CYBERNETIC AUGMENTATIONS

The ability to augment yourself with cybernetics, in the same way you modify your items or starship, adds an additional layer of customization to any character. If players want access to cybernetic enhancements beyond those offered by certain archetypes, consider allowing the following rules.

AUGMENTING CREATURES

Augmenting a creature with cybernetic enhancements requires three key components: a valid target for the augmentation, an augmentation to install, and biotech's tools. A creature can only be modified by someone with proficiency in biotech's tools.

VALID TARGETS

Typically, only beasts and humanoids are valid targets for augmentations. A creature can support a number of cybernetic augmentations equal to their Constitution modifier (minimum of one).

AUGMENTATION TIME

It takes an amount of time to install an augmentation in a Medium creature, depending on the augmentation's rarity, as shown below in the Augmentation Installation Time by Rarity table.

AUGMENTATION INSTALLATION TIME BY RARITY

Rarity	Installation Time
Standard	4 hours
Premium	8 hours
Prototype	16 hours
Advanced	24 hours
Legendary	2 days
Artifact	1 week

The installer works 8 hours per day. It costs 100 credits per hour if the operation is performed by an NPC.

TIME MODIFIERS

In addition to the augmentation's rarity, the time varies based on the size of the target, as shown below in the Creature Size Time Modifier table below.

CREATURE SIZE TIME MODIFIER

Starship Size	Cost Modifier
Tiny	x 0.25
Small	x 0.5
Medium	x 1
Large	x 2
Huge	x 5
Gargantuan	x 10

For instance, to install a standard augmentation in a Medium creature takes 4 hours. To install a prototype augmentation in a Huge creature, however, it takes 80 hours (16 x 5).

INSTALLING AUGMENTATIONS

In addition to the time and cost requirement, installing an augmentation requires an ability check with biotech's tools. The DC for the check is determined by the rarity of the augmentation being installed, as shown below in the Installation and Removal DC by Rarity table.

INSTALLATION AND REMOVAL DC BY RARITY

Rarity	Installation and Removal DC
Standard	5
Premium	10
Prototype	15
Advanced	20
Legendary	25
Artifact	30

On a success, the augmentation is correctly installed. On a failure, the augmentation is not installed, the time and credits are spent, and you must wait 24 hours before you try again.

REMOVING AUGMENTATIONS

Removing an augmentation takes half the time and credits it would to install, and requires an ability check with biotech's tools. The DC for the check is determined by the rarity of the augmentation being removed, as shown above in the Installation and Removal DC by Rarity table.

On a success, the augmentation is removed and salvaged. On a failure, the augmentation is removed but destroyed.

REVERSE ENGINEERING AUGMENTATIONS

You can attempt to reverse engineer an augmentation and learn the schematic in order to craft more at a later date. When you do so, you must make an ability with biotech's tools. The DC for the check is determined by the rarity of the augmentation being reverse engineered, as shown below in the Reverse Engineering DC by Rarity table.

REVERSE ENGINEERING DC BY RARITY

Rarity	Reverse Engineering DC
Standard	10
Premium	15
Prototype	20
Advanced	25
Legendary	30
Artifact	35

On a success, you learn the schematic for the augmentation and the augmentation is destroyed. On a failure, you do not learn the schematic and the augmentation is still destroyed.

Once you know a schematic, you can craft it with no additional ability checks.

AUGMENTATION CATEGORIES

Two major categories of cybernetic augmentations exist in the galaxy: replacements and enhancements.

REPLACEMENTS

Replacements are prosthetic or artificial units intended to replace limbs and damaged organs. Common replacements provided no benefits other than duplicating the essential functions of their biological counterparts, and they presented little strain on the beneficiary's overall well-being. In appearance, a cybernetic replacement could be recognizably artificial or virtually indistinguishable from the real thing.

ENHANCEMENTS

Enhancements bestowed new abilities or improved the recipient in some fashion. Enhancements included skeletal reinforcement, subcutaneous communications hardware, and weapon mounts. Some enhancements had visible external components, while others were hidden beneath the skin. Enhancements put more of a drain on the body's resources, and recipients frequently suffered debilitating physical or mental side effects.

CYBERNETIC AUGMENTATIONS

The value of each individual augmentation should fall within a range, depending on its rarity, as shown below in the Augmentation Value by Rarity table.

AUGMENTATION VALUE BY RARITY

Rarity	Value
Standard	up to 1,000 cr
Premium	1,001 to 5,000 cr
Prototype	5,001 to 25,000 cr
Advanced	25,001 - 100,000 cr
Legendary	100,001 - 500,000 cr
Artifact	at least 500,001 cr

  As always, it's up to the GM to determine the availability of cybernetic augmentations.

SAMPLE AUGMENTATIONS

The following are examples of cybernetic augmentations your players might come across.

CYBERNETIC ARM

Prototype arm replacement

This arm replacement features enhanced strength.

When you hit with a melee weapon attack using Strength with a weapon wielded by this arm, you gain a +1 bonus to the damage roll. Additionally, when you use this arm to make a Strength (Athletics) check as a part of a grapple, you gain a +1 bonus to the check.

OCULAR PACKAGE

Premium eye replacement

This eye replacement features improved ability to see further away.

This replacements integrates macrobinoculars into the chosen eye, granting advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

QUICK SAVANT PACKAGE

Legendary enhancement

This implant drastically increases mental capacities.

Your Intelligence score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Intelligence saving throws.