

Female kasatha icon biohacker^{COM} 4

CG Medium humanoid (kasatha)

Init +2; **Perception** +4

DEFENSE **SP** 24 **HP** 28 **RP** 6

EAC 17; **KAC** 17

Fort +4; **Ref** +3; **Will** +7

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4+3 B)

Ranged tactical needler pistol +6 (1d4+4 P; critical injection DC +2) or
shock grenade II +4 (explode [15 ft., 1d12 E, DC 14])

STATISTICS

Str 12 (+1); **Dex** 14 (+2); **Con** 10 (+0); **Int** 8 (-1); **Wis** 18 (+4);

Cha 13 (+1)

Skills Acrobatics +4, Athletics +3, Culture +9, Life Science +13, Medicine +11, Physical Science +13, Profession (video personality) +9; (reduce the DC of Profession and Culture checks to recall other icons in her profession or details about her profession by 5)

Feats Iron Will, Mobility

Languages Auran, Brethedan, Celestial, Common, Eoxian, Kasatha, Vesk

Other Abilities biohacks (maximum 5), custom microlab (hand), injection expert, fields of study (genetics), scientific method (instinctive [Life Science and Physical Science]), theorems (painful injection [+2 damage], treat condition [4 times/day])

Combat Gear shock grenade II, amblaree poison^{COM} (2), *mk 2 serum of healing* (2); **Other Gear** defrex hide, tactical baton, tactical needler pistol^{COM} with 58 darts, everyday clothing, hygiene kit, personal comm unit, credstick (39 credits);

Augmentations hideaway limb (hand); **Upgrade** *mk 1 synergizing symbiote* (Wisdom)

SPECIAL ABILITIES

Custom Microlab (Ex) Barsala has integrated a small customized kit consisting of medical supplies, testing materials, and pharmaceutical compounds into her prosthetic hand. She can use it to evaluate medical conditions and perform several additional tasks described below.

Her custom microlab counts as a basic medkit and a chemalyzer (granting a +4 bonus on Engineering, Mysticism, and Physical Science checks to identify unknown drugs, medicinals, poisons, and other chemical substances). As

long as she has her custom microlab, as a move action she can target a creature within 60 feet in her line of sight and attempt a special skill check to identify it as though her die roll were a 20, using Life Science for a living creature or Physical Science for an unliving one, with the check's DC determined by the creature's rarity (page 133 of the *Starfinder Core Rulebook*).

Barsala can also attune her custom microlab to 7 individual creatures. This takes 10 minutes, which she can combine with the time needed to prepare her biohacks for the day, and the creatures must be present, willing, and able to cooperate with the scan. If she attunes her microlab to creatures in excess of this number, the oldest attunements beyond her maximum number end. Otherwise, attunement lasts 24 hours, after which changes in environment and the target's condition require the microlab be reattuned. Under some circumstances, Barsala can deliver biohacks to attuned creatures using ranged injection weapons without making an attack roll.

If her custom microlab is damaged, destroyed, lost, or stolen, Barsala can kitbash a new one from any medkit or chemalyzer with 1 hour of work. She can have only one custom microlab at a time. If she creates a new one, her old microlab functions as a normal item of whatever type she made it from.

Biohacks (Ex) Barsala can use biohacks to boost her allies or inhibit her foes. Her biohacks produce their effects only when she injects a creature with them (see below), and only she knows how to make and administer them properly—a biohack that leaves Barsala's possession becomes inert until she picks it up again.

Barsala can deliver any biohack she creates with any attack from an injection weapon. She must decide to use a biohack prior to the attack roll and specify which effect she's using. She applies the biohack as part of the action used to make the attack. She does not need to preload her weapon with biohacks. If she makes a ranged attack and misses, the biohack is expended along with the attack's ammunition. A biohack delivered via a melee injection weapon is not normally expended on a missed attack. If Barsala's attack with a biohack hits but deals no damage, the biohack is expended but the target is not affected by it. After a missed attack that does not expend the biohack, Barsala can remove or change which biohack she's using as

part of her next attack without taking any additional action.

She can also deliver a biohack using a physical syringe (a level 4 consumable basic melee weapon from her custom microlab) that she can wield in one hand. To inject an unwilling creature with a biohack in this manner, Barsala must hit the creature with a melee attack. This attack deals no damage, but if the creature would be damaged by 1 point of piercing damage, that creature is instead affected by the biohack within the syringe.

Barsala can inject a biohack into a willing or unconscious creature (or herself) as a standard action without requiring an attack roll, as long as the target is within her reach. She can also use a ranged injection weapon to deliver a biohack to a willing ally she has attuned her custom microlab to as a standard action without making an attack roll, as long as they're within 60 feet. Under any other circumstance, injecting a biohack into an ally at range requires a successful ranged attack roll.

The materials Barsala uses to create biohacks are inert until she activates them. Once activated, they can be used to create any biohacks she knows. Each day after she has rested for 8 hours, Barsala can spend 10 minutes to activate the ingredients to create 5 biohacks, and this is the maximum number of biohacks she can have ready at one time. This preparation activates only the ingredients; Barsala doesn't need to decide which specific biohacks she's creating until performing the actual actions or attacks used to deliver them. Activated biohack materials that

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aren't used that day become inert, even if they're still in her possession. Barsala can readily replenish these inert reagents on a regular basis at no cost. Whenever she takes a 10-minute rest to recover Stamina Points, Barsala can also prepare additional activated biohack ingredients to replace those she has used, up to her maximum.

Biohacks come in two varieties: boosters and inhibitors. Barsala knows the basic boosters and inhibitors listed below, the minor boosters and inhibitors that follow, and the unique booster and inhibitor granted by her primary field of study (see below).

Basic Booster—A basic booster biohack aids a creature in one manner or another. The effect lasts for 4 rounds unless it states otherwise. When Barsala uses it, select an effect:

- The target gains a +1 enhancement bonus to AC.
- The target gains a +2 enhancement bonus to skill checks.
- The target gains a +10-foot enhancement bonus to their speed. If the creature has more than one movement type, choose one to receive this bonus.

Basic Inhibitor—A basic inhibitor biohack hinders a creature's physiology or material function. The effect of an inhibitor lasts for 6 rounds unless it states otherwise. When Barsala uses it, select an effect:

- The target takes a -2 penalty to AC.
- Barsala reduces the target's DR by 5.
- Barsala reduces the target's resistance to one type of energy (her choice) by 5.

A creature can be affected by only one of her basic inhibitors at a time, though it can be affected by multiple basic inhibitors originating from multiple biohackers. If Barsala affects a creature with a different basic inhibitor while a previous inhibitor is still in effect, the effects of the previous inhibitor end.

Minor Biohacks—Barsala can create minor biohacks from less powerful (and more stable) pharmaceuticals, nanites, and catalysts, and she can add them to any attack she makes with an injection weapon that does not already have another biohack added to it. She doesn't need to activate the materials for minor biohacks in advance, and using them does not count against the maximum number of biohacks she can have ready at one time. Minor biohacks are otherwise used as and function as basic booster and basic inhibitor biohacks, and they count as such biohacks for the purposes of interactions with other abilities.

• **Minor Booster:** Using a minor booster biohack allows Barsala to attempt to administer first aid with a Medicine check on targets within 60 feet of her microlab. This doesn't require any additional time or action beyond making the attack, and it doesn't have the duration of normal biohacks. Alternatively, she can attempt a Medicine check to treat drugs or poison, though on a successful check, the target gains a +4 bonus only on the next saving throw it attempts against the drug or poison.

• **Minor Inhibitor:** A minor inhibitor biohack imposes a slight hindrance; the target takes a -1 penalty to attack rolls for 7 rounds.

Field of Study, Genetics (Ex) Barsala has selected the genetics field of study, granting her access to a unique booster and inhibitor:

Booster—Barsala temporarily boosts a living creature to improve the acuity of its hearing, granting the subject the benefits of blindsense (sound) with a range of 60 feet. If the creature already has blindsense, it instead gains the benefit of the Blind-Fight feat. This benefit lasts for 1 hour.

Inhibitor—Barsala delivers a DNA-twisting or material-altering chemical nanite compound into a creature's body, increasing the damage it takes from one energy type (her choice). If the creature takes the chosen type of energy damage, it takes 2 additional damage of the same type. This biohack doesn't increase the damage a creature takes from natural hazards or environments, only damage from energy attacks, spells, and other abilities.

Injection Expert (Ex) Barsala is proficient with weapons with the injection weapon special property, as long as the weapon has not gained that weapon special property from a weapon fusion, spell, class feature, or similar ability or effect.

When Barsala hits an ally with such a weapon, she can avoid dealing damage to that ally, while still affecting the ally with the biohack booster or inhibitor, drug, medicinal compound, poison, serum, or other substance that was loaded into the injection weapon. When she fires a weapon with the injection special property and has multiple types of ammunition loaded into the weapon, she chooses which type of ammunition she fires when she makes the attack.

Mobility Barsala gains a +4 bonus to her Armor Class against attacks of opportunity that she provokes by leaving a threatened square.

Painful Injection Barsala adds half her Wisdom modifier (+2) to her damage rolls with injection weapons. This has already been factored into her attacks above.

Spark of Ingenuity (Ex) Once per day, Barsala can alter one of her biohacks to work in a different way. When using a booster biohack, she can remove one of the following conditions, in addition to the booster's normal effects: dazzled, fascinated, or shaken. Alternatively, she can add the dazzled condition to the effects imposed by any of her inhibitor biohacks. This effect lasts the length of the inhibitor's duration.

Treat Condition (Ex) As a standard action, Barsala can treat a willing, adjacent creature to remove the shaken, sickened, or staggered condition. This doesn't end the effect that caused the condition, and the target can regain the condition from any source as normal. Barsala can use this ability up to 4 times per day. She regains all expended uses of this ability when she takes a 10-minute rest to recover Stamina.

Weapon Specialization Barsala adds her character level to damage dealt with melee weapons and half her character level to damage dealt with operative melee weapons, small arms, and weapons with the injection ability. This is already added to her attacks above.

GEAR DESCRIPTIONS

Amblaree This is a poison with the following properties:

Type poison (injury); **Save** Fortitude DC 13; **Track** Wisdom (special); **Frequency** 1/round for 3 rounds; **Effect** progression track is Weakened—Impaired—Blinded; no end state. When at the blinded stage, the victim gains the blinded condition; **Cure** 1 save

Defrex Hide While wearing this armor, Barsala can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 4 days.

Mk 2 Serum of Healing Drinking a vial of this serum restores 3d8 HP.

Tactical Needler Pistol This weapon can be fired 8 times before it needs to be reloaded. Its range increment is 40 feet.

When not on a Starfinder Society mission, Barsala researches biotech augmentations and teaches science on her popular children's show, *Dr. B's Science Jubilee*.

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