction, potential brain scrambling, or similar impairments you may suffer during your adventures.)

Everyman Gaming's state of the art Star Log.EM series combines top talent spanning the known universe (and some parts unknown) to create state-of-the-art design for your Starfinder experience. Some Star Log.EM files. Some Everyman Minis are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all Star Log.EM files are intended to add something cool or weird to your tabletop experience. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of Star Log.EM series you'll feel the same!

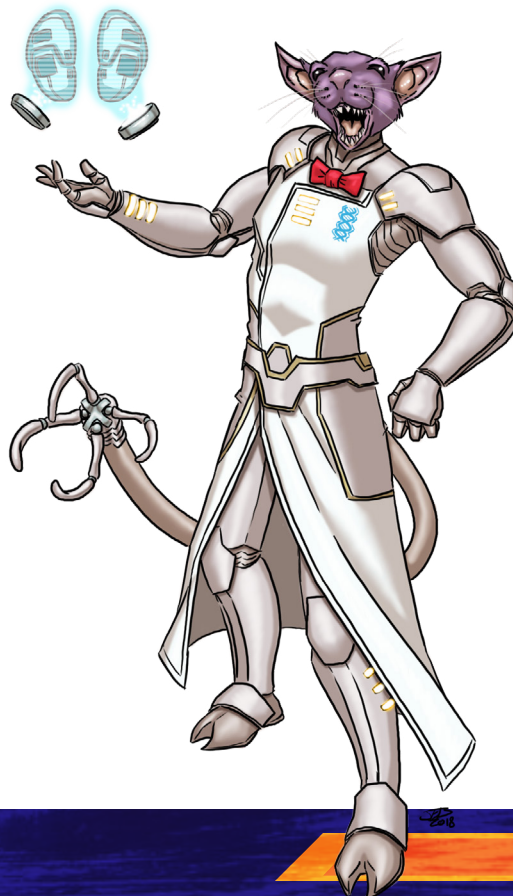
~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: INSANECORP AD

Hello, maimed and melancholy mortals! Are you tired of the ordinary? Drab, dull life got you down? Everything too regulated, too fast, too slow, too out of touch? Is every waking moment an existential battle for meaning in an ultimately cold, uncaring universe? Well, worry no more my friend! Someone out there DOES care about you and your paltry cares and concerns. That someone is Doctor Malifaord Hudson Insano, president of InsaneCorp Industries, and today he's here to help YOU claim your hopes and dreams with the marvels of modern medicine and science!

Today at InsaneCorp, you can rebuild your artificial body to look just like those of your meatbag friends, or add a cybernetic spinal cord extension so your tail's just as prehensile as a human's hand! If you're sick and tired of always being called a "fraidy cat", come regain your honor and glory by installing one of our fabulous blood-chillers! And for those ysoki who just want to spit grenades at their friends and enemies (but mostly their enemies), our patent-pending ysoki launch-pouch packs all the power of a grenade launcher straight into your cheeks. All this and more at InsaneCorp!

So don't dally, dash on down to your nearest InsaneCorp dealer, sign the 470 pertinent legal documents that come with your custom-made InsaneCorp product, enjoy 8 to 36 hours of unconscious bliss while your product is installed, and BOOM! A newer, better, insaner you!



NEW AUGMENTATIONS

The following cybernetic augmentations are available for wholesale through all certified InsaneCorp vendors across the Xa-Osoro System and beyond.

ANDROID FRAME ADAPTOR	ANDROID
Model	Item Level
Mk I	1
Mk II	4
Mk III	8
Mk IV	12

You add a cybernetic enhancement to your body that changes its physiological configuration, causing you to gain the cosmetic appearance of another race. You can only install this augmentation if you are an android and your armor upgrade slot from the upgrade slot racial trait is unoccupied. When an android frame adaptor is created, its creator chooses one Small or Medium race. When installed, you gain a number of benefits determined by the model your android frame adaptor, as described below. The benefits granted by a nandroid frame adaptor are cumulative, so a mk II android frame adaptor also grants the benefits of a mk I android frame adaptor.

- » **Mk I:** You gain each of the chosen race's subtypes and a +4 racial bonus to Disguise checks to appear as a member of the chosen race. Your size adjusts to match that of a member of the chosen race. When determining the bonus Hit Points that you gain from your race, use the lower value between 4 and the chosen race's bonus Hit Points. In addition, you replace your base speed with all of the chosen race's speeds, including those gained from racial traits.
- » **Mk II:** When you install the augmentation, you can repurchase your ability scores as described in Chapter 2 of the *STARFINDER CORE RULEBOOK*, using the chosen race's ability modifiers instead of those of the android race. This does not allow you to reassign ability increases that you gained from leveling up. If you repurchased your ability scores using the chosen race's ability modifiers and the augmentation is later removed, the next time you rest for 8 hours you must repurchase your ability scores using the android race's ability modifiers.
- » **Mk III:** Choose one racial trait that members of the chosen race gain as a result of their physiology, such as a kasatha's four arms or a ysoki's cheek pouches. You gain the chosen racial trait. The GM has the final say regarding which racial traits result from physiology, and which are a product of upbringing or culture. You cannot choose racial traits that arspell-like abilities or supernatural abilities, or that grant bonuses to attack rolls (including combat maneuvers) or AC.
- » **Mk IV:** You can choose Large races in addition to Small or Medium races.

BLOOD CHILLER

CIRCULATORY SYSTEM

Your circulatory system is outfitted with a specialized device that breaks down cortisol discharged from your pituitary gland and reconstructs it as adreneline, replacing your fear response

with increased blood circulation, breathing, and carbohydrate metabolism. In effect, this process stymies natural fear responses, leading many to state that it "chills" the blood. You can only install this augmentation if you are a vesk. While installed, whenever you are targeted by a fear effect you can spend 1 Resolve Point to gain the benefits of a *heroism* spell instead of the shaken, frightened, or panicked condition (any other effects caused by the fear effect apply normally). This effect lasts for 1 minute. After the *heroism* effect ends, you are fatigued. If you were already fatigued, you become exhausted, and if you were already exhausted, you take 1d6 nonlethal damage from overexertion.

CYBERNETIC INTERFACE HAND

HAND

You can hack computers simply by touching them. This augmentation counts as a hacking kit and personal comm unit in the form of a tablet computer with a touch screen interface located on the back of your hand.

You can perform any skill tasks associated with the Computers skill in half the time simply by placing your hand directly onto the computer's tower, monitor, or input device (including devices like palm scanners or retina displays). For this purpose, half of a full action is a standard action and half of a move action is a swift action. A skill task that takes a swift action to perform cannot be further reduced by this augmentation. You take a –5 penalty to your Computers check when hacking it in this manner. Your hand's computer counts as having a tier equal to its model (a mk I cybernetic interface hand has a tier 1 computer, a mk II hand has a tier 2 computer, and so on) and enough miniaturization upgrades to make its bulk negligible (this is factored into the cybernetic augmentation's price).

If you are a mechanic with the custom rig class feature, you can replace the personal comm unit provided by this hand with your custom rig, provided that the augmentation's item level is equal to or greater than twice the tier of your custom rig. While installed into your hand, your custom rig is considered handheld, except you never need to spend an action retrieving it and can hold items in your augmented hand alongside the custom rig (you still need to allocate at least one hand to your custom rig in order to use it, however).

EXTENDO ARMS

ARMS

Your arms possess a special cybernetic extension that allows you to extend them far beyond their normal reach. While extended, your natural reach increases by 10 feet (to 15 feet for most creatures), but you take a –4 penalty to attack rolls with weapons wielded in hands located on your extended arms and to Dexterity- and Strength-based skill checks. Extending or retracting your arms is a move action. You can use this augmentation to extend your hands to a location, grab onto an item or object capable of supporting your weight, and retract yourself to your hands instead of retracting your hands to you to move 15 feet to that location as if using a fly speed. This is a full action that provokes attacks of opportunity as normal, as if from movement, and if you do not end this

TABLE: CYBERNETIC AUGMENTATIONS

Augmentation	Level	Price	System
Android frame adaptor	1	400	Android Upgrade Slot
Cybernetic interface hand, mk I	2	1,100	Hand
Android frame adaptor, mk II	4	2,200	Android Upgrade Slot
Cybernetic interface hand, mk II	4	2,500	Hand
Blood chiller	5	2,700	Circulatory System
Extendo arms	5	3,000	Arms
Cybernetic interface hand, mk III	6	3,500	Hand
Android frame adaptor, mk III	8	10,000	Android Upgrade Slot
Cybernetic interface hand, mk IV	8	11,000	Hand
Hypnotic retinas	9	9,200	Eyes
Cybernetic interface hand, mk V	10	20,000	Hand
Neurosynth tail enhancer, mk II	11	37,500	Tail
Android frame adaptor, mk IV	12	38,000	Android Upgrade Slot
Cybernetic interface hand, mk VI	12	42,000	Hand
Cybernetic interface hand, mk VII	14	90,000	Hand
Cybernetic interface hand, mk VIII	16	200,000	Hand
Cybernetic interface hand, mk IX	18	300,000	Hand
Cybernetic interface hand, mk X	20	1,000,000	Hand
Ysoki launch-pouch	Varies	Varies	Cheek Pouches

movement on solid ground, you either fall or act as though climbing the surface you grabbed (your choice).

HYPNOTIC RETINAS

EYES

You replace your eyes with special LED retina displays that allow you to change the pigmentation of your eyes as a move action, ranging from any natural color available to your race as well as outlandish colors far beyond the realm of possibility. In addition, you can project a hypnotic retina display directly onto your eyes as a standard action, allowing you to attempt to hypnotize an adjacent creature. That creature must succeed on a Will save (DC equals $10 + 1/2$ your ranks in Diplomacy + your Charisma modifier) or become fascinated for a number of minutes equal to your ranks in Diplomacy. While fascinated, you can make one request of the creature as if it had been affected by the *command* spell. The creature retains no memories of anything that happened to it or in its immediately environment while hypnotized, and once you target a creature with this ability, that creature is immune to this effect for 24 hours.

NANOFILTERING MOUTHGUARD

MOUTH

You install a cybernetic barrier around the lower half of your head, obscuring your mouth, neck, and lower jaw from sight. This cybernetic augmentation consists of a complex series of sliding panels and access ports designed by kasatha engineers to hide your mouth, and filter out many harmful, airborne effects. You gain a +4 enhancement bonus to saving throws against all inhaled effects, such as inhaled poisons, airborne diseases, and all airborne environmental effects, such as toxic atmospheric conditions and smoke (such as from a smoke bomb). This cybernetic augmentation doesn't provide you with oxygen, so it cannot protect you from thin atmospheric conditions or a vacuum, nor does it allow you to breathe underwater.

NEUROSYNTH TAIL ENHANCER

TAIL

You enhance one of your tails with a cybernetic neuron interface system and synthetic muscle fibers that allow you to control your tail as effortlessly as you would an arm or a hand. Your tail is as effective as a hand at manipulating objects, which allows you to wield and hold one additional hand's worth of weapons and equipment. This does not increase the number of attacks you can make during combat.

If you install this augmentation into a tail that is already prehensile (you have the prehensile tail racial trait), you gain a +3 insight bonus to skill checks attempted with your tail and can use your tail to attempt combat maneuvers as if you were using an unarmed strike to do so.

YSOKI LAUNCH-POUCH

CHEEK POUCHES

You can duplicate the effects of any grenade launcher with cybernetics by using a ysoki launch-pouch—a miniaturized grenade-launching apparatus that fires grenades that you've stored in your cheek pouches. You can only install this augmentation if you are a ysoki. This augmentation replicates the effects of one grenade launcher of your choice, but it costs an additional 25%, counts as only half a cubic foot of items, and weighs only 4 light bulk thanks to miniaturization technology that uses your skeletal structure for support. A ysoki launch-pouch counts as a heavy weapon for the purpose of proficiency and can be affixed with weapon fusion seals that are typically installed directly into your mouth. Both the cybernetic augmentation and any grenades stored within your cheek pouches count against the total amount of bulk you can store within your mouth normally. You don't need any hands to wield a ysoki launch-pouch, but the weapon's range is reduced by half and has only 5 range increments instead of the usual 10.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures heros; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of heros, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the

logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent

Fine-Tune Your Starfinder!

Enhance your Science-Fantasy like only Everyman Gaming knows how with the **Star Log.EM** series! Each week, we present a new **Star Log.EM** product that covers a specific Starfinder niche. From mechanic tricks to wondrous equipment to fantastic magical powers, Everyman Gaming's got what you need!

NOW AVAILABLE

<http://www.everymangaming.com/star-log-em>

Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such

provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Core Rulebook. © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Star Log-EM-043: InsaneCorp's Sinisterly Superb Cybernetics © 2018, Everyman Gaming LLC; Authors: Alexander Augunas.

HUNGRY FOR MORE STARFINDER?



UPDATING PROVEN FANTASY RACES AND CLASSES TO STARFINDER, THE **STARFARER'S COMPANION** FEATURES LEGACY CONTENT (SUCH AS SIX LEGACY CLASSES AND OVER A DOZEN LEGACY RACES) AS WELL AS ALL-NEW CONTENT INCLUDING NEW FEATS, SPELLS, STARSHIPS, COMPUTERS, AND MORE!

NOW AVAILABLE

<http://www.everymangaming.com/starfarer's-companion>