

Female kasatha icon biohacker^{COM} 8

CG Medium humanoid (kasatha)

Init +7; **Perception** +5

DEFENSE **SP** 64 **HP** 52 **RP** 9

EAC 22; **KAC** 24

Fort +8; **Ref** +6; **Will** +9

OFFENSE

Speed 30 ft.

Melee tactical knife +8 (2d4+6 S)

Ranged advanced needler pistol +10 (1d6+6 P; critical injection DC +2) or
cryo grenade I +8 (explode [10 ft., 1d8 C, staggered, DC 16])

STATISTICS

Str 14 (+2); **Dex** 16 (+3); **Con** 14 (+2); **Int** 10 (+0); **Wis** 20 (+5);

Cha 13 (+1)

Skills Acrobatics +5, Athletics +4, Culture +14, Life Science +19, Medicine +16, Physical Science +19, Profession (video personality) +13, Sense Motive +16; (reduce the DC of Profession and Culture checks to recall other icons in her profession or details about her profession by 5)

Feats Improved Iron Will, Iron Will, Mobility, Shot on the Run

Languages Akitonian, Auran, Brethedan, Castrovelian, Celestial, Common, Eoxian, Kasatha, Triaxian, Vesk, Ysoki

Other Abilities biohacks (maximum 6), custom microlab (hand), injection expert, fields of study (genetics, neurochemistry), scientific method (instinctive [Life Science and Physical Science]), theorems (hampering inhibitor, painful injection [+2 damage], powerful biohacks, treat condition [5 times/day])

Combat Gear cryo grenade I (2), mindhaze poison^{AR}, *mk 2 serum of healing* (4); **Other Gear** kasatha microcord III, tactical knife, advanced needler pistol^{COM} with 58 darts, *mk 1 ring of resistance*, everyday clothing, hygiene kit, personal comm unit, credstick (1,324 credits);

Augmentations hideaway limb (hand), *mk 2* synergizing symbiote (Constitution), *mk 1* synergizing symbiote (Wisdom)

SPECIAL ABILITIES

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

Her custom microlab counts as an advanced medkit (granting a +2 insight bonus on Medicine checks to treat drugs, diseases, and poisons) 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: 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 8 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.

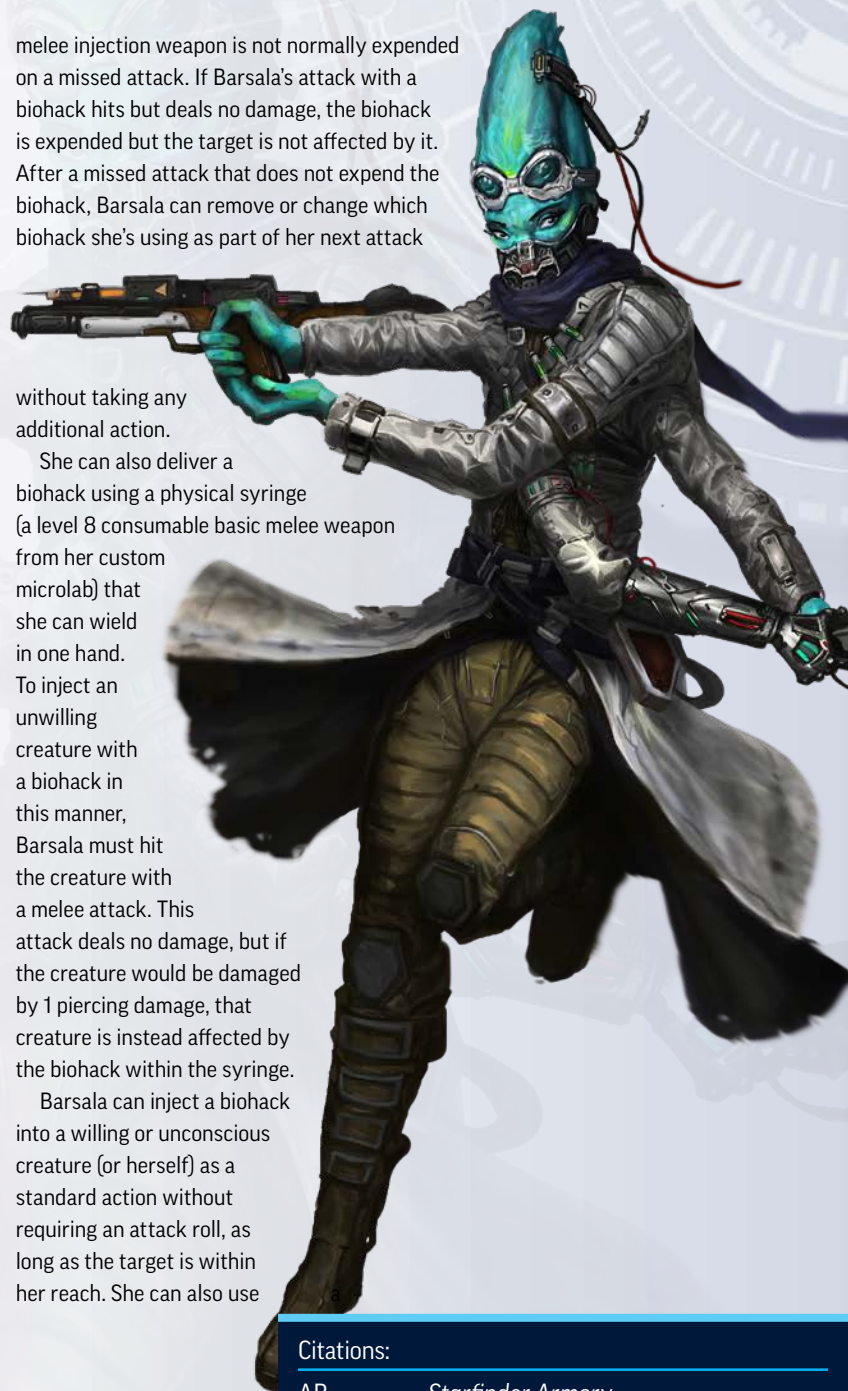
Barsala can deliver any biohack she creates with any attack from an injection weapon. She must decide to use a biohack prior to the attack roll and specify which effect she's using. She applies the biohack as part of the action used to make the attack. She does not need to preload her weapon with biohacks. 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 8 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 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



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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 6 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 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 boosters and inhibitors granted by her primary and secondary fields of study (see below).

Basic Booster—A basic booster biohack aids a creature in one manner or another. The effect lasts for 5 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 8 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 only 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 disease, drugs, or poison, though on a successful check, the target gains a +4 bonus only on the next saving throw it attempts against the disease, drug, or poison.
- **Minor Inhibitor:** A minor inhibitor biohack imposes a slight hindrance; the target takes a -1 penalty to attack rolls for 8 rounds.

Field of Study, Genetics (Ex) Barsala has selected the genetics field of study, granting her access to a unique booster and inhibitor, as well as the gene therapy ability.

Booster—Barsala temporarily boosts a living creature (one that does not have the unliving universal creature rule) 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 4 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.

Gene Therapy (Ex)—As a standard action, Barsala can create and deliver a medicinal formula to a living creature that suspends the effects of damage to their mind and body. When injected, the formula allows the target to ignore the effects of all ability score damage and drain for 10 minutes. This effect lasts for 1 hour. Barsala can use this ability once, and she regains the ability to use it after she takes a 10-minute rest to recover Stamina Points.

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

Booster—Barsala bolsters the creature's brain chemistry (or other cognitive system), allowing it to ignore the effects of the confused and staggered conditions for the booster's duration. While the creature is ignoring these effects, the duration of the condition elapses as normal.

Inhibitor—Barsala delivers a strong chemical admixture that interferes with a creature's neurons (or equivalent), imparting a -2 penalty to Will saving throws.

Hampering Inhibitor (Ex) Any biohack inhibitor Barsala successfully uses against a foe decreases that foe's speed by half (to a minimum of 5 feet) in addition to her chosen inhibitor's normal effects. If the target has multiple movement types, all its speeds are decreased. An individual biohack can't be affected by both the hampering inhibitor and powerful biohacks theorems.

Improved Iron Will Barsala can spend 1 RP to reroll a failed Will save.

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.

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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 is already added to her attacks above.

Powerful Biohacks (Ex) Barsala can use fringe science to tweak her biohacks so that she can affect any creature with biohacks that normally don't affect creatures with the unliving universal creature rule. If the biohack had the poison descriptor, she can remove that descriptor each time she uses that biohack. An individual biohack can't be affected by both the hampering inhibitor and powerful biohacks theorems.

Shot on the Run As a full action, Barsala can move up to her speed and make a single ranged attack at any point during her movement.

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 5 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 has already been factored into her attacks above.

GEAR DESCRIPTIONS

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

Kasatha Microcord III While wearing this armor, Barsala can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 8 days.

Mindhaze This is a poison with the following properties:

Type poison (injury); **Save** Fortitude DC 17; **Track** Wisdom (Healthy–Weakened–Impaired–Confused–Comatose–Dead); **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

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

The daughter of a renowned biotechnician and a respected priest of Talavet, Barsala Zharliska Sonari of House Ulanda grew up in Trillidiem, the arcology of bubble-shaped domes that floats above Bretheda's northern pole. Her parents maintained a household in which discussion and debate were encouraged, with most dinnertime talks focused around the dichotomy between faith and science. Even at a young age, Barsala was included, her questions and opinions treated with respect. As a result, she found herself drawn to studying scientific disciplines, but focused on how they could help her neighbors and her community. Barsala witnessed the power of community early in her life when she lost her lowleft hand due to severe nerve damage sustained in a nasty fall and many of her family's neighbors came together to help her adjust to her new cybernetic prosthesis.

Years later, Barsala earned her doctorate from the prestigious Sui Saolus Academy and landed a job as a junior research assistant at Iratha Incorporated, a biotech firm in Trillidiem founded by a lashunta and a kasatha. Despite barathus nearly dominating the biotech field, Iratha Incorporated is a successful corporation, focusing exclusively on augmentations for humanoids. Barsala was happy with her job, but after several months, she began to worry that her research—though pivotal for reducing implant rejection rates, among other things—was far too niche. She wondered if there was something else she could do to aid the community at large.

Explaining her dilemma to a friend, Barsala hit on an idea that sparked her interest: she would start a regular holovid stream in which she would explain the basic concepts of science to viewers in a fun and engaging way. Branding herself as "Dr. B," she rented a small studio, set up a simple lab, donned a white lab coat, and began broadcasting in her off hours. Dr. B's first holovids featured basic principles—gravity, magnetism, and the like—and her production values were rough around the edges, but Barsala's enthusiasm and easy-to-understand explanations quickly gained her a wide audience on Bretheda's infosphere and beyond.

However, her program didn't reach the same popularity as reality shows and sporting events until it caught the attention of Thalys Enthremian Damru, the kasatha co-founder of Iratha Incorporated. He saw the show's potential as a marketing tool but also respected Barsala's commitment to education. One day, Thalys approached Barsala in her Iratha lab to offer her holovid stream an official sponsorship, including a private studio and staff. Her new role as "scientific ambassador" was added to her job description, and she soon became the holovid icon she is today.

Dr. B's Science Jubilee is popular with young members of sapient species throughout the Pact Worlds and most of Near Space, thanks to Barsala's engaging personality and flashy experiments. With Iratha Incorporated's funding, Barsala has been able to travel across the galaxy to showcase interesting scientific phenomena first-hand, including such topics as the life cycles of unusual flora and fauna, the formation of bizarre minerals and crystals, and the odd interactions between certain fundamental forces of physics. Some of the program's most shared episodes feature Barsala being introduced to a new species of alien animal (often with hilarious results) and the kasatha putting a scientific myth to the test (usually accompanied by explosions).

Between these on-location shoots, Barsala continues her research on biotech augmentations, and occasionally, topics on her show have led her to small breakthroughs in her work and research. While these advancements have garnered some praise in the scientific community, most people only recognize the kasatha through her holovid work, with some people even believing that the "Doctor" part of "Dr. B" is merely an affectation. Nevertheless, Barsala presses on with both aspects of her job, hoping she can positively impact the lives of people in one way or the other.

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