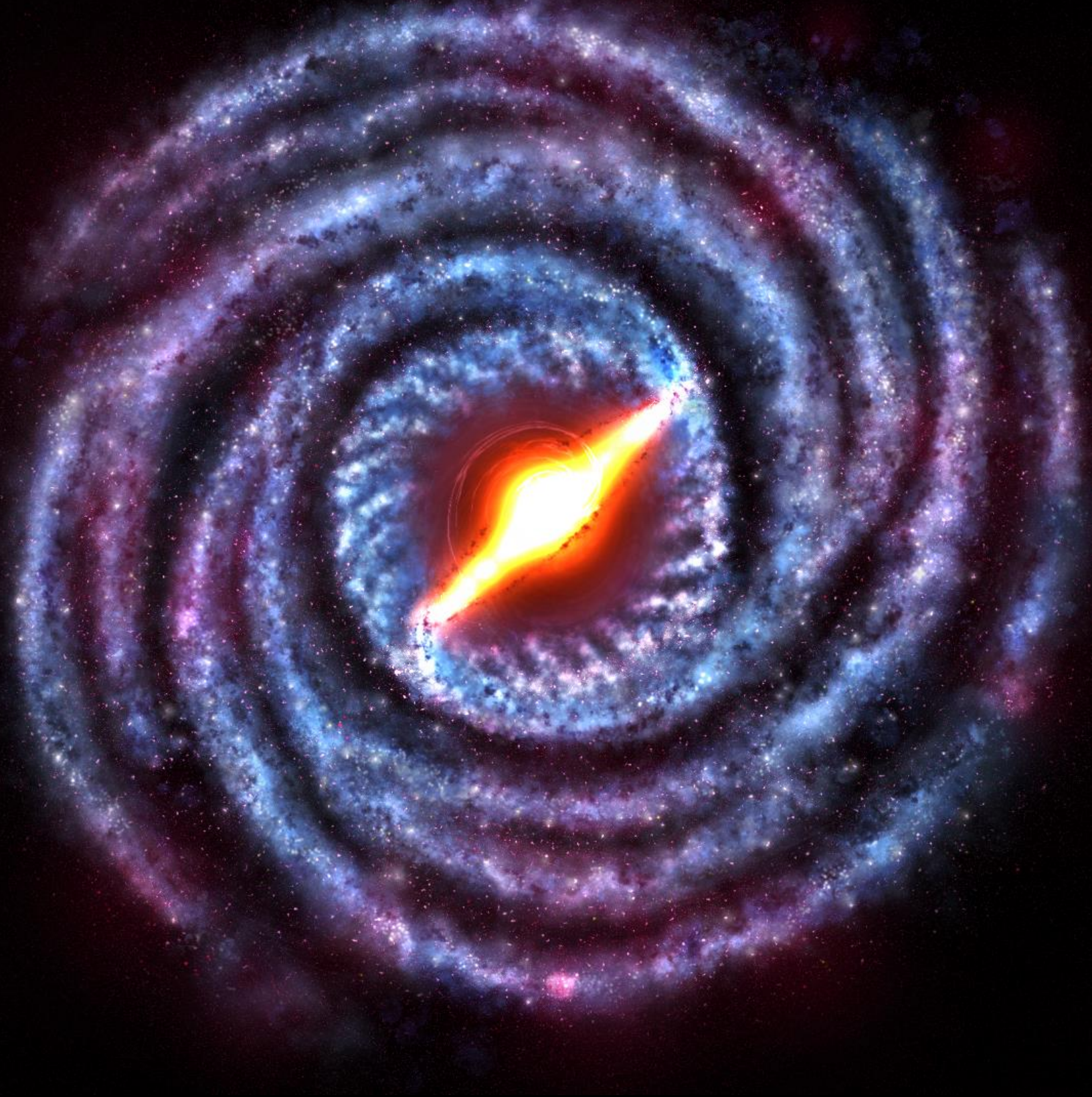# BEINGS

Human

Around the earth year 2131, humans began the massive undertaking of colonizing their solar system. First was the moon, then mars, followed by the asteroid belt (several asteroids are now held together by massive titanium cables). They were soon reminded that the further they got from the sun, the harder colonization became due to a lack of warmth and currently usable energy.

Traveling inward towards the sun would solve this issue, as Venus, Mercury, and the sun itself could provide a seemingly endless supply of energy, stored, and transported by battery cargo crafts. After a steady flow of these collector vessels were in place, humankind felt more confident in continuing to expand outwards.

Jupiter may be the biggest planet but was by no means inhabitable as it is mostly gas (though some of its moons were colonized). Scientists warned against harnessing the resources of this gas giant, in fear of causing a chain reaction that could possible throw the entire solar system into chaos, and humanity has listened thus far. Moons of Saturn were also colonized, but the planet itself was not for the same reasons as Jupiter. From there, it took the bravest of humankind to venture past the gas giants. Even then many would go insane in the cold dark outskirts of the solar system (even with supplied energy from the inner planets).

This was about when humans began to further alter themselves with machine and computers, creating Cyborgs. These Cyborgs then assisted in the creation of Androids (see Cyborg and Android being descriptions for further explanation). With the help of their altered kin, humans settled a colony on Pluto. From there, when orbital timing was right, the deep

colonizers made the jump to dwarf planet Eris. There an observatory was set up, and what would be discovered from it would change everything.

At the point when Eris is furthest from the sun in its elliptical orbit, the dwarf planet is pushed deep into and past the Kuiper Belt, allowing a clear personal view of the Oort Cloud. Looking into the Oort cloud through the observatory's telescope, a human observer named Naetaro spotted a massive and beautiful crystal in the heavens, appearing to be made from solid moonstone. Further observation revealed other smaller crystals that danced about this huge crystal in a way that was not regulated by gravity, but seemingly of free will! Thinking he had gone mad; Naetaro had his Android companions confirm. In addition to verifying everything Naetaro saw, the Android also informed him that some of the smaller crystal objects now appeared to be coming straight for Eris (based off Doppler Shift).

There was only time to inform the rest of humanity, but no time to bring military reinforcements from earth should these crystalline objects be a threat. Luckily, upon first contact it quickly became apparent that these beings meant no harm. Seven of these crystal creatures would make first contact with the Eris observatory, and appeared to have a human shape, minus reproductive organs. When one of these beings "spoke", their mouth did not move, but rather light from the individual emanated accompanied by a noise that sounded much like a finger drawn across the rim of a crystal glass. Though the humans could not translate word for word, a feeling of overall calm washed over everyone, including cyborg and android.

Translator devices were quickly developed by the androids to assist in communication. Now able to understand one another word for word, these new beings introduced themselves as the Kidali. First contact with an alien species had been made, and there was much for humanity to learn from these new beings.

Shortly after, the Kidali informed humanity of other worlds with intelligent life. To the Kidali, the discovery of their kind and the Moonstone Mother Crystal was a rite of passage for humankind. Introducing other galactic neighbors would be the reward.

Human Traits:

Ability Score Increase: Increase 4 separate ability score points of your choice by 1.

Skills: You gain proficiency in two skills of your choice.

Feat: Choose one feat of your choice from the feats list.

Age: With the advancement of medicine and health practices, the average lifespan for a human is 120 years. Humas mature anywhere from early teens to late twenties, depending on several factors such as drive, intelligence, and circumstance.

Size: Medium. Varies widely, from 5 foot to over 7 foot in adulthood depending on genes and planet/area of upbringing.

Speed: 35 feet.

Language: Humanity still has several languages, but most humans speak a language that is a mash up of all the most widely spoken earthly languages.

Cyborg

As humanity reached for the outer rim of its solar system, the distance from earth and the sun drove many humans insane. Colonies were destroyed before they were even truly established by those affected from what is now called "Deep Space Sickness". After substantial loss of resources and life, it became apparent that humanity would require some way of subduing deep space sickness in those affected if they wanted to reach for the stars.

Cybernetics had already been widely used to enhance the lives of humans who had lost or were not born with limbs, but now there was a need to develop mental enhancements that could cope with, or even turn off some emotions such as fear or rage. On one of the larger asteroids in the asteroid belt, a prodigy cyberneticist leading the solar system's most advanced research facility was ready to tackle this problem.

The Jinkō-Tekina Shinpo facility (Artificial Advancement) on Asteroid Hygiea 10 was headed by a beautiful young cybernetic scientist named Ichika Chibana. Motivated by the loss of her own left arm, Ichika had already developed the most advanced cybernetic implants humanity had yet seen. However, one problem remained; the bodies continued rejection of cybernetic implants.

At the time, cybernetic parts required continued maintenance and swap outs, as well as degradation slowing medication. Ichika was already working on advancing integration through melanin and nano technology, and when humanity demanded this technology advance faster to suit colonization needs, she was fueled with even more motivation.

For years she tried everything, and though her studies led to other great advancements, she could only slow the rejection of cybernetic implants. This was especially true for brain implants that would regulate fear and anger, causing those subjects to lose any notion of right and wrong, turning them into emotionless killing machines. Then one day she found success in a teenaged boy named Terrance.

At only 13 years old, Terrance was diagnosed with a rare brain nerve disease. Feeling betrayed by the world, this brilliant young mind directed his genius towards hacking. It was not long before Terrance was breaking through the firewalls of earth's government and economic systems with ease. When he was inevitably caught, the world governments choose to overlook his crimes and focus on his talents.

Terrance was offered a deal; increase the cyber security of all the official systems he had broken into and then assist after in whatever else was needed, or remain incarcerated. Making the obvious choice, it only took Terrance one week to increase the effectiveness of all major firewalls tenfold. Impressed to say the least, the governments then decided to send the young man to the Jinkō-Tekina Shinpo facility. Maybe Terrance would see something Ichika was missing in this new cybernetics' pursuit.

The computing aspect of cybernetics came naturally to Terrance, and Ichika was shocked how quickly he learned the principles of genealogy as well. He reminded her a lot of herself in that way, as when she was his age, she too was learning faster than others in her field. As their relationship grew, his brain's nerve disease got worse, influencing Ichika to shift her main focus towards healing Terrance through cybernetics.
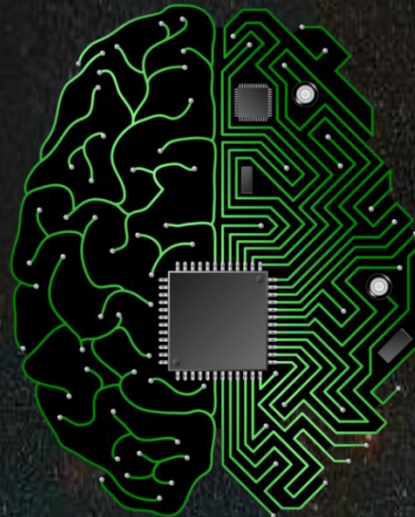
Together, they made a few slight variations to the emotion regulating chips that had been rejected by subjects in the past and prepared to install it into Terrance's brain. Knowing he could potentially lose all sense of right and wrong along with emotion, Terrance said his final farewells just in case. But when Terrance came to after, everyone was shocked and pleased to see everything had gone perfect. Terrance's vitals and brain waves all seemed normal, and the chip integration/degradation levels seemed to be holding steady. As he stood up to walk, his nerve disease symptoms appeared to be gone! Tears of joy began to flow from Ichika and Terrance's eyes.

After celebration, one obvious question remained; why did the chip integrate with Terrance so perfectly, and not everyone else before? Upon several tests, the answer revealed itself to be in the nerve disease itself. This suddenly made a lot of sense to Ichika and Terrance, as both existing cybernetic technology and nerve disease treatment dealt in artificial melanin. Perhaps the artificial melanin used in Cybernetics integrated better with damaged nerve endings. Eager to test this new hypothesis, Ichika used nanotechnology to intentionally damage her own nerves in a way that would resemble Terrance's before having a cybernetic chip installed in her head. After her surgery was completed, everyone was once more ecstatic to see Ichika come out of the operation without issue.

Terrance was now the first advanced cybernetic being, with Ichika herself being the second. After setting up mass production for a new generation of cybernetic parts, they would continue to work together. With Jinkō-Tekina Shinpo at their disposal, Ichika and Terrance continued to push the limits of cybernetic technology, eventually creating the first completely artificial self-aware intelligent life form; the Android (*see Android beings section*).

With this, humans could once again attempt to colonize the outer rim of the solar system. As humanity was introduced to the galactic community, they shared their cybernetic technology, eventually allowing other beings to integrate with cybernetics as well.

Cyborg Traits:

Ability Score Increase: Increase your choice of Strength, Dexterity, Constitution, or Intelligence by 2. Your potential maximum for that stat is increased by 2.

If you chose Strength, you either have leg or arm prosthetics (your choice), and you gain skill proficiency in Athletics.

If you chose Dexterity, you either have leg or arm prosthetics (your choice), and you gain skill proficiency in Acrobatics.

If you chose Constitution, you either have prosthetic skin or an enhanced prosthetic organ (your choice), and you add half your proficiency bonus to Con Saves (rounded down).

If you chose Intelligence, you have a mental enhancement chip attached to your brain, and you gain skill proficiency in Investigation.

Original Being: Before your cybernetic implants, you were a completely organic life form, and still retain some benefits of that particular organic race (though unfortunately other organic traits are lost due to the different reactions organic life forms have when integrating with cybernetics). Your *age, size, speed, and language* stats all default to your being of origin (lose fly speed unless stated otherwise in the following cyborg variation stats).

Human Cyborg: Gain 1 additional point in any stat and select a feat.

Tvahjarta Cyborg: Gain 1 point to Strength or Constitution and retain the Duel Hearted trait.

Tardigrade Cyborg: Gain 1 point to Constitution or Strength. Retain the Hold Breath and Extremophile Toughness Traits.

Xantoid Cyborg: Choose a Xantoid subrace and gain that subraces Ability Score Increase or increase your intelligence score by 1 (Example: choosing Antoid could either grant 1 to Strength or Intelligence). Retain the Infrared Vision Trait.

Senasai Cyborg: Gain 1 point to Dexterity or Wisdom. Negate the Cold Blooded Trait. Retain the Sticky Tongue Trait.

Verdalaithi Cyborg: Choose a Verdalaithi subrace and gain that subraces Ability Score Increase or increase your Charisma score by 1 (Example: choosing Water-Blue could either grant 1 to

Constitution or Charisma). Retain the Photosynthetic Rejuvenation and Opalescent mind traits.

Vessa Cyborg: Gain 1 point to Wisdom or Dexterity. Retain your fly speed. Retain the Feather Singe Trait.
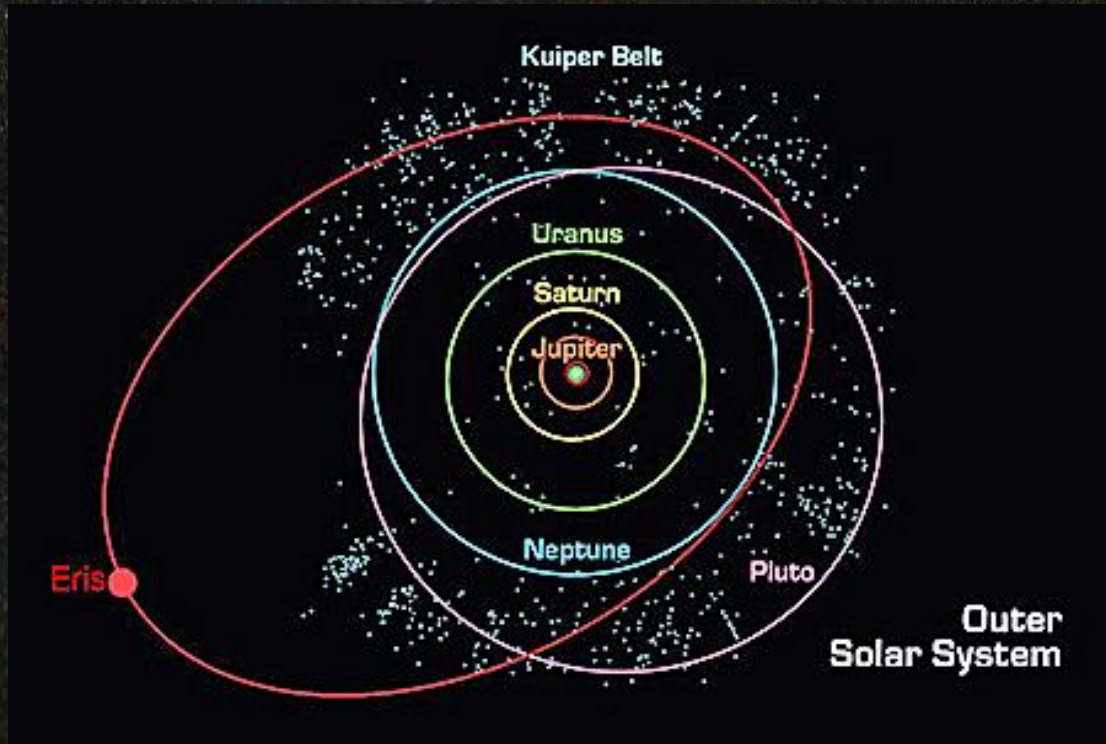
Android

After the dawn of advanced cybernetics, Ichika and Terrance began working on their next project: The Android. Prior to now, some forms of supposed Artificial Intelligence were created, but lacked authentic emotion and consciousness. Now, with the help of mentally enhancing cybernetics, they quickly developed a mind matrix that could grow and genuinely think for itself. The desire to do this came directly from the restrictions cybernetic organisms like themselves had, for though organic beings could be enhanced through cybernetics, too many cybernetic enhancements would eventually become rejected by the organic host.

Modeled after humans, the first Androids had somewhat larger forms to fit their processors and memory banks (especially in the head area, resulting in the nickname "big heads"). Still, their capacity for strength, speed, and intelligence was beyond most humans, even rivaling and sometimes surpassing the newly advanced cyborgs. After first contact with the crystalline beings called the Kidali (see Kidali beings section), a new way of storing information was revealed to humanity.
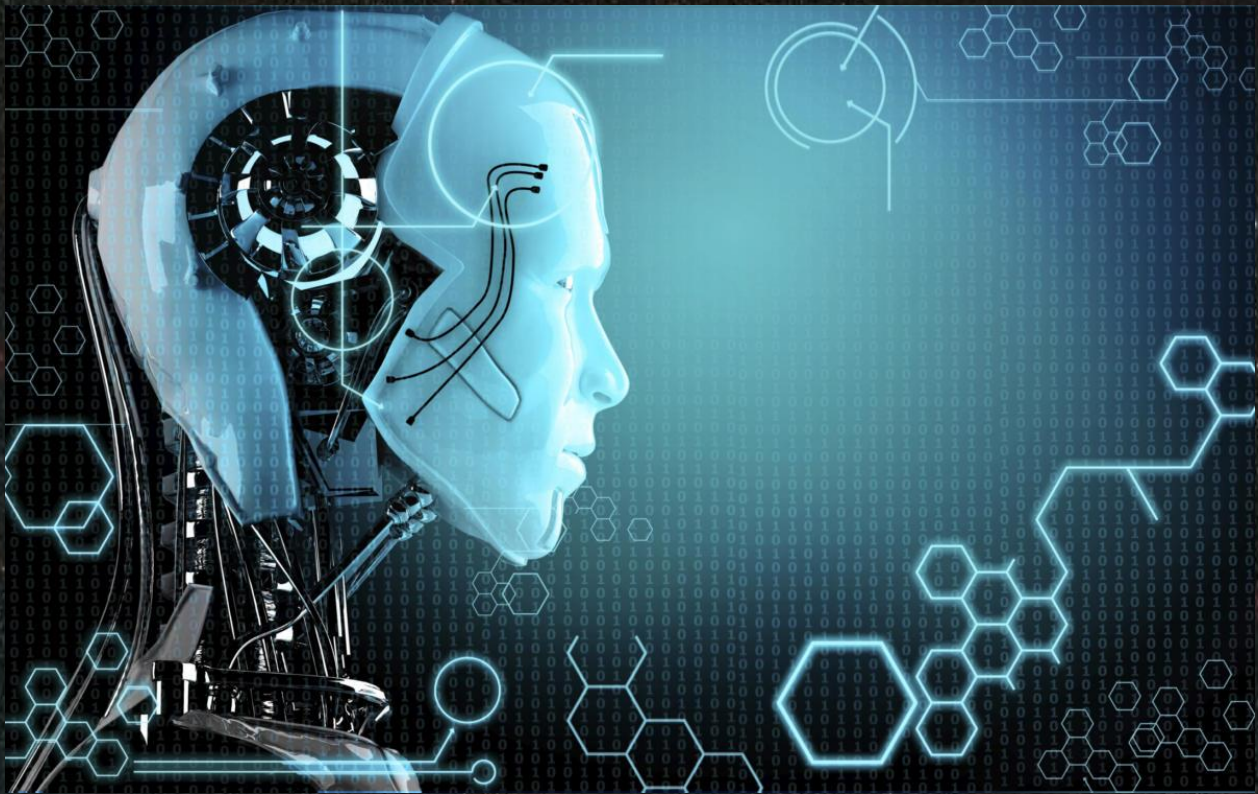
Humankind had played with the idea of storing information on quartz crystals before, but could not yet integrate it with the consciousness and bodies

of androids. After being introduced to humanity on Eris, a quartz Kidali named Zzissa traveled to the Jinkō-Tekina Shinpo facility and allowed Ichika Chibana to study her. The information gathered allowed Ichika and Terrance to integrate quartz processors and memory banks into the next batch of Android. These new androids could be the same size as a fully grown human, or even smaller if so desired. There are still a few old "big heads" around, but all new androids are now outfitted with quartz memory banks and processors.

Though modern android can be made to look more "normal", a dead giveaway is their cluelessness when it comes to things like etiquette, manners, and sympathy. Ichika Chibana often wondered if this was due to what an android may lack, a soul.

"But no", she would then think to herself, "Android still generally know the difference between right and wrong, and though socially awkward, still develop personalities of their own regardless of initial programming. Perhaps their socially awkwardness simply stems from sheer efficiency. Yes that must be it!"

An android can be made to adapt to these things simply by being told how to act during social situations. For example, if an android is at a human funeral and interrupts the eulogy to announce an ordinary bird flying above, an individual can simply tell the android "don't interrupt eulogies unless something is life threatening", and the android will most likely comply from now on (though it still has a choice).

Android Traits:

Ability Score Increase:

Increase your Intelligence score by 2. Increase both your Strength and Dexterity scores by 1. Your potential maximum for

Strength Dexterity and Intelligence is increased by 2. Decrease both your Wisdom and Charisma scores by 2, as well as their maximums.

Skills: Gain proficiency in two skills of your choice.

Non-Organic Life Form: Androids do not breath like organic life forms, and thus do not require atmosphere to survive.

Androids can gather energy from many sources, like the sun (heat), motion, and even some forms of food. Their battery (heart) can have them active at full function for 10 full human days without any additional incoming energy. If deprived of all forms of energy, they will go into a stasis form that can protect their quartz processor and memory banks for years. When years have passed, the first thing to go is their memory banks. Even after all memory and programming is deprived, an android can be recovered and reprogrammed, though at that point they may be an entirely new being in the same body.

Temperature Resistance: Resistant to Freezing Damage.

Relentless Objective Pursuit: Androids do not require sleep but do go into shut down mode for a few hours about every 10 earth days for cognitive maintenance.

Age: With proper maintenance an android can live forever.

Size: Medium. The smallest an android can be made without sacrificing function is just under 4 feet tall. The largest they can be made before becoming too large to fit in most humanoid structures is 8 feet tall.

Speed: 40 feet.

Universal Linguists: Androids can comprehend and speak all audible and visual forms of language.

Kidali

      Mysterious crystalline beings originally found in the Oort Cloud by humanity, swarming around a magnificent moon sized crystal. Due to their perception, and ability to "see through time" (*see Universal True Sight*), it's hard to guess the age of the Kidali. When asked directly about this, a Kidalis' response loosely translates to "shortly after the beginning". After first contact with humanity, the Kidali admitted they had intentionally hidden their existence from humans until the time was right, observing from behind Eris in the meantime. When humanity settled a colony on Eris and set honest eyes through an analogue telescope upon the moonstone mother crystal and the rest of their kind, the

Kidali knew it was time to make contact, and sent forth seven ambassadors; one for each sub-being of Kidali (described later in Kidali sub-beings).

Of the seven original ambassadors was an azurite Kidali named Beasuza. This wise Kidali and the human observer on Eris named Naetaro quickly formed a close relationship. Soon after their friendship was formed, Beasuza pointed toward the binary star system known as Alpha Centauri AB, and more specifically to a planet around the system humans had long since called Alpha Centauri Ac. Human telescopes had never been powerful enough to see in detail what was really going on in distant parts of the galaxy, but with a mere touch on the shoulder, Beasuza granted Naetaro Universal True Sight, and in that moment Naetaro had a glimpse of what was happening on Alpha Centauri Ac in real time and in stunning detail (negating the time it takes light to travel).

There was an entire other civilization of beings currently in the act of commerce within their own grand city. Naetaro gasped and took a step back. Beasuza told him that he was looking upon the beings known as the Tvahjarta, and that they were just one of the many intelligent life forms that resided within this galaxy alone. There was another mother crystal near the Tvahjartas' outer solar system, and through it the Kidali would soon introduce humanity to the Tvahjarta.

But why? What was the purpose of the Kidali? When asked directly about this, the Kidali would respond "to bring us together to save all that is".

Kidali have a form that resembles a human being made out of crystal (minus reproductive parts), and when flying in space have magnificent effects that resemble various space happenings around their head, like rings similar to Saturn's or a continuous comet tail. These effects die down when they are not flying in space, revealing silica hair like strands on some, or more hardened crystal tops on others. Silica is also what allows them to move at the joints. Kidali do not speak with their mouth like most other beings of the universe. Instead, there is a noise from within similar to the sound of a human finger slowly circling a crystal champaign glass, accompanied by a glow that ranges from all colors of the rainbow depending on emotion. This can be confusing at first to other beings; love for instance can be red, but so can anger. However, those who have spent enough time with the Kidali can tell the difference, and thanks to android invented translation devises, all known intelligent beings can now communication with the Kidali.

Kidali Traits:

Ability Score Increase: Add 2 to Wisdom.

Universal True Sight: So long as a physical object is not in the way, a Kidali could potentially see to the edge of the universe in real time (planets, stars, and galaxies usually keep them from seeing this far). The time it takes for light to travel from one object to another has nothing to do with their vision.

(*Example: It takes about 8 minutes for light to travel from the sun to the earth. If a massive solar flare were to erupt from the sun, it would take a human on earth with a telescope about 8 minutes to see it, but a Kidali would see it immediately, no telescope required.*)

A kidali cannot see in utter darkness, but can see past it to light, once again so long as there are no opaque objects in the way.

Kidali can grant other creatures or beings this ability by touch for as long as the two beings are in contact. Once the Kidali losses contact of the creature or being, that creature or being immediately losses universal true sight.

Space Beings: Kidali do not require atmosphere to survive, and most live directly in outer space. Their joints are a silica like material to allow for movement, meaning though much of their form is crystalline, their joints and thus themselves are just about as heat resistant as a human.

***Temperature Resistance:*** Resistance to Freezing Damage.

Crystal Conscious Body: Whereas most beings have a brain inside some form of head, a Kidalis' consciousness is stored in its entire form. Damaged or missing parts are regrown on long rests or by non-mechanical healing abilities.

Age/Reproduction: A single Kidali can live seemingly forever. Though they do sometimes resemble a female or male, they do not have sexual organs. A new Kidali is born when an existing Kidali gathers enough consciousness to grow a new Kidali right off its own form (mush like how crystals on earth grow off one another).

Size: Small to Medium. Kidali start off the size of about 2-3 inches when they separate from their host (or parent) Kidali, and at about 60 years (in human earth years) reach maturity at 6 to 6.5 feet tall.
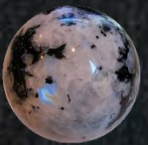
Speed: 35 feet, 1000 feet fly speed. Must be outside a planet's atmosphere to fly with this speed.

Language: Kidali communicate through glow and soothing sounds that are like a human finger rubbed upon a crystal champaign glass. They understand all other being regardless of language based off extremely sensitive empathy alone.

Kidali Sub-Being Types:

Quartz: Increase your Intelligence score by 2.

Azurite: Increase your Maximum Potential Wisdom score by 2.

Diamond: Increase your Constitution score by 2.

Amethyst: Increase your strength score by 2.

Opal: Increase your Charisma score by 2.

Fluorite: Increase your Dexterity score by 2.

Moonstone: Increase both your Charisma and Intelligence scores by 1.

Tvahjarta _(meaning dual hearted. Pronounced; Tev-ya-he-yar-ta)_

In the binary star system known as Alpha Centauri AB lies a planet that humans once called Alpha Centauri Ac. However, the native Tvahjarta call their home world Sontastjarna (sōn-ta-st-yar-na, roughly meaning world of dual stars).

A year is 283 days on Sontastjarna, with one day being just about 24 hours like an earth day. Though the planet only officially orbits the one star, both Alpha Centauri A and B are visible most of the time. This means what a human would consider to be true nightfall only occurs once a year, when Alpha Centauri A eclipses Alpha Centauri B in relation to Sontastjarna. This leaves half the planet at a time dark for the day. The Tvahjarta call this day Enmordog (translating loosely to "one dark day") and celebrate it as their New Year's Eve.

On Enmordog, sight ability goes down (Tvahjarta have poor night vision due to only experiencing nightfall once a year) but pheromone output skyrockets. This is when most mating within the Tvahjarta civilization takes place. Pregnancy lasts

about half a year on Sontastjarna, and since most conceptions take place on the same day, birthing screams can be heard planet wide the same few days halfway into the year. The planet wide birthing screams on these days are known as Livetous Skrim (screams of life).

The Kidali have known of the Tvahjarta since before the Tvahjarta had the mental capacity for self-awareness. During the early days of Sontastjarna, the Kidali already had a mother crystal in place in anticipation of life on the planet. As life began to evolve there, the Kidali saw that it would eventually be wiped out by the rising temperatures and runaway greenhouse gas effects due to the thick atmosphere. In response they put in place several tall crystal obelisks around the planet that would not only capture energy from the heat, but also disperse excess heat to the uppermost atmosphere (this layer has an average temperature of 533 Fahrenheit, with the surface temperature on Sontastjarna averaging roughly 110 Fahrenheit). From there they let life evolve naturally, allowing the Tvahjarta to go their own course of history under the protection of the heat gathering crystal structures.

Furthermore, thanks to the crystal structures put in place by the Kidali, the Tvahjarta never had to worry about an energy source after learning how to harness and direct a crystal's stored power. On the other hand, this also meant they did not develop a wider variety of technology like humans had. But like humans the Tvahjarta also went through their own phases of history. Wars between and within nations, natural disasters, and the need for entertainment turned the Tvahjarta into great warriors, builders, and athletes.
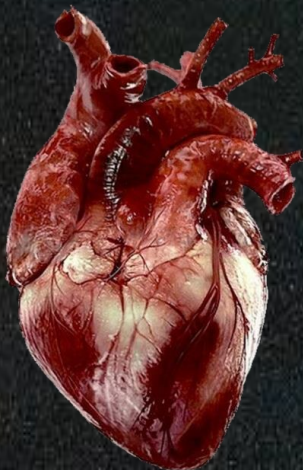
Gravity on Sontastjarna is about 2.5 times stronger than on earth, making all living things on the planet a little shorter compared to earth, but with bone structure that is much denser. Like all creatures on Sontastjarna, a Tvahjarta has two hearts just as their planet has two suns, making them generally quite durable and athletic. In hand-to-hand combat, it would be hard to find a match for even an average Tvahjarta warrior within the galaxy, unless of course you can find

another Tvahjarta. It is through their resilience and brawn that they would begin to appease the Amethyst mother crystal that loomed beyond, with one final trial to pass.

At one point many of the heat displacing crystals around the planet fell, causing the surface temperature to rapidly raise. It soon became apparent to the Tvahjarta that if they were to leave the crystals fallen, they would all surely burn to ashes. Through the use of ropes attached to the structures pulled by the mightiest Tvahjarta, they raised and balanced all fallen crystals. Upon raising the last one, the Kidali revealed themselves. About 50 years later (in Sontastjarna time), more Kidali came but this time accompanied by beings called humans.

After being introduced to humanity, the Tvahjarta quickly adapted to the technology shared by humankind. They were especially grateful for the translation devices gifted to them which finally allowed for easy communication with the Kidali. A space station was built after the introduction of the two beings as a halfway point between their two worlds. This station was named Antecedentes (Meaning: Past History, Background, Pre-History), and was designed by a famous Spanish-American from earth. At this point, it took about two and a half years to travel from either Earth or Sontastjarna to the space station at just under light speed (sub light speed was a technology developed by humanity with the assistance of the Kidali and the Tvahjarta, for though the Tvahjarta were less technologically advanced than humanity, they excelled in the area of structural integrity).

Side Note: It is possible to travel instantaneously from one Kidali Mother Crystal to another, but this takes extreme amounts of energy to do so, and thus cannot be used often. It was by this way of travel that humanity was first brought to Sontastjarna.

Tvahjarta Traits:

Ability Score Increase: Increase Your Strength Score By 2, and Your Constitution Score by 1. Your Max Strength Score is Increased by 2.

Skill Proficiency: Gain proficiency in the Athletics skill.

Dual Hearted: Gain Advantage on all Strength and Constitution Saves.

High Gravity Adept: Gain resistant to force damage. No Con or Strength saves needed from movement in high gravity environments.

Age: Tvahjarta mature at around 13, and thanks to their two hearts, can live till about 100 years old (both in earth years), however their secondary smaller heart usually stops functioning at about 80 years of age, at which point they become elders and put their fighting days behind them.

Size: Medium. Due to the heavy gravity on Sontastjarna, an adult Tvahjarta only grows to be about 4 feet tall on average, with short necks. They are a little less than twice as wide as a human due to their two hearts. Even with their shorter form, they still end up weighing around 250-300 pounds on average.

Speed: 35 feet.

Language: Besides minor dialect differences and accents, the entire Tvahjarta race speak the same language. Prior to meeting other beings, they had never felt the need to give their language a name. Humans noticed that ironically, a lot of Tvahjarta words sound similar to earth's Swedish language. Eventually, Tvahjarta named their language "Vortung" (our tongue).

Xantoid

About the same time the voyage to Gliese 436 b departed, Quartz Kidali Zzissa took a handful of Androids in another research vessel called the Estrada Torres (E.T. 1) to the mother crystal orbiting outside Sontastjarna, and then through its center. When they came out yet another mother crystal, it only took the androids about 6 seconds to pinpoint where they now were in the galaxy; 437 light years away from earth looking at the exoplanet known previously as EPIC 201170410.02. Zzissa was quick to point out that the natives of this planet were insectoid beings called the Xantoids, and that they called their home world Xan. Orbiting much closer to its M-type star than earth to the sun, much of this rocky

red world's surface seemed to be crawling. Life detection instruments were going wild, as if the whole planet were alive.

Upon Xan's surface, a structure of sorts could be seen towering up like an oddly shaped skyscraper. As the vessel descended, it became obvious that this was no structure at all, but rather a massive living organism that turned to look back at its new guests. A black head the size of an island and shaped like a mantis' led down to an exoskeletal body protected by numerous hardened beetle type shells positioned as if they may double as wings. At its base, the ginormous organism seemed to continue beyond site under the planets' surface. Surrounding it were other insectoids of all variety, crawling about performing various tasks such as carrying materials under and above ground through numerous holes, creating new holes, or simply standing guard and observing.

All android on board the research vessel trusted the Kidali Zzissa and were not especially prone to fear. This meant Zzissa could get right to business, skipping the whole "it's okay I promise these giants bugs are not going to eat you" speech. Communication with the towering queen Xana (short for Xantoid-Alpha) was then initiated.

With Zzissa's crystalline hand placed upon the ship's communication terminal, the research vessel put forth high pitch vibrational noises. The queens two long antenna responded in kind, shaking so fast as to give off the visual of a blurred mirage around them. Thanks to the androids' ability to decipher language, they could understand the conversation that was taking place perfectly:

Zzissa: "Hello again old friend"

Queen: "Welcome back. Is it time?"

Zzissa: "It is"

Queen: "I will send some of my best, as well as some to be"

Zzissa: "They will be welcomed among the others"

Queen: "Come loyal and selected; X-145, X-740, X-38, X-997……"

One by one she called upon them, and several human sized Xantoids of three varieties came to the research vessel by way of insectoid wings. Towards the end of this boarding procedure, more Xantoids came from underground carrying white round eggs of sizes ranging from just over a bowling ball to just under a beach ball. After the last egg was boarded, the ship was packed shoulder to exoskeletal shoulder and shell. Communication between the queen and Zzissa continued:

Zzissa: "The mother crystal yearns to be powered for our return"

Queen: "Understood. Farewell for now"

Zzissa: "Farewell"

Queen: "Come loyal and mindless ones"

Countless smaller insectoids began to gather at the queens' base. As they quickly created a mountain climbing to her mid thorax, she plunged down and feasted upon them. Some Xantoids onboard the ship turned away from this sight for a moment, looking back reluctantly as their queen devoured their kin.

After her cannibalistic meal, light white energy with a hint of blue began to accumulate at the queens' base, slowly making its way to her mouth. Her head then turned to look at the massive quartz mother crystal her visitors had just arrived through (orbiting Xan like a moon) and belched a torrent of energy upon it. This left the mother crystal humming with a bluish white electric light. After informing everyone that it was now time to return, Zzissa proceeded to guide the ship through the charged quartz mother crystal and out the amethyst mother crystal orbiting Sontastjarna.

Eventually arriving at Antecedentes, the Xantoids had many questions to greet them from the other beings already on board the space station. "How did you evolve? Can you think for yourself? What do you value?" were some of these questions, to which the Xantoids answered (through translation devises) "We were mere servants in the beginning and continue to serve. Our queen gifted only some of us with individual thought, but we still serve. We value our queen and continue to serve her."

Shortly after their arrival, a relatively small portion of the Antecedentes was designated to be home away from home for the new insectoid residents. Since their home world was only slightly bigger than earth and thus had about the same gravitational force, they shared the same residential ring as humans. Some Xantoids were tasked with hatching the eggs brought with them, while others did their best to integrate their kind into this new multi species society.

Xantoid Traits:

Ability Score Increase: Increase your Intelligence score by 2. Max Intelligence score increased by 2.

Infrared Vision: In addition to greyscale vision, Xantoids can see up to 20 feet in infrared vision.

With Infrared Vision you can see a creature that is invisible to human vision, granted that creature does not also have an ability or effect that would explicitly hide them from infrared vision.

Infrared Vision can also see through walls with a range of 10 feet (so long as that wall does not have an effect that explicitly would keep infrared vision from seeing through it). Blinking between greyscale and infrared vision is a free action.

Speed: 35 feet.

Age: A Xantoid lives about 55 years on average.

Language: All Xantoids have two antenna that can communicate through frequency to a range of 120 feet, or up to twice as long should they up the vibrational frequency (sacrificing silence).

Xantoid Sub-Being Types: There are at least hundreds of sub-species of Xantoids, each created for a specific purpose on Xan. The three initial types Xana thought best to serve the new galactic family were the Antoid due to its ability to haul heavy objects, the Beetletoid do to its sheer durability, and the swift graceful Mantisoid who were also Xana's first children.

Antoid:

Ability Score Increase: Increase your Strength score by 1

Incredible Hauler: Double your maximum carry weight.

Fly Speed: 15 feet.

Size: Medium. 5 feet tall standing on bottom four legs. 7 feet long.

Beatletoid:

Ability Score Increase: Increase your Constitution score by 1.

Durable Shell: Add 1 to you AC score.

Fly Speed: 10 feet.

Reduced Ground Speed: Ground walking speed reduced by 5 to 35 feet.

Mantisoid:

Ability Score Increase: Increase your Dexterity score by 1.

Graceful Movement: Proficiency in Stealth skill.

Fly Speed: 20 feet.

Size: Medium. 7 feet tall standing on bottom two legs. 8 feet long.

Size: Medium. 3 feet tall, 5 feet long.

Senasai/Vessa

After the return of the research vessel from Xan, and while the other long mission to the Tardigrade home world was still in progress, another mission was being planned for the Estrada Torres research vessel. Two additional being types were to be introduced to this growing galactic family, and Fluorite Kidali Vis (one of the original 7 ambassadors to humanity) would accompany the mission.

The Moonstone mother crystal on the outskirts of Eris would need to be powered once more to facilitate transportation across the vast distance. Most energy vessels harnessing power from earth's sun as well as Sontastjarna's suns were allocated to this cause. By now worm hole rings had been set up between Sontastjarna, Antecedentes, and earth, making this process much faster. It only took about half an earth year to supply the mother crystal with the energy needed before the voyage could take place.

Upon E.T. 1, Vis and a crew of Tvahjarta, Humans, Android and the Cyborg Terrance prepared to depart. Terrance volunteered when Ichika Chibana turned the mission down, stating she was working on further advancing nano technology and did not want to waste a second of her remaining life on anything else. With that the research vessel ventured into one mother crystal and out another.

TOI 700 d was an exoplanet about 100 light years away from earth long observed by humanity and theorized to perhaps be much like earth. From the ship's view it looked like that assessment was not too far off, as a watery world with several islands lay before the research vessel. At the back end of the ship was the massive fluorite mother crystal from which the ship just came, with countless Kidali swarming about.
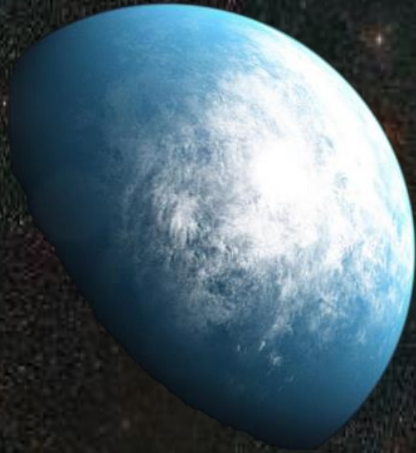
Vis informed the crew that this tidally locked world is called Senssa, an agreed upon name between the two intelligent beings that inhabit it: the Senasai, and the Vessa. These two being used to be one, both originating from the sea and onto tiny Islands made from volcanos during the planets' earliest days. As larger islands began to separate from one another, the initial being type was split and began to evolve into two. Vis continued to tell the tale of this world as the research vessel made its way to the planets' day side:

Preferring to move and hunt along surfaces, one being type retained its scaley skin. Valuing lightning quick reflexes and cunning, these beings would become the lizard like Senasai.

Yearning for the sky, the other being type grew feathers and eventually wings for flight. Valuing exploration and perception from greater heights, these beings would become the bird like Vessa.

Several other species evolved on Senssa, but the Senasai and Vessa came to be the only beings capable of speech and eventually civilization.

Throughout their history, there was conflict between the two. Both desired the planets largest island (called Onossa by the Vessa and Onosai by the Senasai). This island had everything both the Vessa and Senasai desired; a Tropical climate much like earths rainforests, with thick brush to hide and hunt in below, and a high canopy to bask in the sun and scout from above.

War broke out between the two for centuries over control of this island. Vessa would swoop down to pick off Senasai, while Senasai would wait and ambush unsuspecting Vessa. Though brutal, this war quickened both beings' evolutionary process. Vessa became wiser, learning when to spot Senasai ambushes, and Senasai became quicker still, with reflexes that could react to Vessa dives. The war eventually ended with a stale mate, forcing a truce.

The Vessa began to starve, as they could no longer safely hunt for food beneath the canopy, and the Senasai couldn't bask in the sun as required by cold-blooded creatures. Eventually Vessa and Senasai sent forth their ambassadors and came to an agreement; the Senasai would control the ground floor of the island, allowing the Vessa to gather and hunt as well as offer assistance hunting should need be. In return the Vessa would allow the Senasai unrestricted access above the canopy and build nests for the Senasai to bask in. This understanding improved the Vessa and Senasai's relations more and more as time went on, eventually leading to the creation of Plecenayossas, the worlds' first major city (ple-sen-aye-ouss-es, translating loosely to place of peace).

Using the islands largest tree as a central structure to build off of, Plecenayossas was completed within only an earth years' time. This city was all interconnected, with no structure being separate from the greater city. Out from the top of the tree, a tower was built that would bring both beings closer to the stars than ever before.

One day, sitting at the top of the tower, a meditative Vessa named Klex suddenly felt the urge to look up at the sky. Tilting his feathered head back, he first saw nothing but the sun and sky. Then suddenly a large purple crystal revealed itself, as if it were a moon to this world that had been there all along.

Seven sparkles shined from this crystal in the sky, and descended to the tower from the sky. These were Kidali ambassadors, and though Klex could not yet understand their tones in a word for word sense, the feeling their glow gave off told him all he needed:

They were happy the Vessa and Senasai had come together in peace and had built a city together so fast. There was another crystal in the sky, hidden on the planets dark side, different from the one just revealed. The Vessa and Senasai are not alone in the stars, and soon enough they would be introduced to their cosmic neighbors.

This made Klex warm in his heart. With the Kidali he then descended the tower to inform the rest of the Vessa and Senasai. Statues would eventually be built and placed around the city to represent these new crystalline friends, while the planets inhabitants waited for what the Kidali had foretold. That wait would soon come to an end.

As Vis finished telling the summarized history of this world, the research vessel passed into the day side of the planet, first revealing the purple azurite mother crystal still floating there like a moon, and then the city in the story with its tall central tower jutting out of an utterly massive tree. The ship descended towards the city, and while it did countless human sized avian creatures flew out and begun circling the tower. Vis informed the crew that this was only a form of greeting and celebration, and not to be taken as aggressive or defensive. Getting closer still, human sized reptilians resembling chameleons in shape were seen crawling around the tower in the opposite direction as the avians.

Vis brought the ship to an outreached plank that jutted out from just beneath the towers top. The ships airlock opened to this plank, revealing one Vessa and one Senasai on the other side. Vis offered both beings a translation devise, even helping to place them on the neck and beneath the ear area of both. Communication began between the visitors and their hosts.

The Vessa and Senasai were both extremely impressed with all the technology they were now seeing and experiencing. A feast was prepared in the city's main hall below for the occasion. Song and dance were enjoyed by all, leaving the humans, Tvahjarta, Cyborgs, and Android impressed with the choreography and capabilities of the Vessa and Senasai. Man sized birds and reptiles flew flipped and flung about. Vessa would swoop down so fast as to create sound. The Senasai flicking each other around by long tails and sticky tongues, and even changing the color of their skin to match their surroundings. At one point, the cyborg Terrance could not help himself, and got up to join in. Nobody minded integrating him into the festivities; flying him up into the air to be dropped, caught, flipped, and rolled like the rest.

When it was all over, 35 Senasai lined up on the left, and 35 Vessa on the right. The Vessa and Senasai seen earlier when the ship first arrived at the tower came forward and spoke. "These are our bravest young" stated the Senasai. "These are our wisest youth" declared the Vessa. "May they all find happiness and benefit you in the stars beyond" they both continued in unison. All Vessa and Senasai then took a bow, with the humans and others responding in kind.

Along with the original crew, the 70 Senasai and Vessa ascended back up the tower and boarded the research vessel to capacity. Vessa and Senasai began circling the tower once more as a farewell while the ship slowly took off. Vis then directed the vessel straight towards the large purple crystal this time rather than the green one they had arrived through. Kidali flying around the mother crystal made way, and in an instant all those onboard the E.T. 1 now found themselves looking upon Eris from the Moonstone Mother Crystal. Space station Antecedentes would be the next destination.

Senasai Traits:

Ability Score Increase: Increase your Dexterity Score by 2. Increase your Wisdom score by 1. Max Dexterity score is increased by 2.

Camouflage: Proficiency in Stealth. Stealth checks and attempts to hide automatically succeed if you stay still for over 6 seconds. Must repeat this when moving into surroundings of new colors if you wish to remain hidden (may still roll a standard stealth check if you do not wish to camouflage by staying still for 6 seconds).

Sticky Tongue: May make grapple checks at 10 feet. May use tongue to bring non creature objects to you from a distance of 10 feet, so long as the object is no heavier than you and is not fastened to a static object such as a floor, wall, or ceiling. May

use tongue to push buttons or flip switches as you would with a hand up to 10 feet. If tongue is used on an object or creature that cannot be grappled or brought to you, you may instead bring yourself to said object or creature. You may stick out your tongue to grant blind site out to 10 feet till end of turn. All uses of your tongue costs one action.

Sticky Feet: May climb dry flat surfaces such as walls and ceilings. Treat surfaces climbed this way as difficult terrain.

Cold Blooded: Must spend at least one hour out of every 24 in 70 degree of more heat or receive one level of exhaustion.

Age: Senasai mature at 16 and live 80 years on average.

Speed: 35 feet

Size: Medium. 6 feet tall standing on hind legs. 10 feet from tail tip to head.

Weight: Averaging 250 pounds

Language: The Senasai and Vessa speak the same language, called Onossan

Vessa Traits:

Ability Score Increase: Increase your Wisdom score by 2, Increase your Dexterity Score by 1. Maximum Wisdom Score Increased by 2.

Keen Sight: See up to a distance of 2 miles. Dark vision up to 1 mile.

Feather Singe: If you take half your total HP (rounded down) in fire damage in a single turn your feathers burn, and you lose all flying speed. If you are flying when this effect takes place, you begin falling from the sky according to falling rules. Without external healing means (a heal ability from a class for example), it takes 1d4 earth days' time to grow your feathers back, regardless of HP recovered from short and long rests. If you take 1/2 you total HP (rounded down) in fire damage in a single turn as your feathers are growing back, you must roll another 1d4 and start the regrowth process over again.

Age: Vessa mature at 16 and live 80 years on average.

Speed: 30 feet, Fly speed 45 feet

Size: Medium. 6 ½ feet on average

Weight: 190 pounds on average

Language: The Vessa and Senasai speak the same language, called Onossan

Verdalaithi

Are they Trees? Animals? Or something Else Entirely?

It was a hot, muggy mid-morning, though most days on Mondabri are. The night before, the team had touched down in their science vessel in the designated clearing, to avoid damaging any of the native flora. Whether or not the native flora even needed protection was the real question. Trekking along the dense

undergrowth of the surrounding forest, the team could take in the true grandeur of it all. The mesmerizing whirl of colors, plants looking familiar yet so alien, it was almost overwhelming to look at. Bug-like creatures zipped overhead, their buzzing damped by the sheer density of faintly glowing plant life that seemed to wrap around itself at strange angles. It could be described as if Salvador Dali had been asked to paint a psychedelic jungle. Sometimes plants would reveal themselves to be creatures, attempting to attack the team before the natives would scare them off.

The natives themselves were a sight to behold. Upon exiting the craft that morning, what'd initially appeared to be several 7-foot-tall bushes animated into lean, biped creatures before the teams' very eyes. They seemed neither plant nor animal, but somewhere in between, as if the defining cellular difference between the two never met in this creature. Their bodies were covered in a myriad of exoskeletal leaf-like structures and sported several pairs of long limbs of varying sizes. Their faces bore a resemblance to the carnivorous plants of earth, being spade-shaped and brilliantly colored with several small, amber-colored eyes and vine-like growths along the lower jaw and cranium. The creatures shrieked and chortled at the team in a frightening display. After a brief moment the cacophony blended into sounds almost like an elegant song whose lyrics aren't quite comprehensible. The Kidali then turned to the Scientists.

"They are asking if you are here to meet the Elder."

The team tentatively nodded, and the Kidali turned back to the planetoid creatures and responded with a glowing hum. The plantoids quickly fell silent and began to move down a path in the tree line motioning for the alien visitors to follow.

After navigating through the undergrowth, the party arrived in a large vine-strewn meadow-like clearing. Within the clearing were several huts clustered about, many in trees, others erupting out of the ground, all appearing to have been grown instead of built. In the center was a raised archway of earth leading up to the front of a massive alien tree that loomed above the village. Many of these Plantoids meandered about, some dancing around a campfire, many others almost seeming to sing to geometrically aligned rows of small, misshaped saplings. Others still would be seen cleaning the carcass of large beetle-like

animals, and many leaving the sight of the great tree would be carrying away football sized fleshy pods. They would often stop to observe the off-worlders being escorted, gazing with curiosity. The team reached the ramp leading up to the arch in front of the colossal tree.

"Does this "Elder-Tree" live up there?" Asked a scientist.

After a tense pause,

"That IS the Elder Tree" Replied the Kidali.

The scientist stood in disbelieve as before them the tree began to move! A massive head akin to the other plantoids lifted from an apparent sleep. Gargantuan tentacular "arms" pulled the trees' form to meet the gaze of the visitors on the arch. The great beast rumbled and creaked as it moved, the very air seemed to shudder with shockwaves of tension. The beast opened its colossal maw, resonating a deep, loud rumble that could be described as "felt" more than "heard". A fine-purple mist began wafting from its immense jaws. Many of the team screamed, while others were too scared to move at the sight of this kaiju-like tree-beast. Then an overwhelming sense of calm not-unlike that of a Kidali-aura fell over them. In an instant the team went silent and still; was it the mist?...

"Don't be afraid" The words seemed to be emanating from both the beast's maw and their own minds.

"I awaited your arrival – I hoped to see your kinds for myself. Memories are a wonderful thing but lack meaning without context. Please, sit and listen, for I have much to tell."

To their own surprise, the Scientists complied without a thought, as if something had puppeteered them to do so. The beast's words were deep and rumbling, the sheer mass of the creature seemed to groan and creak with every move, yet it was oddly calm and melodic in tempo.

"Breath deep and see history" it rumbled; Again, the team complied automatically.

The very landscape began warping and blending, as if reality had shifted in on itself to paint a picture. The kaleidoscope of colors radiated with blinding intensity before smearing into clarity. The scientists found themselves

transported to a brilliant red-rock canyon before an entirely different Tree. This one didn't seem to notice them, instead bowing its head in sorrow. Before any could ask, the great beast's words rumbled into their minds.

"This one came before me, at the time when your kind wielded rock and bone. They are long gone."

A large procession of Plantoids marched up to the tree-beast, who moments later looked up to them, revealing its face to be sickly and withered. After a moment it lifted one of its mighty "arms" and unfurled its claws to reveal a fleshy pod, identical to the ones witnessed being carried away earlier. A similar translucent pod floating in a puff of mist manifested before the scientist.

"This was my beginning. As all Verdalaithi begin."

"Verdalaithi. So that's what these plantoids call themselves", a scientist thought.

"So, your kind is spawned from seeds?" another Scientist spoke up.

"Yes." It replied.

"Do the other ones produce these seed-pods? Like you do?" Another asked, emboldened by the curiosity of his comrade.

"No. Only the Elder-Tree carries this duty. Free-Walkers have their own duties."

The whirl of color returned, washing the scene to the interior of a hut, like the ones seen earlier. Many of the "Free-Walker" Verdalaithi filled the veined structure, each tending to pots with small shifting plants in them. One pot was directly in front of the circle of scientists, when the plant within looked up at them! Unlike all the others, this one seemed to notice the team, and regarded them with large amber eyes filled with curiosity and a gentle smile on its face.

"Like all Verdalaithi, I began small. I grew from my Seedpod, eventually becoming a Free-Walker. I worked and hunted alongside my siblings, but it would not be long before I had to change. To grow."

"Do all Verdalaithi Free-Walkers grow to become Elder-Trees?" The first scientist asked, gleefully admiring the small baby plant.

"No. Only those with the gift. I was produced with the gift. The day I heard its call, I said my goodbyes to my predecessor. I led a swarm of my closest kin, seeking a new land to call home. Then I rooted and grew."

The scene shifted back to the original arch; however it was late at night illuminated by ritualistic torches and the full moon. Many Verdalaithi stood in lines flanking the scientists, all garbed with large masks and black-and-white body paint. A pair approached from the base of the arch, one in a regal form of shamanistic attire escorting another who was wearing a meager loincloth. This one was hunched and sickly, limping as it approached with one of its hands gently held by the shaman. The duo passed through the scientists, and all the garbed Verdalaithi began to… sing?

"Without the Elders, we become lost – cruel, violent animals. The Elder gives us our soul. And when we die, we must give it back, so our knowledge and memories can be preserved. We become one with everlasting choir within. In time, we are born again to write new stories. This is the Elder's duty."

The scene fell silent as the regal-dressed shaman stepped away, leaving the sickly old Verdalaithi alone atop the arch. It struggled to kneel as the Elder-Tree reared its head, opening its massive mouth to exhale a thick orange mist. The sickly one inhaled deeply before laying down on the ground and closing its many eyes. After a few moments it went completely still – dead. This time, the Elder-Tree climbs onto the arch completely, gently taking the recently deceased Verdalaithi into its jaws and swallowing. Before the Scientists had time to react to this strange ritualistic cannibalism, a storm of images poured into their minds.

Sitting in a pot. Hiding in plain site before a great beetle-creature. Tending to a wound in a hut. Carving a bow from a strangely bow-shaped plant. Dancing and singing under moonlight around a great roaring fire with countless others. Images of this Verdalaithi's life!

"And now, the cycle begins anew. Imagine the stories this one's children will write!"

The images and hallucinations bled away, as everyone's vision returned to reality. One of the Elder-Tree's massive hands unfurled in front of the team, revealing a single seedpod…

After some time, the Opal Mother Crystal looming like a third moon over Mondabri was ready to send the crew back to Space Station Antecedentes. This trip, the crew of science vessel E.T.1 would have new passengers, including several filled with a fluorescent orange liquid intended to help grow the new Elder. This "New Elder" Seedpod was planted at the apex of Antecedentes' Zero-G central support spire. Years Verdalaithi of differing jobs and tribes. One host of tenders from the village carried with them jugs later growing without the impediment of gravity it matured into a mighty Elder-Tree itself, eventually acting as the stations' atmospheric life support.

Verdalaithi Traits:

Ability Score Increase: Increase your Charisma score by 2. Maximum Charisma Score Increased by 2.

Age: Verdalaithi have several life stages – they hatch from "Seed-Pods" as Mandrake-like and sedentary until around 3 month of age, which they metamorphosis into their juvenile form and uproot themselves. After about 3 years they grow to full adults, often called "Free-Walkers". The average Verdalaithi "Free-Walker" only lives about 40 Earth-years, but those who undergo the rights to grow into Elder-Trees can live for *Hundreds of Thousands!*

Size: Verdalaithi "Free-Walkers" are small and lean in form, standing 4.5 to 5.5 feet tall depending on the subrace. Your size is *Medium*.

Speed: 35 ft.

Opalescent mind: You have advantage on saving throws against being charmed or put to sleep. If you used Photosynthetic

Rejuvenation within the past hour, you are *immune*. If the caster is another Verdalaithi, you have disadvantage instead.

Photosynthetic Rejuvenation: So long as you rest for at least 1 hour in direct bright light (can be natural or artificial), you regenerate an Exhaustion level. In addition, you have advantage on all saving throws against Exhaustion if you are in bright light.

Deceptive Presence: You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, mist, snow, or other environmental phenomena. You have advantage on the roll if the environment matches your subrace's native biome, whereas you have disadvantage if it does not. On a success, you are indistinguishable from a 5-foot-tall plant.

Chemosensitivity: Due to the planetoid physiology of the Verdalithi, you are particularly susceptible to necrosis and other blighting cellular damage. You are vulnerable to Necrotic damage.

Language: Verdalaithi language is difficult to quantify traditionally, as a large part of it is inducing a shared hallucination with the person you are speaking to. To the human ear, it sounds akin to bird-like shrieking and chortling. With the added "conversation Pheromone", it changes to sound flowingly elegant yet sharp and concise, almost like a strange amalgamation of French and German. You know *Verdalaithi.*

Verdalaithi Sub-Being Types: As the Verdalaithi spread across their home planet, founding Elder-Trees would alter their tribe's physiology to better suit the environment they settled in. Over Thousands of years as multi-Elder-Tree Empires formed, certain alterations would see widespread adoption. The 3 most common are the Forest-Wardens, Swamp-Striders and Canopy-Gliders, though **many** more, albeit less common certainly exist…

Forest-Warden:
Ability Score Increase: Increase your Strength score by 1.

Thornbush: When you are hit by a melee attack, the attacker takes 1d4 piercing damage so long as you are wearing armor no heavier than light. In addition, once per long-rest you may spend your reaction to gain +1 to your AC against melee attacks for 1-minute.

Swamp-Strider:
Ability Score Increase: Increase your Constitution score by 1.

Flow like Water: You gain a swim speed of 35, equal to your base run speed. In addition, your web-like feet enable you to run atop the surface of water as if it were solid ground, but you fall into the water if you end your movement on it.

Canopy-Glider:
Ability Score Increase: Increase your Dexterity score by 1.

Rock-Climbing: You gain a Climbing speed of 35, equal to your base run speed. Likewise, your lithe form features several

modifier "leaves" that let you spiral down from falls safely – granting you fall damage Resistance.

Tardigrade

A little under 33 light years from Earth towards the Leo Constellation is a red dwarf star humans knew as Gliese 436, and close to it orbits the very peculiar planet Gliese 436 b. After the Kidali introduced Humanity and the Tvahjarta, it was time to introduce both to other intelligent life forms across the galaxy; Gliese 436 b would be one of the destinations to do so.

Kidali Beasuza took human astronomer Naetaro on what would be his last journey, to a planet that humans previously nick named "the planet of burning ice". It took the research vessel Eduardo Torroja (E.T. 2) about 34 years at just under light speed to get there. When they arrived, the ship (outfitted with special armor plates) broke through the outer layer of burning ice and into boiling water mixed with lava. It was not long before Naetaro's old eyes witnessed a being swimming around in the intense heat that was shorter than an average human, taller than an average Tvahjarta, and strongly resembling the Tardigrades on earth that live in volcanic shoots.

When Neataro asked Beasuza what these being were called, the Kidali responded "they have not yet been applied a name". And so, for the sake of simplicity, Neataro and everyone else simply called them Tardigrades. Sonar scanners began picking up noises similar to whales, and Beasuza began

speaking in kind. The Tardigrade just outside the ship then swam deeper, and the ship followed. Eventually they reached the planets hardened core, where many more Tardigrades were present among cone like structures.

Beasuza informed the ship that they were looking upon the Tardigrade civilization. Traveling to the outskirts of the city, Tardigrade structures in the process of being built where witnessed. Metals would be eaten out of the ground and then regurgitated in liquid form, slowly building up cone shaped homes to be.

By way of an airlock on the ship, the Tardigrade that had been leading the ship around was invited in Beasuza. Slowly crawling in like a massive caterpillar, the Tardigrade made its way onto the bridge. Naetaro was eager to communicate with this new being. After his translator devise adapted, he noticed that the Tardigrade spoke only in the simplest terms, saying things like "Friends? Welcome. You? Human. Beyond? I go with. More friends. I get…." The individual Tardigrade then left the ship, gathered other Tardigrade, and came back inside with more of its kind.

Bearing witness to all this brough tears to Naetaro's eyes and down his wrinkled old face. "So much more than I ever could have dreamed, you have shown to us" he said to Beasuza, looking around at now three different types of beings. "You made all this possible" the Kidali replied, "and now you return and rest at the source. This is not your end, but a beginning for us all." With that Neataroes eyes cut their last tears, and his lungs quivered their last breath. A color of deep purple reverberated within Beasuza, putting off feelings of sorrow and joy at the same time. All Tardigrade on board begun to sing in unison. Translation devises made out one word: "sad".

After the scientists on board acquired all the data they wanted from this strange planet, the ship took off with its new passengers back towards the Antecedentes Space Station. Along the way, an unexpected collision with an asteroid took place, ripping a hole in the hull. To the humans and Tvahjarta, all seemed lost as the ship slowed to a drift along with the asteroid debris. Surely the next thing to happen would be a loss in pressure and oxygen, followed by suffocation accompanied by cold death.

Beasuza and the Tardigrades did not seem afraid at all however, and quickly got to work, first leaving the ship through the air lock into space. Much as they did

on their home world, the Tardigrade began eating the debris from the ship and the asteroid, with Beasuza quickly darting around space to gather more materials for these new companions to consume. It took less than a minute to restore cabin pressure and proper oxygen levels. In Jjst under an hour after that the ship's hull was also to completely repaired. Kicking off from the remaining asteroid debris had the ship back on track in no time. The Tardigrades worth was quickly realized. Though perhaps simplistic, these new friends were obviously among the most resilient creatures ever encountered.

By the time the ship returned to Antecedentes, the human scientists on board E.T. 2 who were about 25 years old (not counting Neataro) upon first departure were now in their mid to late 90's. Several Tvahjarta had gave birth to new children and then passed away throughout the voyage. The Tardigrades and Beasuza however looked the same. Neataro would be buried next to the observatory on Eris by Beasuza, and the facility would be renamed after him.

By now, worm hole devices had been set up between Antecedentes and earth, as well as Antecedentes and Sontastjarna, substantially cutting travel time from years to hours between these locations. Talk immediately began regarding setting up these devises between Antecedentes and the Tardigrade home world.

One old

scientist asked out loud "why could we not travel by way of mother crystals to Gliese 436 b? I did not see one when we were there. Do they not have one near their planet?" to which several Tardigrade responded, "Fallen Savior."

Tardigrade Traits:

Ability Score Increase: Increase your Constitution score by 2, and your Strength Score by 1. Your maximum Constitution Score is Increased by 2.

Temperature Resistance: Resistance to Burning and Freezing Damage.

Extremophile Toughness: If damage taken would reduce you to 0 HP, you instead are reduced to 1 HP. This feature only triggers once between long rests.

Hold Breath: A Tardigrade can breathe oxygen in water or air. A Tardigrade can hold its breath for 1d100 minutes in any condition, including space.

Age: Tardigrades mature at the age of 10 and can live up to 500 years (earth years).

Size: Medium. Standing tall on its hind legs, a fully grown Tardigrade is about 4.5 feet.

Speed: 25 Feet in any atmosphere.

Language: Tardigrades communicate in simple tones resembling whales on earth, mainly in single "words" such as "hungry", "danger", or "friends".

Sight: Tardigrades can only see out to 80 feet light permitting. Blindsight out to 15 feet.

All Abord Antecedentes

After the Tardigrades arrived on Antecedentes, the Kidali informed the space station leaders that they were done with building the galactic community for now. Though celebration could take place for a bit between all the different beings, the Kidali warned of great troubles ahead.

"Not all within this galaxy are friendly, and even greater threats lie beyond it still. The best and bravest will need to be gathered to defend the native worlds of all beings aboard in addition to others. An event soon to take place at the location of one of the mother crystals will help greatly in the trials ahead. Eventually those worthy will venture to the father crystal and be shown the peak of their abilities. The numerous adversaries soon to be encountered are fierce, intelligent, and feel justified in their own way. There is only little time to prepare, but celebration for now is a necessary part of that preparation, to remind you all why it is you must fight. Go on, enjoy your evening here within the Antecedentes among your new galactic family. Tomorrow we learn each others strengths and weaknesses, how to amplify those strengths, and how to cover those weaknesses. Once teams are

assembled and preparations are made, we set forth on the mission to save all that is. Of course we the Kidali will assist in any way we can."
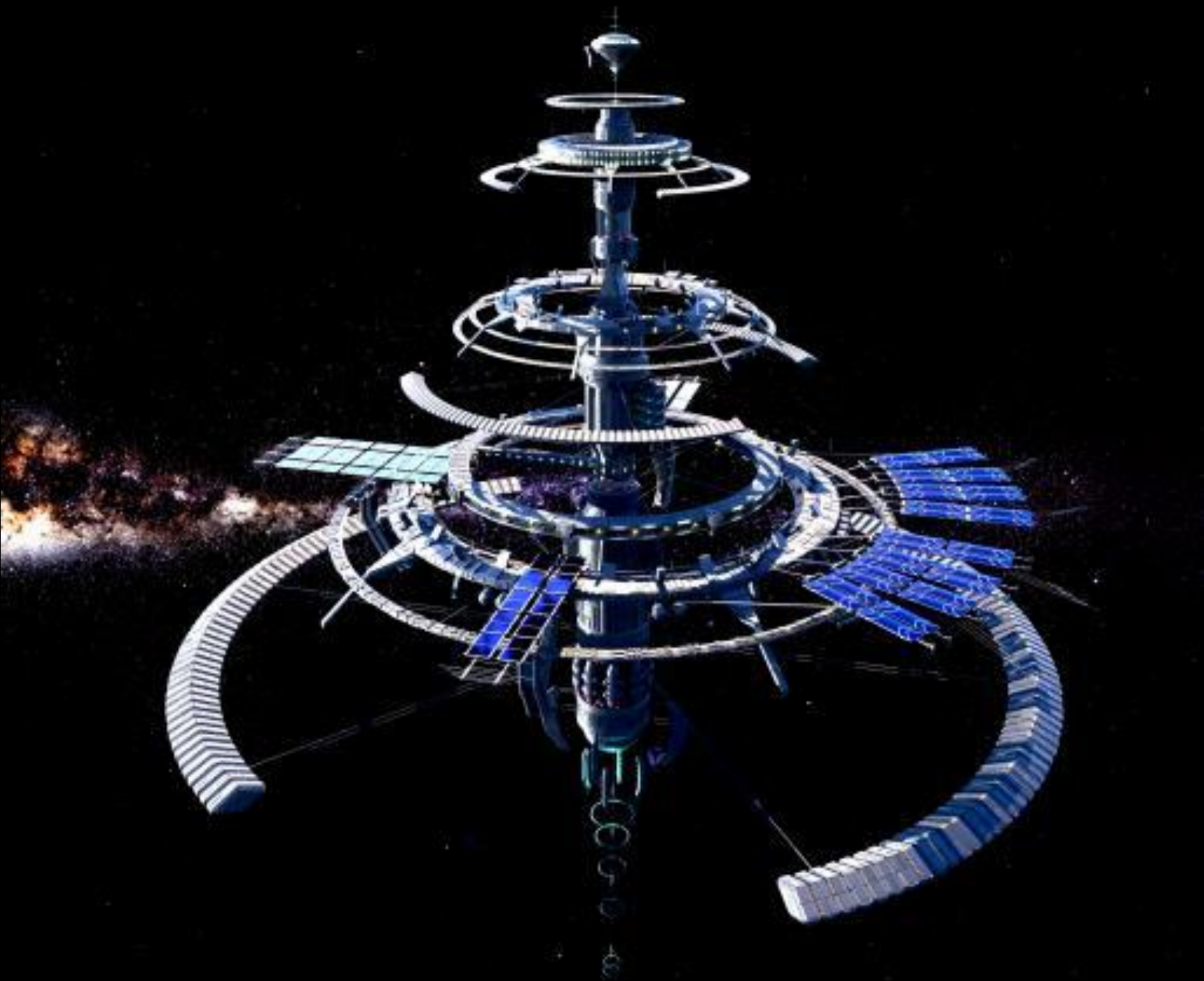
CLASSES

Agent

Class Features

As an Agent, you have the following features:

Hit Points

Hit Dice: 1d8 per agent level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per agent level after 1st

Proficiencies

Armor: Light armor, shields

Weapons: Handguns, rifles, special ranged, melee, small melee, thrown only, proximity mine, grenades

Tools: Agents' kit

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment:

- (a) pistol with 2 loaded 10 round mags (b) hand crossbow with a quiver containing 20 bolts
- (a) taser with a full small battery (b) 2 daggers
- (a) flare gun with 3 flares (b) blowgun with 5 darts (c) 5 kunia/shuriken

- Kevlar suit armor, agents kit
- Standard digital assistant
- Entry level grade star ship with 500 credits to spend on ship
- 150 additional credits
- 10 earth days' worth of freeze-dried vacuum sealed rations

Agent Table

Level	Proficiency Bonus	Precise Attack	Features
1st	+2	1d6	Precise Attack, Trained Reflexes
2nd	+2	1d6	Aptitude
3rd	+2	2d6	Method
4th	+2	2d6	ASI/Feat
5th	+3	3d6	Damage Mitigation
6th	+3	3d6	ASI/Feat, Additional Aptitude
7th	+3	4d6	Method
8th	+3	4d6	ASI/Feat
9th	+4	5d6	Unfailing Skill
10th	+4	5d6	Method
11th	+4	6d6	Improved Damage Mitigation
12th	+4	6d6	Crit Negate
13th	+5	7d6	Method
14th	+5	7d6	ASI/Feat
15th	+5	8d6	Nimble Dodger
16th	+5	8d6	ASI/Feat
17th	+6	9d6	Method
18th	+6	9d6	ASI/Feat
19th	+6	10d6	Calculated Precision
20th	+6	10d6	Method

Precise Attack

Beginning at 1st level, you know how and where to strike for maximum effect. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the Attack roll if another enemy of the target is within 5 feet of it and you don't have disadvantage on the Attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Precise Attack column of the Agent's table.

Trained Reflexes

Training has made certain actions second nature to you. At 1st level you may use disengage, dash, and hide as a bonus action rather than an action.

Aptitude

Time in the field has enhanced some of your natural talents. At 2nd level pick two of your Skill Proficiencies to gain aptitude in. Double your Proficiency Bonus for those chosen skills.

At 6th level, choose two more Skill Proficiencies to gain this benefit.

Method

By 3rd level, you have developed a particular style in how you handle missions. Choose one of the Agent sub-class options listed later under Methods. The chosen sub-class is your Method, and grants you additional features at levels 3, 7, 10, 13, 17, and 20 (listed under that particular Method).

Ability Score Improvement/Feat Opportunity

When you reach 4th Level, and again at 6th, 8th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1.

Alternatively, you may choose to gain one Feat from the Feats section on page _____.

Damage Mitigation

At 5th level, you can take a hit against you in a way that lessens the blow. When an attack roll you can see hits you, you may use your reaction to make a Dexterity Save against half that attacks total damage value as the DC (rounded down). On a success, half that attack's damage against you.

At 11th level, you may use a reaction to take half damage from a successful attack roll against you that you can see without having to make a Dexterity Save.

Unfailing Skill

At 9th level, you can perform a certain skill with reliable consistency. Pick one skill you have proficiency in. Whenever you make an ability check with that skill, you can treat a d20 roll of 14 or lower as a 15.

Crit Negate

Starting at 12th level, attacks can no longer crit against you while you aren't Incapacitated.

Nimble Dodger

By 15th level your senses and reflexes have become refined to a point that makes it seem as if you have eyes in the back of your head. From now on, flanking no longer grants advantage on attack rolls made against you.

Calculated Precision

Starting at 19th level, you can deliver your precise attacks with a stable yet relaxed ease, making the damage from those attacks more consistent and reliable. When you would roll damage for Precise Attack, you may instead choose to roll two separate D6. When you do this, you must choose one of the two D6 totals rolled. All dice that would have normally been rolled for precise damage each have a value of the d6 die chosen, and are all added up for total precise attack damage.

Example: If you chose to use this feature rather than roll precise damage normally, you would roll 2d6. If one rolled 2 and the other rolled 5, you could choose the 5. Since you would normally roll 10d6 at 19th level for precise damage, you would act as if all 10 of the d6 rolled 5, totaling 50 precise attack damage.

Methods (Agents Sub-Class Options)

Free Runner

Free Runners prioritize completing a mission as quickly as possible, sometimes over discretion. Other agents might call them brash, if it weren't for the efficiency in which they clear tasks. As their name suggests, Free Runners are experts at traversing the toughest of terrain on foot (including cities) in record time. On the rare occasion a pursuer actually catches up to a free runner agent, they are quickly made aware of their mistake…

Long Stride

At 3rd level your swiftness grows, and you gain the following benefits:

- Add 15 feet to your movement speed.
- Movement speed needed before you long jump and high jump is reduced by 5 feet.
- You may add your Dex modifier to both your long jump and high jump distances.
- When you take fall damage, subtract the highest rolled 1d6 value from the damage you take. If 1d6 roll values are tied for highest, subtract all those rolls from the damage you take.

Hit and Run

Also at 3rd level, you know how to strike an enemy and slip away without retaliation. When you damage an enemy on your turn, that enemy can't make opportunity attacks against you until the start of your next turn.

Knock Down

A pursuer can't chase you if you take them off their feet! At 7th level, you may make an unarmed strike as a bonus action (d20 + prof + str mod to hit). On a hit, the target must make a Str or Dex Saving Throw (its choice) vs a DC of 8 + Prof + your Strength Modifier. On a failure the target is knocked prone in addition to the damage taken (1 + Str Mod).

Targets 2 or more size categories larger than you are immune to being knocked prone in this way.

Agile

At level 10, your springy nature makes it extremely difficult to knock you off your feet. Gain advantage on all Dex Saving Throws, as well as any saving throw vs an effect that would render you prone.

Additionally, when you succeed on a Dex Saving Throw, you may choose to move 5 feet in any direction without incurring opportunity attacks.

Prone Strike

Starting at 13th level, you know how to debilitate prone enemies with your precise attacks. When you deal precise attack damage to a prone enemy, that enemy becomes paralyzed until the end of your next turn (see Paralyzed condition).

Parkourist

By 17th level, any terrain is easy for you to traverse, and heading at full speed is as easy as walking to you. You are no longer affected by difficult terrain, and your movement speed is doubled. If you have natural flying speed from your being type, double that flying speed as well.

Master of Movement

At 20th level, you gain the following benefits:

- Getting up from prone position only expends 5 feet of movement speed.
- Opportunity attacks may no longer be taken against you.
- Attempts to grapple you are rolled at disadvantage. You roll at advantage when contesting becoming grappled or attempting to escape being grappled.
- You are immune to being retrained so long as you are not incapacitated.
- When you use dash as a bonus action, all attack rolls you make are rolled at advantage until the end of your turn.
- If you use dash as a bonus action, you may make one knock down attack this turn as part of that bonus action.

Infiltrator

Perhaps the most cunning agents, Infiltrators like to think of themselves as classic and sophisticated. If they should come into contact with the opposition on a mission either by accident or necessity, their charm allows them to deescalate and sometimes befriend would be foes. This ability to gain trust also allows them to deliver unexpected devastating blows.

Smooth Operator

At 3rd level, you can find and talk your way in and out of pretty much anything. Insight, Investigation, and Perception rolls against you are roller at disadvantage when contesting your Deception, Performance, Persuasion, and Sleight of hand skill checks.

Additionally, if you make a Deception, Performance, Persuasion, Sleight of Hand, Lockpicking or Hacking skill check against a set DC, roll at advantage.

Backstabber

Also at 3rd level, you know how strike from in close at those who trust you. Gain advantage on attack rolls against creatures that regard you as friendly.

Advocates

By 7th level your allure is palpable and contagious, often causing even strangers to regard you as a longtime friend.

As an action you may attempt to make an advocate out of a creature that is not a beast with an intelligence score of 7 or above that can both hear and see you. When you do, roll a Persuasion check contested by an Insight Check + twice the CR level from that creature. If you win, that creature becomes your Advocate and regards you as friendly. If you lose this skill check vs a creature, that creature is immune to becoming your Advocate so long as their memory of the moment they won the skill check remains intact, and you appear or sound the same as you did when they won the skill check. If you and the creature tie on this check, you may try this check again with another action.

A creature must be able to understand you in order to become your Advocate.

A creature that regards you or creatures it knows to be your allies as hostile cannot become your Advocate.

Other player characters cannot become your Advocate.

Gain advantage on Deception, Persuasion, and Slight of Hand skill checks against your Advocate.

Additionally, if your Advocate introduces you to another creature that regards the advocate as friendly, they do so in a complimenting fashion, granting you advantage on your next Deception, Persuasion, or Slight of Hand Skill check vs the creature you are being introduced to.

You may have any number of Advocates at any given time.

A creature remains your Advocate until you or a creature it knows to be your ally attacks it or another creature within sight it regards as friendly, or until it is given another obvious reason not to trust you (GM discretion).

Betray

At 10ᵗʰ level, your successful to hit attacks against your advocates auto crit.

True Conversion

By 13ᵗʰ level you can convince almost anyone to fight by your side, even if they were trying to kill you moments before.

As an action, you may now attempt to make an advocate out of a hostile creature that can both see and hear you by rolling a Persuasion check at disadvantage vs an Insight check at advantage from that creature (negating the Smooth Operator benefits usually granted to you for this check). That creature still can't be a beast and must have an Intelligence score of 7 or above. If you win, that creature becomes your advocate and is no longer hostile to you or your allies.

Additionally, you may now attempt to convince your advocates to fight along side you. As an action, you may roll a Persuasion check vs an Insight check against one of your advocates that can both hear and see you. If you win, that advocate becomes a Battle-Ready Advocate. Roll Initiative for your Battle-Ready Advocates. You control them on their turn. If they had no stats, assign them Citizen (commoner) stats. If you lose the check to convert an advocate into a Battle-Ready Advocate, you may not attempt to convert them into a Battle Ready Advocate until you both complete a long rest.

Advocate Assistance

By 17ᵗʰ level, your advocates are so fond of you that they will rush to your aid when you are in trouble. If your HP reaches 0, your Battle-Ready Advocates will spend their turn attempting to move within 5 feet of you so that they may attempt a Medicine check on you. A Battle-Ready Advocate may use the dash action as a bonus action when attempting to do this. If it is not possible to move towards you, a Battle-Ready Advocate will instead attempt to attack the nearest hostile creature to it.

Additionally, you now roll death saving throws at advantage when one of your Advocates are within 5 feet of you.

Precision Training

At level 20, you are now capable of training your advocates how to deliver precise blows. Your Battle-Ready Advocates may now use Precise Attack so long as all other requirements for Precise Attack are fulfilled. When they do this, they roll 5d6 for Precise Attack damage.

Ninja

Killing is of course a nasty part of being an agent, and this is where the ninja shines. Striking from the unseen to deliver swift fatal blows, even a victim's life flashing before their eyes is considered a death too long to a ninja. Just like the ninja of ancient Japan, this modern silent killing machine also uses seemingly supernatural tricks to hide from and confuse others.

Smoke Bomb

The Ninja can make simple smoke bombs out of the scraps of their surroundings and use them to return to the shadows. Starting at 3rd level, you may use a smoke bomb as a bonus action. When you do, the smoke renders you both heavily obscured and hidden from all creatures that rely on sight till the end of turn (automatically making circumstances appropriate for hiding and acting as if you rolled a natural 20 on the stealth check).

Creatures may not take opportunity attacks against you till the end of turn when you use a smoke bomb.

After every long rest, roll 1d4. You create that many smoke bombs, and may use this feature that many times between long rests for that cycle (day). Always replace the number rolled from the previous cycle.

Shadow Strike

Additionally at 3rd level, you know how to dispense death quick and clean. When you execute a successful precise attack on a creature from Hiding (see Hiding rule), roll an additional d6 and add it to the damage. A successful precise attack from Hiding also crits if a natural 19 or a 20 were rolled.

Decoy Replica

At 7th level, you have learned how to project an illusion of yourself to the enemy by way of mind games, your disguise module, and loose materials, causing an enemy to damage it rather than you. When an enemy hits you with a to hit attack roll, you may use a reaction to cause that attack to miss you and hit your decoy instead. Once this happens, gain 5 feet of movement speed that must be expended immediately. This movement speed does not incur opportunity attacks.

If you cannot currently move 5 feet in any direction, you may not use this reaction. Due to the decoy being destroyed upon use, you may only use this feature once between long rests, at which point you conceptualize and materialize your next Decoy Replica.

Ninja Weapons

At level 10, you can utilize certain weapons in ways only known to the ninja. You gain the following benefits:

- You may throw up to 3 Kunai or Shuriken at once (or any combination of the two) with an action as opposed to only 1. When you do this, you may either choose 1 target withing range, or up to 3 separate targets within range and within 10 feet of one another (or 2 targets, throwing 2 Kunia or shuriken at one target and the other 1 at the other target). Roll to hit and damage for each thrown projectile separately.
- Choose two Small Melee or Melee Weapon that do not have the finesse property. You may add Precise Attack damage to your successful attacks with the chosen weapons as if they did have finesse, so long as all other requirements to use Precise Attack are met.
- Ignore the Self Infliction Property on all Small Melee and Melee Weapons.

Shadow Retreat

Starting at 13th level, your ninja skills allow you to vanish from dire situations that have rendered you nearly dead. When you are reduced to 0 HP, you may immediately move yourself to an unoccupied space that is in dim light or darkness within a range of double your movement speed (as if you were dashing). This movement does not encore opportunity attacks.

Additionally, if you use shadow retreat, you may immediately roll 1 death saving throw as if it were your turn.

Replica Counter

By 17th level, you have mastered the art of misdirection and swift retaliation. When you use the Decoy Replica feature, you may counterattack the attacking creature as part of that reaction. You may roll

Precise Attack damage with this counterattack, so long as the other requirements for Precise Attack are fulfilled.

Execute

Starting at 20th level, you learn how to deal death swiftly. If a precise attack you make brings a creature to 25 HP or below, that creature must make a Con saving throw vs 8 + prof + str/dex (depending on whether the weapon used to make the attack has a str or dex modifier bonus). On a failure, the creature is immediately brought to 0 HP.

Aviator

Class Features

As an aviator, you have the following features:

Hit Points

Hit Dice: 1d8 per aviator level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per aviator level after 1st

Proficiencies

Armor: Light armor, helmets

Weapons: Handguns, shotguns, grenades, dagger, taser, rapier, laser riffle, flare gun,

Tools: Galactic positioning devise

Saving Throws: Dexterity, Wisdom

Skills: Choose three from Acrobatics, Astronomy, Deception, History, Insight, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment:

-   (a) pistol with 2 loaded 10 round mags (b) laser pistol with 2 full small batteries

- (a) taser (b) 2 daggers (c) rapier
- (a) kevlar suit armor (b) ceramic vest armor
- Star navigation kit, basic personal drone
- Standard digital assistant
- Intermediate or lower grade star ship with 500 credits to spend on ship
- 120 additional credits
- 10 earth days' worth of freeze-dried vacuum sealed rations

Aviator Table

Level	Proficiency Bonus	Features
1st	+2	Evasive Maneuver, Haul Ass
2nd	+2	Nimble Target
3rd	+2	Style
4th	+2	ASI/Feat
5th	+3	Multistrike
6th	+3	ASI/Feat, Enhanced Evasive Maneuver
7th	+3	Style
8th	+3	ASI/Feat
9th	+4	Mobility Platform
10th	+4	Style
11th	+4	Cover Your Ass
12th	+4	Elusive Target
13th	+5	Style
14th	+5	ASI/Feat
15th	+5	Against All Odds
16th	+5	ASI/Feat
17th	+6	Style
18th	+6	ASI/Feat
19th	+6	Untouchable
20th	+6	Style

Evasive Maneuver

As a 1st level Aviator, you are adept at performing ariel evasive maneuvers. You have a pool of points equal to your Wis Modifier called Maneuver Points. While in a ground battle or while piloting a starship, you may use a reaction and expend a Maneuver Point to add half your Dex Modifier (rounded down) to

your AC till the end of that turn when an attack roll is made against you. Your Maneuver Points replenish after a long rest.

If your movement is restricted in any way, you may not use Evasive Maneuver.

Haul Ass

Also at 1st level, you know how to get moving and stay moving. You may use dash as a bonus action.

Nimble Target

By 2nd level, you know that whether fighting in a spaceship or on foot, a target in motion is always harder to hit. For every 25 feet of your movement speed used on your turn in a ground battle, you get a bonus +1 to your AC till the start of your next turn.

Style

By level 3, you have developed your own preferences and style when it comes to both grounded and space battles. Choose one of the Aviator sub-class options listed later under Styles. The chosen sub-class is your Style, and grants you additional features at levels 3, 7, 10, 13, 17, and 20 (listed under that particular Style).

Ability Score Improvement/Feat Opportunity

When you reach 4th Level, and again at 6th, 8th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1.

Alternatively, you may choose to gain one Feat from the Feats section on page _____.

Multistrike

Beginning at 5th Level, you can Attack twice, instead of once, whenever you take the Attack action on your turn.

Enhanced Evasive Maneuver

At 6th level your ability to dodge and weave out of harm's way grows. From now on, add your full Dex Modifier rather than half your Dex Modifier when using Evasive Maneuver.

Mobility Platform

At 9th level, you have finally completed constructing a mobility enhancing platform out of loose ship parts among other things. Choose one of the Mobility Platform Blueprints listed below to both attune to and build. Unless that particular platform states an action or bonus action is needed to use a particular ability, all listed bonuses are always active so long as you are riding/mounted on that mobility platform.

Most mobility platforms are hands free so you can still equip and use other items and weapons. If a mobility platform requires hands, it will be stated in that particular platform.

It takes 10 cycles (days) and 1000 credits worth of ship parts to make another mobility platform. You may only be attuned to one mobility platform at a time.

Mobility Platform Blueprints

Hover Board – Gain 25 feet of movement speed. All your movement speed is also flying (hover) speed. The hover board only has the capability of going up 10 feet in height, otherwise if at ground level the hover board is always about 3 to 4 inches off the ground. Gain advantage on Dex saves from effects/attacks/abilities that come from the ground.

Jet Pack – Your movement speed is also flying speed. If you already had flying speed, add 15 feet to your total movement speed.

Sticky Surface Skates – Gain 35 feet of movement speed. All of your movement speed can be used as climbing speed on any solid surface.

Cover Your Ass

Starting at 11th level, when you use the Haul Ass feature (dash as bonus action), you also use the disengage action as part of that bonus action.

Elusive Target

At 12th level, you have learned how to better dodge out of the way of area of effect attacks. The bonus you currently have to AC from Nimble Target is also applied to Dex Saves.

Additionally, you may now use the Evasive Maneuver reaction to grant you its bonus to Dex saves (roll the Dex save normally and then add the Evasive Maneuver benefit to that).

Against All Odds

Starting at 15th level, you gain one addition reaction per round.

Untouchable

By 19th level, your Evasive Maneuvers have become so erratic yet graceful you are nearly impossible to hit when performing one. From now on, when you use Evasive Maneuver, you add twice your Dex modifier to your AC (or to the Dex save roll as stated in the Elusive Target feature).

Styles (Aviator Sub-Class Options)

Maverick

A wild card can be the best shot at hope when the numbers are stacked against you. Maverick Aviators are well suited to "no win" situations where by-the-book protocol does not show a path to victory (which to a Maverick is pretty much every situation). Commanders and other superiors are careful not to show Maverick types too much respect out of fear that they might begin to ignore the chain of command. However, deep down they are thankful for all the times an out of his mind Maverick saved the day.

Additional Proficiency: Weapon Type

When you choose this sub-class at 3rd level, pick one weapon type out of Riffles, Small Melee, and Melee weapons. You become proficient in that weapon type.

Aggressive Maneuver

At 3rd level, you sacrifice a bit defense in order to focus on striking true. When you make an attack roll on your turn, you may expend a Maneuver Point to add your Dex Modifier to the to hit roll and total damage (twice over if you are using a weapon that already benefits from Dex). If you do this, lose your ability to use a reaction till the end of your next turn.

Domineering

Also at 3rd level, you gain proficiency in the Intimidation Skill. If you already had proficiency in Intimidation, you gain Aptitude in it instead (add your proficiency modifier twice over to that skill).

Strong Offence

At 7th level, your brazen attacks disrupt the enemy's own attempts to strike back. When you hit with an attack roll using Aggressive Maneuver, the hit target has disadvantage on all attack rolls against you till the start of your next turn. The attack must deal damage in order to apply this disadvantage.

Additionally. if you killed or destroyed a creature or object with Aggressive Maneuver, you regain your ability to use a reaction.

Aggressive Resolve

At 10th level, seeing your foes fall reinvigorates you. If you kill or destroy an enemy with Aggressive Maneuver, refill the Maneuver Point that was used to execute that Aggressive Maneuver.

Superior Aggression

Starting at 13th level, when you hit with an attack roll using Aggressive Maneuver, the hit target has disadvantage on all attack rolls until the start of your next turn (as opposed to attack rolls against you alone).

Menacing Momentum

By 17th level, your movement not only makes it harder for you to be hit, but also enhances your attacks against targets. From now on add your Nimble Target bonus to attack rolls and damage from your to hit attacks.

Ace In The Hole

At 20th level, you can reliably land a single devastating blow against a foe. When you use Aggressive Maneuver, you may choose to treat the attack roll as a natural 20 (crit). When you do, the attack hits even if the targets AC was not met. Additionally, the attack deals maximum potential damage (max all dice that would have been rolled for damage). You may use this feature once between long rests.

Smuggler

What is law in space besides a very loose recommendation? Organizations or individuals needing something transported in secret turn to the Smuggler. With their smooth tongue and fancy gadgets, they always manage to improvise their way through the tightest situations. Since they are hired by both the legitimate well doing as well as the nefarious criminal and everything in between, the Smuggler is accustomed to feeling things out and saving their own skin if need be.

Smuggle

When you pick this sub-class at 3rd level, you can make an object seemingly disappear until it is delivered to its destination. Gain advantage on all skill checks used to hide an object (stealth, slight of hand, deception, etc.).

Improvised Maneuver

At 3rd level, you gain an additional reaction per round that can only be used with Evasive Maneuver, adding your Performance Modifier to your AC rather than your Dex Mod.

Silver Tongue

Also at 3rd level, you gain proficiency in the Persuasion Skill. If you already had proficiency in Persuasion, you gain Aptitude in it instead (add your proficiency modifier twice over to that skill).

Persuasion checks rolled against you are rolled at disadvantage.

Swift Utilization

At 7th level, your time in the trade has acquainted you well with the gadgets of the universe, allowing you to use them with more efficiency than most others. You gain an additional item interaction on your turns, and once on your turn an item interaction can be used to activate an item that would normally take an action or bonus action to use.

Additionally, items that usually take a short rest to attune to only take 10 minutes to attune to for you, and you may drop attunement on an item with an item interaction (unless the item is cursed or bound to you in some other way).

Confident Resolve

At level 10, your ability to survive and improvise on the spot through the worst situations has bolstered your confidence. If you kill or destroy an enemy or object with an item interaction, refill one Maneuver Point.

Additionally, if you successfully dodge an attack using an Improvised Maneuver, refill the Maneuver Point that was used to execute that Improvised Maneuver.

Bargainer

By 13th level your silver tongue sharpens, allowing you to convince shop keepers and the like to discount substantially. From now on when attempting to convince a vendor to reduce their prices with a Persuasion check, that vendor will reduce their prices by half for you if you win that check.

Additionally, if you roll a natural 20 on your persuasion check against a vendor, they might reveal hidden inventory to you, or perhaps even give you certain items for free (GM discretion).

Enhanced Utilization

Starting at 17th level, you can expend a Maneuver Point to enhance the items you use, granting you the following benefits:

- If the item restores HP, it restores the maximum potential HP to the target(s).
- If the item deals damage, it deals the maximum amount of damage to the target(s).
- If the item requires a saving throw, add your Dex modifier to that saving throw's DC.
- If the item has a radial area of effect, increase that are of effect by 5 feet.
- If the item has an area of effect that would deal damage to an ally, that ally automatically takes one forth damage (rounded down).

Undying Antihero

Starting at 20th level, you auto succeed on all death saving throws. Roll those death saving throws as you normally would anyway. You stabilize yourself at 1 HP if you roll 17-20.

You still suffer 2 death saving throw failures when being damaged while at 0 HP but not dead.

Unless a creature has a personal grudge against you or there are no other targets around other than you, creatures will not attempt to attack you while you are at 0 HP.

Wingman

While most Aviators go for glory gold or command, a Wingman is perfectly content saving a friendly from the enemy's crosshairs. As such, even the most distinguished Aviators respect the dedicated Wingman. For every famous pilot that fired that last missile to end the battle, there was a Wingman watching that pilot's six.

Rescue Maneuver

At 3rd level, you have learned how to save an ally's skin. If either an attacking creature/object or a creature/object being attacked other than you is within range of your total movement speed from you, a reaction and maneuver point may be expended to add your Dex Modifier to the creature's/object's AC that is being attacked. You also move to within 5 feet of the creature/object that was within your movement speed's range of you (this movement can still provoke opportunity attacks).

Rescue Maneuver may only be used if your movement speed is not restricted, and you can move to the creature within range using your normal movement speed as if this was your turn.

If Rescue Maneuver is used, you may not use a bonus action on your next turn.

Movement speed from Rescue Maneuver does not add to the AC bonus granted by Nimble Target.

Additional Proficiency: Shields

You gain proficiency in shields when you choose this sub-class at 3rd level.

Heightened Perception

Also at 3rd level, you gain proficiency in the Perception Skill. If you already had proficiency in Perception, you gain Aptitude in it instead (add your proficiency modifier twice over to that skill).

Avenge

At 7th level, the sight of an ally taking damage infuriates you, fueling a focused need for revenge. If you can see a creature or object other than you take damage, gain advantage on all attack rolls against the creature or object that dealt that damage on your next turn.

You may only have advantage on attack rolls against one creature/object during your turn with this feature (your choice).

Defenders Resolve

At level 10, you continue to relentlessly defend your allies. If a use of Rescue Maneuver successfully makes an attack against a creature or object miss, refill the Maneuver point that was used to execute that Rescue Maneuver.

Additionally, if you kill or destroy a creature or object with advantage granted by the Avenge feature, refill one Maneuver Point.

Self-Preserving Rescue Maneuver

Starting at 13th level, you can protect both your friends and your own skin at the same time. From now on movement speed from Rescue Maneuver does add to the AC bonus granted by Nimble Target.

Teamwork Over Glory

To you, the mission has always been more important than receiving personal recognition. Starting at 17th level when you would make an attack roll you may instead choose to forgo that roll and

intentionally miss. When you do this, all allies roll to hit against that target at advantage until the beginning of your next turn.

Not In Vain

At 20th level, if you see an ally drop to 0 HP, you immediately gain one full extra turn to take after the current turn is over.

Demolitionist

Class Features

As a Demolitionist, you have the following features:

Hit Points

Hit Dice: 1d12 per demolitionist level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per demolitionist level after 1st

Proficiencies

Armor: Light Armor, medium armor

Weapons: Explosives, shotguns, dagger, pistol, flamethrower, grenade launcher, rocket launcher, flare gun

Tools: Bomb kit

Saving Throws: Constitution, Dexterity

Skills: Choose two from Athletics, Astrology, Insight, Intimidation, Investigation, Perception, and Sleight of Hand

Equipment

You start with the following equipment:

- (a) pistol with 2 loaded 10 round mags (b) flare gun with 3 flares
- (a) 3 EMP grenades (b) 3 grenades
- (a) 3 proximity mines (b) 3 step mines
- (a) kevlar suit (b)ceramic vest armor
- Dagger, 2 bombs, demo kit
- Standard digital assistant
- Entry level grade star ship with 500 credits to spend on ship
- 100 additional credits
- 10 earth days' worth of freeze-dried vacuum sealed rations

Demolitionist Table

Level	Proficiency Bonus	Features
1st	+2	Disarm, Sploady-Matic Crafting
2nd	+2	Explosives Modding, Short Fuse
3rd	+2	Specialty
4th	+2	ASI/Feat
5th	+3	Personal Touch
6th	+3	ASI/Feat, Compact Explosives Modding
7th	+3	Specialty
8th	+3	ASI/Feat
9th	+4	Familiar Danger
10th	+4	Specialty
11th	+4	Duck n' Cover
12th	+4	Blast Resistant Mods
13th	+5	Specialty
14th	+5	ASI/Feat
15th	+5	Critical Failure
16th	+5	ASI/Feat
17th	+6	Specialty
18th	+6	ASI/Feat
19th	+6	Final Boom
20th	+6	Specialty

Disarm

At 1ˢᵗ level, you may attempt to disarm an explosive within 5 feet of you using the tools provided in your demo kit. As an action, roll a d20 and add your proficiency modifier against an armed explosive's disarm DC, which is 2 less than that explosives radial DC as listed on the weapons chart on page _____ (*example: a standard bomb's disarm DC would be 14 since its radial blast DC is 16*). A success will disarm the explosive, while a failure might detonate it right then or alter it in another way. Once disarmed, an explosive and/or its parts may be collected for use at a later point. A live grenade of any kind may not be disarmed.

Sploady-Matic Crafting

Keeping you armed with explosives when far from the bomb shop is your trusty Sploady-Matic. Starting at level 1 you may attempt to craft an explosive from various materials you have gathered. See the "Sploady-Matic Crafting Table" at the end of this class description and pick one of the options on it to attempt to make. You may attempt to make 2 options from the Sploady-Matic Crafting Table during a short rest, and 4 options during a long rest.

Each option has certain material component requirements that must be filled before an attempt may be made to craft it. There is also a DC for each option, as listed on the Sploady-Matic Crafting Table. Once the material components have been gathered, roll a D20 + your Proficiency Bonus vs that options DC. If you succeed, you craft the desired item. On a failure the item reverts to a Popper (Popper stats listed after the Sploady-Matic Crafting Table).

The Sploady-Matic can also store a certain amount of these materials away for use later. Only dead/unfunctional items may be broken down and stored in the Splaody-Matic's storage system. It takes 1 action for the Sploady-Matic to break down and store a small item, 1 minute for a medium item, 10 minutes for a large item, and 1 hour for a huge item. The Sploady-Matic can't break down or store items larger than the huge size category. Most of an item's mass is discarded after it is broken down, leaving only the usable materials behind to be stored. Due to this, items stored in the Sploady-Matic do not increase carry weight.

The Sploady-Matic can store a maximum of:

- 50 broken down small items
- 20 broken down medium items
- 10 broken down large items
- 3 broken down huge items

Explosives Modding

Your experience with various explosives has grown enough for you to be able to mod them whereas others cannot. At 2nd level, mod slots for the explosives category of weapons (ALL bombs grenades and mines, including extraordinary/additional explosives not listed on the standard weapons list) goes from 0 to 1 for you and opens up the mods section of the Sploady-Matic Crafting Table. Only mods that could be made from the Sploady-Matic Crafting Table may be applied to an explosive unless that particular mod specifically states otherwise. Applying one of these mods to an explosive takes a bonus action unless stated otherwise.

Short Fuse

Your time as a Demolitionist has taught you how to alter the standard arming devises that come equipped on most bombs. As an ode to bombs of the past, this technique is referred to as short fusing. At 2nd level as a bonus action, you may change the timed property on a bomb to detonate at the end of this turn or at the end of you next turn (as opposed to the standard 2 rounds time to detonate). This may not be done to a bomb that has already been armed as it counts as arming a bomb when performed but may be done to a bomb before it is placed.

Specialty

Every Demolitionist loves blowing stuff up or burning it down, but the way one demolitionist brings down a building can vary greatly from the next. By 3rd level you know what scratches your burning itch, as your methods of destruction (or un-destruction) grow in the direction that makes you happiest. Choose one of the Demolitionist sub-class options listed later under Specialties. The chosen sub-class is your Specialty, and grants you additional features at levels 3, 7, 10, 13, 17, and 20 (listed under that particular Specialty).

Ability Score Improvement/Feat Opportunity

When you reach 4th Level, and again at 6th, 8th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1.

Alternatively, you may choose to gain one Feat from the Feats section on page _____.

Personal Touch

By 5th level, you have learned how to put your own personal touch on explosives. If an explosive (bomb, grenade, mine, rocket) type of weapon you set, throw, or launch would require a DC Saving Throw, you may choose to replace that DC with 8 + your proficiency modifier + your dexterity modifier.

The Hazop sub-class may also use this DC formula for all saving throws required by their flame thrower.

Compact Explosives Modding

At 6th level all explosives gain one additional mod slot for you.

Familiar Danger

Your extended experience as a demolitionist has taught you how to best avoid the brunt of an explosives blast. At 9th level, you gain resistance to concussive damage.

Duck n' Cover

By 11th level, your companions are quite used to the dangers of your explosives as well as your propensity to use them without warning. Creatures friendly to you gain advantage on all saving throws vs your explosives (including bombs used in space battles from you).

Blast Resistant Mods

Starting at 12th level, when you make a mod from the Sploady-Matic crafting table, roll 1d4. That mod can withstand the blast from an explosive it is equipped on that many additional times, making it possible to use that mod more than once.

Once a mod is used a number of times equal to the d4 rolled + 1, it is destroyed along with the explosive it is equipped to normally.

Though your Sploady-Matic explosive mods may withstand over one blast now, you still have to retrieve it. Luckily a built in a micro transmitter makes it fairly easy to locate a blasted mod, provided you are within 1 mile of it.

Critical Failure

Starting at 15th level, creatures who fail saving throws from your explosives and rockets by 5 or more take double damage.

The Hazop sub-class also deals double damage when a creature fails a saving throw required by their flame thrower by 5 or more.

Final Boom

At 19th level, you are just as surprised as anyone else that you have lived up until this point. Still, you know all too well that the lifespan of a demolitionist is short and are fully prepared to go out in a blast of glory.

When you die, all explosives on your person immediately detonate. This includes grenades, grenade shells, mines (without having to be triggered), and rockets. Flamethrower fuel also explodes, dealing 1d8 burning damage per 10 units of fuel in a 25-foot radius (requiring a Dex Save from all creatures in range as if the fuel was used from the Flamethrower).

If you are making a death save, you may instead choose to fail all death saves at once, triggering Final Boom.

You may choose any number of explosives on your person to not detonate when Final Boom is triggered. You may also choose for Final Boom not to trigger at all when you die.

Your body is disintegrated when Final Boom Triggers.

Specialties (Demolitionist Sub-Class Options)

Grenadier

Explosives are best used from a safe distance, which is why many Demolitionists lean towards grenades. Masters of trajectory, a well-practiced Grenadier can launch a grenade into a rotten tree stump from over 100 yards with ease. This makes them especially valuable when the enemy is behind cover in a trench or in similar situations. If a Grenadier gets angry, they are not just another individual on the battlefield, they are a destructive event that floors most everything around.

Nade' Monarch

When you select this sub-class at 3rd level, your skill with grenades and grenade launchers begins to excel, granting you the following benefits:

- Your distance with grenades and grenade launchers doubles.
- Grenades and grenade shells have an additional mod slot for you.
- Grenade Launchers have 1 more mod slot for you.
- It only takes you 1 bonus action to apply a mod to a Grenade or Grenade Launcher.
- The Grenadier section of the Sploady-Matic Crafting Table is now open to you.
- When you successfully craft a grenade with Sploady-Matic Crafting, you may instead choose for it to be a grenade shell.

Stick-em

At 3rd level, when you throw or shoot a grenade with the Sticky mod applied, you may choose to roll to hit a single target in range with the grenade, adding your Proficiency + Dex Modifiers to the roll. On a hit

the target auto fails the saving throw for that grenade (all other creatures in the blast radius roll the save as normal). On a miss the target rolls the save as normal.

Once you get Critical Failure from the Demolitionist core class at 15th level, a creature successfully hit with Stick-em automatically critically fails (taking double damage).

Double Toss

At 7th level If you use an action to throw or launch a grenade, you may throw or launch another grenade this turn as part of that action.

Stick-em Dismemberment

At 10th level, you know where to place a sticky modded grenade for maximum damage, sometimes blowing that part off the enemy outright. When you roll to hit with the Stick-em feature with a grenade that deals concussive damage, you may choose to call out a particular part of your target other than its center mass or head (like a creature's arm for example), rolling to hit at disadvantage if you do. On a miss the target auto succeeds on that grenade's saving throw. On a hit the target auto fails that grenade's save as normal and in addition must make a Con Save vs your Personal Touch DC (8 + your proficiency modifier + your dexterity modifier).

The target loses that particular part if it fails a number of these Con saving throws made this way, depending on its size category:

-   Small and Medium targets lose the part after 1 failed save.
-   Large targets lose the part after 2 failed saves.
-   Huge targets lose the part after 4 failed saves.
-   Gargantuan targets lose the part after 8 failed saves.

Bouncy Bouncy

Beginning at 13th level, you learn how to make your bouncers bounce several times over before delivering the final grenade blast. You may now mod your bouncer grenades with more poppers. When you do this, it offers that bouncer grenade an extra bounce and popper explosion relevant to the popper it is modded with. All bounces activate on the turn the grenade was used.

Example: If you modded a bouncer with a popper, you would get 2 bounces before the grenades final blast. If you modded a bouncer with 2 poppers, you would get 3 bounces before the grenades final blast.

Each pooper tier requires its own amount of open mod slots in order to be placed upon a popper as listed below:

Popper = 1 mod slot

Big Pappa = 1 mod slot

Pop Star = 2 mod slots

Multi Pin Rip Cord

By attaching a single cord through several thrown grenade pins, you are able to fling a myriad of explosives at once. Starting at 17th level, you may attach a single thrown grenade to your Multi Pin Rip Cord as a bonus action. This rip cord can have a number of grenades equal to your Demolitionist level attached to it at any given point.

As an action, you may release all grenades attached to your Multi Pin Rip Cord. When you do, each grenade's thrown distance is reduced by half rounded down, and you choose a point for each grenade to detonate. All those in the blast radius roll a save for each individual grenade.

Headsplosion

Starting at 20th level, you may now target a creature's head with the Stick-em Dismemberment feature. If that creature requires that head to survive and it is destroyed, that creature is immediately rendered dead or destroyed at 0 HP.

Hazop

Sometimes still referred to as the "bomb squad" or "clean-up crew", a Hazop specializes in disarming the bombs where simply cutting the green wire would get everyone killed. Their natural affinity for puzzle solving enables them to understand and safely shut down advanced hazards. Since clearing hazardous materials sometimes includes purification by incineration, the Hazop is also quite intimate with the flame thrower. If a quark bomb is about to take out the nearest 3 planets, a Hazop may be the difference between life and death for billions.

Hazard and Hose Expert

When you select this sub-class at 3rd level, you find yourself drawn to the flame thrower and what more you could do with it. Also, your ability to neutralize or mitigate surrounding hazards quickens. You gain the following benefits:

- The Flame Thrower has an extra mod slot for you.
- It only takes one bonus action to equip or unequip a mod to a flame thrower for you.
- The Hazop section of the Sploady-Matic Crafting Table is now open to you.
- It only takes you a bonus action to use the Disarm Demolitionist feature for you.
- Add your Dex modifier in addition to your Prof bonus when rolling to Disarm an explosive.

Added Proficiency: Heavy Armor, Shield, and Helmet

Due to your need to protect yourself from explosives that require your close attention, you become proficient in Heavy Armor, Shields, and Helmets.

Second Chance

At 7th level, if you would fail a roll to Disarm an explosive normally causing it to go off or be triggered in some other way and you rolled a natural even number on the Disarm dice roll, you may instead choose for it to not go off/trigger. You may only use this feature once between long rests.

Overflow

You know how to loosen the regulator nozzle on the flame thrower, allowing more fuel to be used than normal. By 10th level when you use a flame thrower, you may choose to expend 15 units of fuel an action rather than 10, dealing an extra 1d4 of damage of the same type as the fuel that is being used and increasing its saving throw DC by 1. You may also choose to expend 20 units instead, dealing an extra 2d4 of damage and increasing its saving throw DC by 3.

Bomb Sense

By 13th level, your experience disarming bombs has acquainted you with them so well, its as if they almost speak to you. You gain the following benefits:

- You can detect and know the location of any bomb within 500 feet of you.
- You know exactly what mods are attached to a bomb if any.
- You know exactly what will happen if you trigger a bomb by attempting and failing to disarm it.
- You gain advantage on all disarm checks.
- You may use the Second Chance feature any number of times between long rests.

Negating Foam

At 17th level your Dampen Foam formula evolves as does your capabilities with it. From now on you can use Dampen Foam as a reaction. Additionally, Dampen Foam created by you gains these benefits:

- Your Dampen Foam now completely neutralizes all grenades (and grenade shells) and their attached mods.
- Your Damped Foam now completely neutralizes all mines and their attached mods.
- Your Dampen Foam now completely neutralizes rockets, which count as an explosive for the purpose of using Dampen Foam against them.
- Your Dampen Foam now completely neutralizes bombs if they are only rigged to be detonated by fuse.
- Your Dampen Foam now reduces the range of radio wave detonation patches set upon a bomb by half (shortening the minimum needed distance to detonate with a standard radio style detonation patch from 10 miles to 5 miles).
- Your Dampen Foam now completely neutralizes bombs that would only be set off by a laser style detonation patch.

Explosives neutralized by your Dampen Foam may be retrieved with an item interaction, but require an action to clean the Dampen Foam off and refurbish before being used again.

Hazardous Redirection

At level 20, you have completed and attached a special tank and nozzle to your flamethrower, requiring no mod slots to do so. This tank and nozzle are special in that they can not only disperse hazardous elements upon foes, but can also absorb them defensively, storing those elements so they may be redispersed later.

When Acid, Burning, Freezing, or Poison damage would be dealt within 50 feet of you, you may use your reaction to roll 5d10 and subtract that amount from the damage total (*before applying that damage to multiple creatures if the damage come from an area of effect source such as the extraordinary ability Fireball*). Each unit of damage absorbed this way is stored in your special tank as a unit of that fuel type (with burning damage being stored as normal fuel).

This new special tank can hold up to 100 units of fuel in any combination of the fuel types listed above. The tank can not absorb and store damage past 100. *Example: If your special tank currently had 80 units of fuel within, and you used a bonus action to absorb burning damage in range, you could only absorb and thus reduce that burning damage by a maximum of 20, even if you rolled above 20 on your 5d10 roll.*

You may use fuel stored in your special tank as a bonus action, expending fuel as if it was from your flame throwers usual tank (10 units per use unless using Overflow feature). If your special tank has more than one type of fuel stored within, you choose which fuel type to use with this bonus action.

Mine Setter

Patience mixed with anticipation blends together in a bittersweet contradicting cocktail that is eventually garnished with satisfaction when a foe sets off a mine. This is the life of a Mine Setter, who loves nothing more than seeing the last look upon an enemy's face before it flies into pieces through the air. With methods that are as effective as they are morbid, the Mine Setter demands those around watch their step.

Mine Master

When you choose this sub-class at 3rd level, extra attention to the mines category of explosive weapons has granted you added benefits with them:

- All mines have an extra mod slot for you
- It only takes a bonus action to equip a mod to a mine for you
- This Mine Setter section of the Sploady-Matic Crafting Table is now open to you
- You may set up any tier of Popper as a step mine, counting as a mine when set this way
- Gain advantage on rolls to Disarm mines
- Gain advantage on all checks to hide mines, may attempt to hide a mine as a bonus action
- Gain advantage on perception and investigation checks when actively searching for mines

Line to Mine

At 3rd level, you know how to use either fuse or wire to hook your mines up to other explosives. You may now run fuse or line between your mines and bombs, causing the fuse to light from the mine towards the bomb(s) once the mine is stepped on, or causing the bomb(s) to detonate immediately when a stepped-on mine is attached to a bomb by line.

Gravity Well

At 7th level, you know how to alter your mines with gravity mods in a special way that draws creatures into the mine before it detonates. When you equip a gravity mod on a mine, you may choose for it to becomes active 6 seconds after you set that mine, rather than when the mine is detonated. When you choose to do this, the gravity from the mod is constantly pulling before the mine is set off, and immediately stops when the mine detonates.

Gravity extends out from the mine in a radius with a range based off of the Gravity Mod tier. A creature within this range for the first time on a turn must make a Strength Saving Throw, with the DC once more based off mod tier.

The radius ranges and DC for each gravity mod tier used in this way are as follows:

Gravity: DC = Your Proficiency Modifier + Your Dex Modifier + 1. Range = 5 feet

Gravity+: DC + Your Proficiency Modifier + Your Dex Modifier + 2. Range = 10 feet

Gravity++: DC = Your Proficiency Modifier + Your Dex Modifier + 4. Range = 25 feet

(A creature still takes 5d4 force damage on a failed Gravity++ Str Save)

On a failure a creature is immediately pulled to the mine or nearest unoccupied 5-foot square, unless the mine is a proximity mine or timed mine that will go off before they reach the same space as the mine, at which point the gravity from the mod stops as soon as the mine detonates. If the modded mine is a step mine or something similar, it detonates as soon as the first creature/object reaches its 5-foot square. If the modded mine is a Bouncing Betty or like one, the first creature pulled onto the mine's space is on that mine and will cause it to trigger once they get off of it (the gravity is still active until the mine is triggered).

If a creature has already failed the Str Save and starts its turn inside a gravity well radius that is still active (such as with the Bouncing Betty example above), they may re-roll the Str Save as an action, granting them their full movement on a save. If they fail or choose not to make the save, their speed is reduced to 0 and they have disadvantage on all Dex Saves, Dex Skill Checks, and ranged attack rolls until the gravity well stops or until they make a successful Str save against it.

A creature that is pulled all the way to the ground from 10 feet or higher from the gravity mod takes falling damage as normal (1d6 bludgeoning per 10 feet).

Gravity Focus

As part of this feature, when you choose to use gravity well when setting a mine, you may choose to direct the gravity out from the top of the mine in either a cone or line rather than a full radius (similar to a directional mod). If you choose cone, double the gravity's range, and add 1 to the STR Save DC. If you choose line, triple the gravity's range, and add an additional 2 to the STR Save DC.

Mine Toss

Starting at 10th level, you may set any mine from a distance of 20 feet.

Just as with setting a mine under a creature that is 5-feet away from you, a creature must make all relevant saves at the begging of their next turn if you toss a mine under them with Mine Toss.

Minefield

By 13th level, you are so fast at setting mines that you can sometimes set several of them within seconds. On your turn as an action, you may declare you are using minefield. If you do, you may place 1d6 mines this turn as part of that action. You may use this feature a number of times equal to your Dex Modifier between long rests (minimum of once).

Springy Wingy

Starting at 17th level, you can now step fearlessly upon your Springy Dingy mines in a way that launches you up and out of harms way… for the most part. From now on when you step on a Springy Dingy mine that you placed, all attached mods trigger after you are launched into the air. If you are launched far enough to escape the area of effect of all mods attached to that Springy Dingy, those mods do not affect or damage you.

Movement speed from you being launched by your own Springy Dingy mines no longer incur opportunity attacks.

When launched into the air by your own Springy Dingy mines, you may choose to land in an unoccupied space within 20 feet of where the Springy Dingy was triggered. You still take all relevant fall damage.

When launched into the air by your own Springy Dingy mine, you gain an additional action that must be used immediately and while in midair.

Limblow

How low can you go? A lot lower if those pesky legs were removed! Starting at level 20, you know how to create and set your concussive damage dealing mines in a way that cuts through modern defenses. When a creature triggers a mine they stepped on which was placed by you that deals concussive damage and that creature fails the mines saving throw with a Critical Failure (by 5 or more), that creature losses its legs, wheels, or the equivalent to those things. Once this happens, its ground movement speed is reduced to 0. This movement speed reduction lasts until its legs or equivalent are restored or replaced, or it is given some other means to travel along the ground.

Damage dealt this way reduces the creatures max HP by the amount of the damage dealt and does not return to their previous max HP until their legs or equivalent are restored or replaced. *(If the creature should gain a level between having their legs or equivalent blown off and their legs being restored, take note of exactly how much their max HP was reduced before rolling for max HP gain upon level up so that the amount of max HP reduced may be restored when their legs or equivalent are restored or replaced).*

Creatures that are Gargantuan sized and above are immune to the effects of Limblow.

Sploady-Matic Crafting Table

Below are the options available for Sploady-Matic crafting. After the table are the stats and explanations for all items only available for the Demolitionist. **Stats for items on the table with a (*) can be found in the weapons/ammo section of this book (page ___).**

- The far-left column represents the **item** you are attempting to create.

- Mod components are broken down into the next four columns as **Metal, Organic, Mineral**, **and Elemental/Other**. An (M), (L), or (H) next to an element means a medium, large, or huge quantity of that item are required. If there is no (M), (L), or (H) next to a component, any size from small or larger will work. Medium quantity is roughly a 5-foot square littered with the component or a dead/nonfunctioning medium sized creature, large quantity is a 10-foot littered square or a large creature, and huge is a 15-foot littered square or huge sized creature. Many of the item descriptions are vague due to the Sploady-Matic's ability to create explosives out of pretty much anything, but some more complex items call for more specific rare components.

- The next column is **Req** and tells how many of the listed components are needed in order to attempt crafting that item. If the number is 1, then only one of the components are needed. If the number is 2 or higher, that many components from separate columns are needed in order to attempt crafting the item.

- The second from the right column is the **DC** in order to attempt crafting that item. If the DC is met by your crafting roll (1d20 + your proficiency bonus), the item is crafted. On a failure, the item turns into a

single popper. Once again, you may attempt to craft 2 items with the Sploady-Matic during a short rest, and 4 on a long rest.

- The far-right column is **Slot(s)** and represents how many open mod slots a particular mod occupies once installed on an explosive.

Explosives	Metal	Organic	Mineral	Elemental/Other	Req	DC	Slot(s)
Popper	Any	Any	Any	Any	1	Auto	N/A
Big Papa				5 Poppers	1	14	N/A
Pop Star				20 Big Papas	1	17	N/A
Mini Bomb*	Any	Any	Any	Explosive	1	10	N/A
Bomb*	Any (M)	Any (M)	Any (M)	Explosive (M)	1	12	N/A
Large Bomb*	Any (L)	Any (L)	Any (L)	Explosive (L)	1	16	N/A
A-Bomb*	Any (M)		Uranium		2	25	N/A
H-Bomb*	Any (M)		Uranium (M)		2	30	N/A
F-Bomb*	Titanium (M)		Uranium (M)	Einsteinium	3	37	N/A
Grenade*	Any	Any	Any	Explosive	1	12	N/A
Gas Grenade*	Any	Any	Any	Poisonous	2	15	N/A
Smoke Grenade*	Any	Any	Any	Air Elem	2	15	N/A
Flash Grenade*	Any	Any	Any	Electric	2	15	N/A
Step Mine*	Any	Any	Any	Explosive	1	12	N/A
Proximity Mine*	Any	Any	Any	Psychic	2	16	N/A
Timed Mine*	Any	Any	Any	Explosive	2	16	N/A
Rocket	Any	Any	Any	Burning/Explosive	3	17	N/A

Mods	Metal	Organic	Mineral	Elemental/Other	Req	DC	Slot(s)
Acid	Any	Acid	Acid	Acid	2	14	1
Acid+	Any (M)	Acid (M)	Acid (M)	Acid (M)	2	15	1
Acid++	Any (L)	Acid (L)	Acid (L)	Acid (L)	2	16	2

	Metal	Organic	Mineral	Elemental/Other	Req	DC	Slot(s)
Bright		Any	Burning/Explosive	Burning/Explosive	2	12	1
Burning	Any	Burning	Burning	Burning	2	12	1
Burning+	Any (M)	Burning (M)	Burning (M)	Burning (M)	2	13	1
Burning++	Any (L)	Burning (L)	Burning (L)	Burning (L)	2	14	2
Concussive	Any	Bone	Explosive/Crystal	Explosive	2	12	1
Concussive+	Any (M)	Bone (M)	Explosive/Crystal (M)	Explosive (M)	2	13	1
Concussive++	Any (L)	Bone (L)	Explosive/Crystal (L)	Explosive (L)	2	14	2
Directional	Any (M)	Bone (M)	Hard (M)	Psychic (M)	1	12	1
Electric	Any	Electric	Conductive	Electric	2	12	1
Electric+	Any (M)	Electric (M)	Conductive (M)	Electric (M)	2	13	1
Electric++	Any (L)	Electric (L)	Conductive (L)	Electric (L)	2	14	2
Freezing	Any	Freezing	Freezing	Freezing	2	12	1
Freezing+	Any (M)	Freezing (M)	Freezing (M)	Freezing (M)	2	13	1
Freezing++	Any (L)	Freezing (L)	Freezing (L)	Freezing (L)	2	14	2
Gravity	Dense (M)	Dense (M)	Dense (M)	Dense (M)	2	12	1
Gravity+	Dense (L)	Dense (L)	Dense (L)	Dense (L)	2	13	1
Gravity++	Dense (H)	Dense (H)	Dense (H)	Dense (H)	2	14	2
Poison	Any	Poison	Poison	Poison	2	14	1
Poison +	Any (M)	Poison (M)	Poison (M)	Poison (M)	2	15	1
Poison ++	Any (L)	Poison (L)	Poison (L)	Poison (L)	2	16	2
Psychic	Any	Psychic	Crystal	Psychic	2	14	1
Psychic +	Any (M)	Psychic (M)	Crystal (M)	Psychic (M)	2	15	1
Psychic ++	Any (L)	Psychic (L)	Crystal (L)	Psychic (L)	2	16	2
Shrapnel	Any	Bone	Any	Any	2	12	1
Shrapnel+	Any (M)	Bone (M)	Any (M)	Any (M)	2	13	1
Shrapnel++	Any (L)	Bone (L)	Any (L)	Any (L)	2	14	2
Sticky	Any	Any	Any	Any	1	10	0
Special	???	???	???	???	?	?	?

Grenadier	Metal	Organic	Mineral	Elemental/Other	Req	DC	Slot(s)
Bouncer	Any Grenade			Popper	2	14	N/A
Magnetic Mod	Magnetic	Magnetic	Magnetic	Magnetic	1	12	1
Scatter Mod	Any (M)	Bone (M)	Hard (M)	Explosive (M)	2	15	1
Spinner Mod	Any	Bone	Any	Explosive	2	15	1

Hazop	Metal	Organic	Mineral	Elemental/Other	Req	DC	Slot(s)
Acid Mod	Any	Acid	Acid	Acid	2	18	1
Acid Fuel (50)		Acid	Acid	Acid	1	13	N/A
Dampen Foam		Any			1	10	N/A

	Metal	Organic	Mineral	Elemental/Other	Req	DC	Slot(s)
Frost Mod	Any	Freezing	Freezing	Freezing	2	18	1
Frost Fuel (50)		Freezing	Freezing	Freezing	1	14	N/A
Fuel (50 Units)*		Any	Burning	Burning	1	12	N/A
Napalm (50)		Any		Fuel (50)	2	13	N/A
Poison Mod	Any	Poison	Poison	Poison	2	18	1
Poison Fuel (50)		Poison	Poison	Poison	1	13	N/A
Stink Bomb		Any (M)	Sulphur	Putrid (M)	2	15	N/A

Mine Setter	Metal	Organic	Mineral	Elemental/Other	Req	DC	Slot(s)
Bouncing Betty	Any	Any	Any	Explosive	1	12	N/A
Skroink Dud	Any	Bone	Hard		1	10	N/A
Springy Dingy	Any	Any	Any	Explosive	2	14	N/A
True Skroink	Any	Any	Hard	Explosive	2	13	N/A

Sploady-Matic Crafts

Explosives:

Popper

When a DC is not reached during crafting, a single popper is made instead of the intended item. A popper counts as a grenade and has a thrown range of 40 feet with a blast radius of 10 feet. All creatures in range make a Dex Save vs DC 11, taking 1d6 concussive on a failed save, and half as much rounded down on a success (minimum of 1 damage).

Pig Papa

A more powerful popper. 3d6 concussive damage, radial (DC 14, 10 feet), thrown (range 40 feet)

Pop Star

The most powerful popper. 8d6 concussive, radial (DC 17, 15 feet), thrown (range 40 feet)

Mods:

Unless stated otherwise, a mods listed damage is in addition to the damage of the modded explosive and shares that explosives saving throw roll and area of effect (full damage on a failure, half damage on a save rounded down, minimum of 1). Some mods have tiers, growing in power and often adding extra effects as the mod tier goes up. If a mod refers to a modded explosives initial blast, it means that explosives blast without any mod effect.

Acid

Add acid damage from corrosive materials:

Acid = 1d4 acid

Acid+ = 2d4 acid

If a creature failed the modded explosive's save, it takes an additional 1d4 acid damage at the start of its next turn.

Acid++ = 5d4 acid

If the creature failed the modded explosive's save, they take an additional 3d4 acid damage at the start of their next turn.

Bright

This mod increases the flash of an explosive by over 10 million lumens of light. All creatures who fail the Dex Saving throw for the modded explosive are blinded till the end of their next turn.

If this mod is applied to a flashbang grenade, double the flashbangs radius and increase the DC by 2.

Burning

Add burning damage from flammable materials:

Burning = 1d4 burning

Burning+ = 2d4 burning

Burning++ = 5d4 burning

If a creature failed the modded explosive's save, they are caught on fire, and take 2d4 burning damage at the start of their turn until the fire is extinguished (an action is used to douse the fire or some other means).

Concussive

Add additional concussive damage from explosive materials:

Concussive = 1d6 concussive

Concussive+ = 2d6 concussive

If a creature failed the modded explosive's save, it is thrown 5 feet from the center of the explosion.

Concussive++ = 5d6 concussive

If a creature failed the modded explosive's save, they are thrown 15 feet from the center of the explosion, taking an additional 1d6 bludgeoning damage if they land upon a hard surface.

Directional

By reinforcing one side of an explosive, the blast can be guided in a particular direction. Change the radial blast from an explosive that deals concussive damage to a cone and double the blast's distance, or a 5-foot-wide line and triple the blast distance (choose one when you use/set the modded explosive). Also, roll 1 additional concussive damage die for the modded explosive.

Example: If the modded explosive was a standard bomb with damage die of 1d10 concussive + 1d8 burning, you would roll an additional 1d10 with the Directional Mod applied since it was the primary concussive damage die of that particular explosive, and a directional mod applied to a Large Bomb would roll an additional 1d12 damage die since the Large Bomb's damage dice is 1d12 concussive + 1d10 piercing damage.

Electric

Add electric damage from a stored charge held within conductive materials:

Electric = 1d4 electric

Electric+ = 2d4 electric

If a creature failed the modded explosive's save, they may not take a reaction till the end of their next turn.

Electric++ = 5d4 electric

If a creature failed the modded explosive's save, they are stunned until the end of their next turn.

Freezing

Add freezing damage from cold materials:

Freezing = 1d4 freezing

Freezing+ = 2d4 freezing

If a creature failed the modded explosive's save, its movement speed is reduced by 15 till the end of its next turn.

Freezing ++ = 5d4 freezing

If a creature failed the modded explosive's save, its movement speed is reduced to 0 and its AC is reduced by 2 till the end of its next turn.

Gravity

This mod pulls creatures/objects in towards the center of the modded explosive's blast radius, causing creatures that were outside the blast radius to potentially be pulled into it when the explosive goes off. Each tier of this mod will have a radial distance that extends from the modded explosives initial blast radius (referenced below). Creatures outside the initial modded explosive's blast radius but inside the gravity mod's radius make a STR Save (*DC = Your Proficiency Modifier + Your Dex Modifier + Mod DC Bonus*). Creatures who fail are immediately pulled towards the outermost part of the initial blast radius, and then proceed to make the relevant Save for that initial blast radius.

Example: If a gravity mod were equipped on a standard bomb with a blast radius of 45 feet and a creature was 50 feet away from the blasts center, that creature being within the added 5 feet from the gravity mod would make a STR

Save. On a failure the creature would be pulled 5 feet in towards the blast's center and would then make the DEX Save for the standard bomb's explosion. A creature is unaffected on a successful STR Save.

Additionally, each mod tier has an added DC bonus that benefits both its own Strength Save and any other save the modded explosive requires. The radius and DC bonus of each gravity mod tier is referenced below:

Gravity = 5 feet radius, +1 DC to Save

Gravity+ = 10 feet radius, +2 DC to Save

Gravity++ = 25 feet radius, +4 DC to Save

Creatures who fail the modded explosives initial blast radius saving throw are all pulled into the center of the blast radius and lose all movement speed on their next turn, in addition to taking 5d4 added force damage. This includes creatures that were pulled into the blast radius by the gravity mod and then failed the initial blast radius saving throw.

Poison

Add poison damage with harmful gasses. *A creature that does not need to breath or is immune to poison is immune to all damage and effects from poison mods:*

Poison = 1d4 poison

Poison+ = 2d4 poison

Poison++ = 5d4 poison

If a creature failed the modded explosive's save, they are poisoned (they have disadvantage on attack rolls and ability checks). A creature poisoned in this way may re-roll the modded explosive's saving throw at the end of each of their turns, ending the poisoned condition on a success (re-using the modded explosives DC that poisoned the creature with this mod).

Psychic

Add psychic damage from psionic materials:

Psychic = 1d4 psychic

Psychic+ = 2d4 psychic

Psychic++ = 5d4 psychic

If a creature failed the modded explosive's save, they fall under the effect of the extraordinary ability "Confusion":

An affected target can't take Reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1: The creature uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6: The creature doesn't move or take Actions this turn.

7-8: The creature uses its action to make a melee Attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10: The creature can act and move normally.

At the end of its turns, an affected target can make a Wisdom saving throw with a DC equal to the DC used in the initial blast of the modded explosive used to confuse the creature with this mod. If it succeeds, this Effect ends for that creature.

Shrapnel

Deal extra piercing damage from loose materials:

Shrapnel = 1d6 piercing

Shrapnel+ = 2d6 piercing

Shrapnel++ = 5d6 piercing

If a creature failed the modded explosive's save, they continue to bleed out and take 1d4 bleeding damage at the start of their next turn, 2d4 at the start of their turn after that, 3d4 on the turn after that and so on. The bleeding may be stopped by either a single point of healing being applied to that creature or an action used by a creature within 5 feet to make a medicine check vs DC 12.

Creatures that do not have some sort of life blood (from human blood to engine oil), are immune to bleeding damage from this mod.

Sticky Mod

This mod allows you to make an explosive stick to a creature or surface such as a wall.

Grenadier (Only Available to Grenadier Sub-Class):

Bouncer

Combine any tier of Popper (popper, big papa, popstar) with any grenade to create a bouncer grenade. Be sure to note what tier of popper was used in crafting. This grenade is the same and has the same open mod slots as the grenade used to craft the bouncer, with some additional features.

- When using this grenade choose a first point of impact within range upon a surface for a popper, big papa, or pop star blast to go off (according to which of those was used in crafting this grenade). Then choose a second point for the grenade itself to go off at within 20 feet of the popper blast, 35 feet of the big papa blast, or 60 feet of the pop star blast. There must be either a clear line of sight or viable trajectory arc from the initial popper blast to the point where the grenade itself goes off, both without an obstruction that would keep

the grenade from passing between the popper blast to the grenade blast.
- Attached mods only trigger upon the grenade blast, and not the bouncing popper blast.

Magnetic Mod

By activating halfway through a trajectory path, this mod causes the modded grenade to magnetically attach to metal.

When you use the modded grenade, call out a metal object within the grenades range to attach to. If that metal object is not being worn by a creature the grenade attaches to that point and then detonates.

If the metal object is on a living/functioning creature, roll to hit at advantage, adding your prof + dex modifiers to the roll. On a hit, the grenade attaches itself to the metal object and then detonates causing the creature to auto fail the grenades saving throw (Critical Failure auto applies once your reach 15th level in the Demolitionist class). Additionally, If that metal object was worn armor, that armor's AC is reduced by 1 until the armor is repaired. If the metal object is equipped (such as a weapon), the creature drops the item. If the roll to hit missed, the creature simply rolls the grenade's saving throw normally without any additional triggered effects.

May also be applied to a bomb in order to set one on a metallic surface.

Scatter Mod

This mod makes a grenade scatter into several smaller versions of itself causing the overall area of effect to be larger. There are different tiers of scatter mods, depending on how well you rolled in the Sploady-Matic crafting process:

DC 15-17 = Grenade scatters into 2

DC 18-21 = Grenade scatters into 3

DC 22-25 = Grenade scatters into 4

DC 26 and above = Grenade scatters into 5

Choose a point within range you can see as normal for the modded grenade. Within 10 feet from that point choose an amount of points equal to how many grenades are being scattered.

Example: if you rolled an 18 crafting this mod and thus got a scatter mod that scatters a grenade into 3, you would choose 3 points within 10 feet of the initial blast point.

Each scattered grenade detonates at the chosen points around the initial blast point, with a blast radius of their own equal to half the modded grenade's initial blast radius.

The saving throw DC for the grenade remains the same and is rolled as normal by all creatures within the blast radiuses.

All damage dice used for the modded grenade is downgraded by 1 dice tier but may not be downgraded below a D4. Each separate scatter rolls its own damage in this way. *Example: If a standard grenade were modded with a scatter mod that would cause it to scatter into 2, you would roll 1d4 concussive downgraded from 1d8 and 1d4 piercing since damage can't be downgraded from d4 in this way, and you would do this twice since the bomb scattered into 2.*

Spinner Mod

A mod that causes a grenade to spin around dispensing its effect over the course of a few rounds. When a grenade with this mod equipped goes off, reduce its area of effect by half. At the start of your next turn, select another area within 30 feet of the grenades initial blast for that same grenade to go off at

again (area of effect still halved). At the start of the turn after your next turn do this one last time, picking a spot 30 feet from the grenade's second blast. There must be either a clear line of sight or viable trajectory arc from blast to blast, all without an obstruction that would keep the grenade from passing from point to point.

Attached mods go off upon all three turns, halving their own areas of effect if they had one separate from the grenade.

Hazop (Only Available to Hazop Sub-Class):

Acid Mod

This mod allows Acid Fuel to be used in a flamethrower (see Acid Fuel).

Acid Fuel (50 Units)

Acid fuel used in the flame thrower rather than normal fuel, with the same range as normal fuel (50/110 feet). May not be used without the Acid Mod (see acid mod). Deals 2d4 acid damage per 10 units used. A hit creature makes a DC 12 Dex Save, taking another 1d4 acid damage at the start of their next turn, and nothing on a save. A creature killed with acid fuel is fully dissolved.

Dampen Foam

Foam that lessens the blast of an explosive. As a bonus action, you may toss a single unit of dampen foam upon an explosive within 20 feet of you, causing the foam to expand and encase the explosive. This caused the following alterations to the explosive:

- When it detonates, its blast radius is halved.
- Creatures have advantage on saving throws required from the explosive.
- All damage is halved (twice over if the creature succeeded on the explosive's saving throw).
- All extra non-damage effects are immediately neutralized.
- Any timers on the explosive runs down at half speed (a timer will only count down 3 seconds a round as opposed to 6).

Alternatively, Dampen Foam may also be used to extinguish flames in a 20-foot radius out from where it is thrown to, spreading around corners when used this way.

Frost Mod

This mod allows Frost Fuel to be used in a flamethrower (see Frost Fuel).

Frost Fuel (50 Units)

Frost fuel used in the flame thrower rather than normal fuel, with the same range as normal fuel (50/110 feet). May not be used without the Frost Mod (see frost mod). Deals 1d8 freezing damage per 10 units used. A creature that takes freezing damage with Frost Fuel makes a DC 12 Dex Save, reducing their speed by half till the end of your next turn on a failure. If a creature fails this throw two turns in a row, the effect duration is reset, and the speed reduction stacks (is halved twice over and so on). A creature reduced to 15 or less movement speed by frost fuel has disadvantage on all Dex Saving Throws, and has their AC reduced by 1. A creature whose movement speed is reduced by half from 5 feet or less is completely frozen

over until something thaws them, and they fall under the stunned condition until that happens. 70-degree conditions will thaw the creature in 1 hour.

Fuel (50 Units)

Standard flame fuel for the flame thrower. (1d8 burning damage, 50/110 feet range, Ignite Dex Save DC 12 resulting in the on-fire condition on a failure, 2d4 burning damage at the start of creatures turn until fire is put out).

Napalm (50 Units)

An upgrade upon standard fuel that catches things on fire more effectively and is much harder to extinguish. Deals the same damage as normal fuel (1d8 burning). A hit target has disadvantage on the DC 12 Dex Save, resulting in the on-fire condition on a failure.

The on-fire condition caused by napalm may not be extinguished by normal means such as a bucket of water or smothering the flames in cloth, and would require Dampen Foam or something extraordinary to extinguish. Fully submerging in non-flammable liquid for a full turn will also successfully end the on-fire condition for a creature from Napalm. A creature that touches an object or another creature that has the on-fire condition from napalm must also make a DC 12 Dex Saving Throw, catching fire themselves on a failure.

Poison Mod

This mod allows Poison Fuel to be used in a flamethrower (see Frost Fuel).

Poison Fuel

Poison fuel used in the flame thrower rather than normal fuel, with the same range as normal fuel (50/110 feet). May not be used without the Poison Mod (see poison mod). Deals 1d12 poison damage per 10 units used. A creature that takes poison damage with Poison Fuel makes a DC 10 Con Save, becoming Poisoned on a failure (disadvantage on attack rolls and ability checks).

A creature poisoned this way may repeat the Con save at the end of each of their turns, ending the poisoned condition from Poison fuel on a success.

Stink Bomb

Cleaning up all sorts of hazardous materials has left you with the knowledge of how to craft the smelliest putrid explosive one could imagine. A Stink Bomb has the set property, with a radial explosive range of 45 feet. A stinking cloud is released in that area, spreading around corners, and leaving that area heavily obscured. Each creature that is completely within the cloud at the start of its turn must make a DC 14 Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A Strong Wind (at least 20 miles per hour) disperses it after 1 round.

Mine Setter (Only Available to Mine Setter Sub-Class):

Bouncing Betty

A mean straight forward mine that bounces up to chest/head height before detonating for

optimal damage. A creature that steps on a Bouncing Betty makes a DC 14 Wis save.

On a failure, they have no idea what they are on and act accordingly.

On a success, they know they are on a mine and it will detonate when they get off of it, and act accordingly.

Once a creature moves off of a bouncing betty, it jumps up to 5 feet high and explodes in a 10-foot radius. All creatures within the blast radius make a DC 14 Dex Saving Throw, taking 2d10 concussive damage on a failure, and half as much on a success.

Any attached mods trigger after bouncing up, with the explosion.

Skroink Dud

A false mine that has no explosive properties in itself (though it still counts as a mine, thus could still deal damage with equipped mods). Has the set property and makes a very load metallic *skroink* noise when stepped on. When this happens the creature that stepped on it makes a DC 16 Wis Saving Throw.

On a failure they think that if they move off the mine, they will trigger an explosion and act accordingly.

On a success, they suspect the mine is a dud and act accordingly.

Any effects from other things such as mods trigger as soon as the creature steps off the Skroink Dud, auto failing any Dex Save associated with a mod. If another Save other than Dex is needed and a DC is not stated, use a DC of 16 or your Personal Touch DC.

Springy Dingy

A mine that launches a large or smaller creature under 3000 pounds 60 feet into the air once stepped on. If there is an obstruction keeping the creature from going up the full 60 feet, they take falling damage as if they fell to that obstruction from the Springy Dingy, and then take the rest of the falling damage once they fall from that obstruction to the ground.

All equipped mods trigger as soon as the springy dingy is stepped on. If there is a saving throw required from an equipped mod that does not have a DC, use a DC of 12 or your Personal Touch DC.

True Skroink

Almost called the Reverse Skroink, the True Skroink makes the same *Skroink* noise as a Skroink Dud, but really does forewarn of a blast to come. Once a creature moves on a True Skroink, they make a Wis save with a DC of 17.

On a failure, they either do not hear or notice, or think it is only a Skroink Dud and act accordingly.

On a success, they know they are on a mine that really will detonate once they step off of it and act accordingly.

Once a creature moves off a True Skroink, it explodes in a 10-foot radius. All creatures in range make a DC 17 Dex Save, taking 2d10 concussive and 1d4 piercing damage on a failure, and half as much on a success. The creature that triggered the mine auto fails this save.

Any mods trigger once the creature moves off the mine.

Engineer

Class Features

As an Engineer, you have the following features:

Hit Points

Hit Dice: 1d10 per engineer level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per engineer level after 1st

Proficiencies

Armor: Light armor, medium armor, shields, helmets

Weapons: Small melee, shotguns, pistol, revolver, great hammer, flare gun

Tools: Multi Tool, Tool Bag

Saving Throws: Strength, Intelligence

Skills: Choose two from Athletics, Astronomy, History, Investigation, Nature, Perception, Performance, and Sleight of Hand

Equipment

You start with the following equipment:

- (a) pistol with 2 loaded 10 round mags (b) flare gun with 3 flares
- (a) hammer (b) rod
- (a) kevlar suit armor (b) ceramic vest armor
- Multi tool, tool bag, any small melee weapon (attached to multi tool)
- Standard digital assistant
- Entry level grade star ship with 500 credits to spend on ship
- 150 additional credits
- 10 earth days' worth of freeze-dried vacuum sealed rations

Engineer Table

Level	Proficiency Bonus	Features	Lvl 0 EAs Known	Lvl 1 EA Slots	Lvl 2 EA Slots	Lvl 3 EA Slots	Lvl 4 EA Slots	Lvl 5 EA Slots
1st	+2	Quick Fix, Basic Functions	2					
2nd	+2	Toss n' Tug, Advanced Functions	2	2				
3rd	+2	Trade	2	3				
4th	+2	ASI/Feat	2	3				
5th	+3	Turret	2	4	2			
6th	+3	ASI/Feat, Distant Fix	2	4	2			
7th	+3	Trade	2	4	3			
8th	+3	ASI/Feat	2	4	3			
9th	+4	Fabricate	3	4	3	2		
10th	+4	Trade	3	4	3	2		
11th	+4	Mod Maker	3	4	3	3		
12th	+4	Terret Enhancement	3	4	3	3		
13th	+5	Trade	3	4	3	3	1	
14th	+5	ASI/Feat	3	4	3	3	1	
15th	+5	Extra Turret	3	4	3	3	2	
16th	+5	ASI/Feat	3	4	3	3	2	

17th	+6	Trade	4	4	3	3	3	1
18th	+6	ASI/Feat	4	4	3	3	3	1
19th	+6	Fine Tuning	4	4	4	3	3	2
20th	+6	Trade	4	4	4	3	3	2

Quick Fix

You and your handy multi tool are able to repair non-organic objects at a fraction of the time it would normally take. At 1st level, you know the Level 0 Extraordinary Ability *Molecular Rebind (page ___)*. This does not count against Level 0 Extraordinary Abilities known. For you, the execution time is 1 action (as opposed to 1 minute). If you use this ability on a non-organic being type (example: Android) or an organic beings damaged non-organic component (example: Cyborgs damaged mechanical arm), restore that beings HP for 1d6.

Basic Functions (Level 0 Extraordinary Abilities)

Due to the perfect marriage between inherent advanced mechanics and nanites, your multitool has the ability to perform chosen programed tasks a seemingly endless number of times between long rests. At 1st level, you learn two level 0 Extraordinary Abilities of your choice from the Engineers Extraordinary Abilities list. Intelligence is your modifier for these Extraordinary Abilities.

You learn additional level 0 Extraordinary Abilities of your choice from the Engineer's Extraordinary Abilities list as you level in this class, as shown on the Engineer table.

Extraordinary Ability Modifier

Intelligence is your Extraordinary Ability modifier for your Engineer Extraordinary Abilities, since their usage is directly relevant to how well you program and execute your multi tool. You use your Intelligence whenever an Extraordinary Ability refers to your Extraordinary Abilities' modifier. In addition, you use your Intelligence modifier when setting the saving throw DC for an Engineer's Extraordinary Ability you use and when Making an Attack roll with one.

Extraordinary Ability save DC = 8 + your Proficiency Bonus + your Intelligence modifier

Extraordinary Ability Attack modifier = your Proficiency Bonus + your Intelligence modifier

Advanced Functions (Level 1 and Above Extraordinary Abilities)

By 2nd level, additional experience with your multi tool has inspired you to program it in ways that push its limits, allowing it to do more amazing things a certain number of times between long rests.

Preparing and Using Level 1 and Above Extraordinary Abilities

The Engineer table shows how many leveled Extraordinary Ability Slots you have to use your Extraordinary Abilities. To use an Engineer Extraordinary Abilities of level 1 and higher, an extraordinary ability slot of that abilities' level or higher must be expended. You regain all expended Extraordinary Ability slots upon finishing a long rest.

You prepare a list of Engineer Extraordinary Abilities that are available for you to use, selected from the Engineer Extraordinary Abilities list. When you do, choose a number of Engineer Extraordinary Abilities equal to your Intelligence modifier + half your Engineer level rounded down (minimum of 1 Extraordinary Ability). The Extraordinary Abilities chosen must be of a level for which you have an Extraordinary Ability slot.

You can change your list of prepared Extraordinary Abilities when you finish a Long Rest. Preparing a new list of Engineer Extraordinary Abilities requires time spent reprogramming your multi tool: at least 1 minute per Extraordinary Ability level for each Extraordinary Ability on your list.

Toss n' Tug

Experience in battle has made it apparent that a consistent method to damage enemies from a distance is needed, prompting you to create an ejector and tether system that can launch the small melee weapon attached to your multi tool and then reel it back. At 2nd level, the small melee weapon attached to your multi tool gains the thrown property weather it had it before or not. If the damage die for that weapon is 1d4, its range is a flat 30. If the damage die for that weapon is 1d6 or higher, its range is 20/30. The tether is only 30 feet long, so a small weapon attached in this way may not be thrown (ejected) over 30 feet. After using the thrown property on a weapon with this feature, the weapon promptly returns back to your multi tool.

Small melee weapons may now be swapped out from your multi tool and this ejector/tether system over a short rest. Only one weapon may be attached to your multi tool at a time in this way.

Trade

At 3rd level, you and your multitool adopt a certain area of expertise known as your Trade. Choose one of the Engineer sub-class options listed later under Trades. The chosen sub-class is your Trade, and grants you additional features at levels 3, 7, 10, 13, 17, and 20 (listed under that particular Trade).

Ability Score Improvement/Feat Opportunity

When you reach 4th Level, and again at 6th, 8th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1.

Alternatively, you may choose to gain one Feat from the Feats section on page _____.

Turret

At 5th level, you gain the ability to quickly make a turret that attacks foes within distance automatically. As an action, you manifest and place this turret in an unoccupied space within 5-feet of you. You may only manifest one of these turrets between long rests, and you may only have one of these turrets active or stored at a time. The turret counts as a medium sized construct and has these traits:

-   AC = Your Extraordinary Ability DC (8 + Prof + Int)
-   HP = Your Engineer Level times 5
-   Once at the beginning of your turn, the turret will fire at the closest enemy of yours from it with a ranged laser attack using the stats of the Laser Pistol (Projectile Range 75/150, 1d6 burning damage on hit). Add your Proficiency bonus to the attack roll.
-   It takes 1 action from a distance of 5-feet for your multi-tool to compact and store your turret.
-   If a turret is destroyed (brought to 0 HP), you may still store it back into your multi tool, provided most of its parts are still present.
-   A turret stored in a multi-tool regains 1d6 HP automatically at the beginning of each of your turns, even restoring HP to a turret with 0 HP.
-   A Turret's lost HP may only be restored by the Quick Fix feature or by storing it back in your multi-tool.
-   A stored turret may be place again with an action, but it must be at full HP to do so.
-   Your turret remains active up to 500-feet from you, falling to 0 HP if that range is exceeded.
-   Your turret sends you notifications when it is engaging hostiles.
-   Your turret is immediately brought to 0 HP when you die.

Distant Fix

At 6th level, you designate an additional tether from your multi tool to attach to its repair mechanisms for the purpose of repairing mechanical devises from a distance. The Engineer feature Quick Fix (and by association the Extraordinary Ability *Molecular Rebind)* has a range of 30 feet for you.

Fabricate

At 9th level, you are more than capable of taking loose matter around you and turning it into nearly any shape or structure you desire. The extraordinary ability *Alchemic Transmutation (page___)* becomes a class feature for you with these alterations:

-   This is a Feature and not an Extra Ordinary Ability for you and does not require ability slots to use.
-   Execution Time becomes 1 Action.
-   Duration becomes Permanent.

- Vegetable matter is removed from available options.
- You must have materials for what you wish to craft in your inventory or within 5-feet of you, rather than obscurely pulling the matter from the air around you. Only materials from non-functioning or dead objects may be used. *Example: If you wanted to craft a 5-foot wide 5-foot-high stone wall, you must have that much stone to work with.*
- One 5-foot square may be connected to another if you are attempting to craft something like a house or something else large.
- Indestructible materials may not be used.
- Simple electronics and devises like light bulbs, switches, fans, and wiring may be crafted in this way.
- When trying to transmute materials into more valuable materials, execution time goes up to 1 long rest.
- This ability may be used to burrow into the ground provided it is not any harder than earth and loose minerals. This automatically creates floor, walls, and ceiling out of the materials being burrowed into. You burrow 5-feet per action in this way.

Mod Maker

By 11th level, your experience with gadgets has granted you the ability to make most the ones you have taken the time to study. If you spend 2 earth hours studying a non-attached mod during a short or long rest's light activity time, you make a blueprint of that mod to be stored within your multitool.

You may make a mod out of a blueprint in the 2 hours of light activity during a long rest, provided you have an amount of metals that are worth half the cost in credits of the standard usual price for that mod.

Some special blueprints may be found along your journey. Those blueprints may have special material component requirements beyond the usual credit worth of metals.

An Engineer may not make blueprints of mods from the Demolitionist's Sploady-Matic Table.

Turret Enhancement

Beginning at 12th level, your turret attacks now use the stats of the Laser Riffle (Projectile Range 500/1000, 1d8 burning damage on hit). Add your Proficiency bonus to the attack roll.

Extra Turret

Starting at 15th level, you may now have 2 Turrets out at the same time.

Fine Tunning

By 19th level, you can not only fix items, but enhance them past their original capabilities.

If you spend the 2 earth hours of light activity time during a long rest working on an unequipped weapon, that weapon gains +1 to both its attack and damage rolls, and is now extraordinary for the purpose of overcoming resistances.

If you spend the 2 earth hours of light activity time during a long rest working on an unequipped piece of armor, that armor gains +1 to its AC (does not work with shields or helmets).

A weapon or piece of armor may only benefit from fine tunning one time.

Trades (Engineer Sub-Class Options)

Electrician

Regardless of the source, energy is converted into electricity that powers most everything in this hyperspace age. Viewing themselves as shepherds of the electron, the Electrician is quick to dispense their flock of shock upon unfortunate opposition. When they aren't busy electrocuting enemies, one can usually find the Electrician running circuits around a ship or some other structure (or perhaps shocking themselves just a little on purpose when they think nobody else is watching).

Tesla Discharge

At 3rd level when you choose this Trade, you program your multi-tool to store excess static electricity from you and your surroundings, letting you discharge the built-up electricity around you. You know the extraordinary ability *Static Grip (page ___)*, and it does not count against your extraordinary abilities known (if you already knew Static Grip, choose another level 0 Extraordinary Ability).

Static Grip gains these features for you:

- You may use Static Grip in combination with Toss n' Tug, automatically hitting if Toss n' Tug hits.
- Instead of rolling to hit, you may choose to discharge electrical energy all around you. If you do, all creatures within 5 feet of you must make a Dex Saving Throw vs your Ability DC (8 + Prof + Int). On a failure a creature can't take reactions until the start of their next turn.
- When you use Static Grip on an unpowered machine or electrical devise, it gains power for 1d4 hours unless it has a way to sustain its power after being turned on.

Zap Turret

By 7th level, you have learned how to electrically theme your turrets. When you build a turret, you may choose for it to be a Zap Turret. When you do this, the turret fires lighting rather than lasers at its foes using these stats:

- Range = Flat 15 feet.
- Damage = 1d8 Electric Damage
- Hit enemies that take electric damage from your Zap Turret make a Con Save vs your Ability DC (8 + prof + int). On a failure their movement speed is reduced to 0 for the rest of the turn. Creatures resistant to electric damage gain advantage on this Con Save.
- This turret does not rely on sight to hit its targets (can attack invisible creatures without disadvantage)

All other turret stats remain the same.

When you get the Turret Enhancement Engineer core class feature at 12th level, increase the range of your zap turret to 30 feet.

Local Shield Generator

At 10th level, you and your multi-tool create a thick static that clings to the outside of yours and your teammate's auras, creating a layer of protection that takes a certain amount of damage. You and all allies within 10 feet of you receive an amount of temporary HP equal to your Intelligence Modifier at the beginning of each of your turns.

Supercharged Shocker

By 13th level you have dished out enough electrical damage to know how to maximize its effects against foes. From now on whenever electric damage is dealt from you or your shock turrets, you may re-roll any 1's or 2's that were rolled to determine electrical damage dealt. If another 1 or 2 is rolled on the re-roll, you may choose to roll that particular die again.

Example: If you used the Extraordinary Ability Call Lightning and rolled a 5, 1, and 2 on the 3d10 roll to determine electric damage, you could choose to re-roll the 1 and/or the 2. If either of those came up 1 or 2 again, you may continue to re-roll that particular dice until a number above 2 is rolled.

Electric Fence

Staring at 17th level when you place a Zap Turret within 15 feet of another Zap Turret, you may choose to have an electric fence run between the two, provided there are no obstructions in between the two turrets. This electric fence is 5 feet wide and 5 feet tall.

A creature that moves into the electric fence's area for the first time on a turn or starts its turn there must make a Con Save vs your Ability DC (8 + prof + int). On a failure that creature takes 1d10 electric damage and is stunned until the start of its next turn. Creatures that are resistant to electric damage gain advantage on the Con Save, and creatures that are immune to electric damage are also immune to all effects from the Electric Fence (no Con Save required).

Ultra-Faraday Cage

By level 20, your deep understanding of electricity has allowed you to create a devise that renders you completely immune to all forms of electrical damage. Additionally, store up to half of the electric damage that would have been taken (rounded down) so that you may dispense it upon others later. You may store up to 5 times you Intelligence Score (not Modifier) of electrical damage in this way.

From now on when you use the Tesla Discharge (Static Grip) feature, you may dispense all stored electrical damage upon a hit creature. If the area of effect variation is used, divide all stored damage between all targets in range however you want before they make their Dex Saves. Creatures that failed take the full damage designated to them and creatures that succeeded take half rounded down.

Holograph

Why settle for only making things in this universe when you could create an entire new universe yourself? Digital Engineers create programs and holograms that make others think there is something happening that is not. On the surface, that might not sound so bad. In practice it's probably not too fun to be on the receiving end of a Digital Engineer hacking the brain to induce the most terrifying night terror ever, potentially causing one to attack their friends or walk off the edge of a building.

Lingering Holograms

When you choose this trade at 3rd level, you designate parts of your growing multi tool towards creating tiny little lingering projection devises that produce holograms. You learn the Extraordinary Ability *Minor Projection (page ___)*, and it does not count against your level 0 Extraordinary Abilities known (if you already knew Minor Projection, select another level 0 extraordinary ability to learn). For you, Minor Projection has these properties:

- Duration becomes permanent.
- You may have a number of minor projections equal to your Intelligence Modifier going at the same time. If you have the max number of minor projections active and use this ability again, you must choose for one active projection to end.
- You may choose to dismiss any number of active projections created this way as a bonus action.

Distracting Visuals

Starting at 7th level, you can use your Lingering Holograms on the fly to confuse attacking enemies or create an opening for an attacking ally.

When an enemy within 30 feet of you that you can see makes an attack against a creature within 30 feet of you that you can see, you may expend a reaction to place a Lingering Hologram within 5 feet of the creature being attacked, causing the attack roll against it to be rolled at disadvantage.

Alternatively, you may place a Lingering Hologram within 5 feet of either the attacking creature or the creature being attacked in order to grant the attacking creature advantage on the attack roll.

Advantage on an attack roll may not be granted from this feature against creatures that exclusively rely on scent, heat, or something else other than the conventional light spectrum sight to sense what is around them, nor can disadvantage on an attack from them be granted from this feature *(negated at 13th level Holograph with feature Convincing Holograms).*

Holographic Double

At 10th level, you may constantly put off a holographic image of yourself. This double is completely indistinguishable from the real you and mirrors your movements perfectly.

As an action, you may activate this holographic double on the same exact space as you. When your holographic double is out, you may control it with a bonus action and have it move a distance of up to your total movement speed.

- Creatures relying on sight alone can't tell the difference and must choose one to attack or act upon in some other way in hopes that it is the real you.
- Creatures that rely on scent, heat, or something else other than the conventional light spectrum sight to sense what is around them are not affected by this feature *(negated at 13th level Holograph with feature Convincing Holograms).*
- Creatures who rely on conventional sight as well as heavily on other senses may use a bonus action to make an insight check vs your ability DC, suspecting who the real you is and who the holographic you is if they match or beat that DC *(negated at 13th level Holograph with feature Convincing Holograms).*
- Your Hologram shares your AC. If either you or your hologram gets hits, the real and false you are immediately made apparent to all who can see either you or your hologram taking the hit. If damage is dealt from you personally, the real you is revealed to all creatures who saw you deal the damage *(negated at 20th level Holograph with feature Hard Light).*
- If you use this ability while a double is already active, it vanishes, and another holographic double begins in your space as usual. At this point, all creatures who knew who the real you were and who the holographic double was due to winning an insight check or witnessing you being hit/hitting a creature don't know who the real you vs your holographic double is anymore, and must attempt to find out again.

- If you and your holographic double move outside of a range of 30 feet from one another or are completely separated by a light blocking barrier, the holographic double disappears.
- You may dismiss your holographic double with a bonus action.
- Your Holographic Double immediately disappears if you die.

Convincing Holograms

By 13th level, the experience of seeing many of your holograms completely ignored by creatures with infrared vision or other non-conventional light spectrum senses has inspired you to adapt and alter your holograms. Any wording in your features or abilities that stated a creature could not be affected by that feature or ability due to them relying on scent, heat, or something other than conventional light spectrum sight to sense what is around them is now negated (those creatures can now be affected by those features and abilities).

Turret Decoy

Starting at 17th level when you place a turret, it automatically creates a holographic image of itself right next to it. From now on if an attack roll would hit your turret, it instead hits the holographic image of the turret if the dice roll to hit before modifiers were added was an odd number, thus negating all damage that would have been dealt to the turret.

Hard Light

At level 20 your holograms become tangible objects, granting you the following benefits:

- Being directly behind one of your medium sized holograms/extraordinary illusions grants you half cover (+2 bonus to AC and Dex saving throws).
- Being directly behind one of your large or larger sized holograms/extraordinary illusions grants you three-quarters cover cover (+5 bonus to AC and Dex saving throws).
- As part of the bonus action used to move your holographic double, you may also have it make a melee attack using these stats: Add your Int + Proficiency modifiers to hit. Target takes 1d8 + your Int modifier of bludgeoning damage on a hit.
- Your Holographic Double is now completely indistinguishable from you even after you or it are dealt or deal damage (your Holographic Double has unlimited HP, but still shows signs of damage after taking a hit).
- Your holograms/extraordinary illusions can now be stepped/rode upon.

Machinist

Technology continues to advance exponentially, but the inner workings of infrastructure and transportation still rely heavily on turning cogs and gears. A Machinist mixes classic engineering principles with the advanced technology at their disposal to grind, crush, and smash their way to victory. Arguably the hardest workers, there is no job too big for a Machinist and their ancient tried and true ways.

Grit

Tending to do things the "old fashioned way" when you can has rendered you stronger, allowing you to handle larger projects as well as heavier weapons and armor. When you select this Trade at 3rd level, you gain the following:

- Gain proficiency with the Great Hammer and the Great Axe.
- Gain proficiency in Heavy Armor.
- Increase the engineer feature Quick Fix's non-organic healing die from 1d6 to 1d8.
- Ships gain half their HP with rest repairs on a short rest, and you may now repair twice as many ships (6) with rest repairs on a long rest before negating your own long rest benefits.

Big Toss n' Tug

At 7th level, you have learned how to thicken your Toss n' Tug tether, allowing for larger weapons to be attached to it. You may now attach Great Hammers and Great Axes to your multi-tool for use with Toss n' Tug. If you do this, the range becomes 15 feet flat, the weapon loses its two-handed property, and the Great Axe or Great Hammer handle becomes disattached and the mod slots decrease by 1 (any mods altering the handle are disattached with it). If you un-attach the axe or hammer head from your multi-tool, you must use Quick Fix to reattach the head to the handle.

Mechanimals

Starting at 10thg level, you are capable of creating lasting constructs. As an action, you manifest and place Mechanimals in unoccupied spaces within 5-feet of you. Choose one of the following options for what is manifested and placed (GM will have beast stats to select from):

One beast of challenge rating 2 or lower

Two beasts of challenge rating 1 or lower

Four beasts of challenge rating 1/2 or lower

These constructs are your Mechanimals and are friendly to you and your companions. Roll initiative for the constructs as a group in battle, which act on their own turns. **They obey any commands that you issue to them within their capabilities (no action required by you)**. If you don't issue any commands to

them, they follow you and defend against hostile creatures, but otherwise take no actions. In addition to the chosen beast stats, your Mechanimals have these traits:

- Each Mechanimal is considered a construct and not an actual beast.
- A Mechanimal remains active up to 500 feet from you, falling to 0 HP if that range is exceeded.
- You are informed if a Mechanimal is engaged with hostiles.
- A Mechanimal's lost HP may only be restored by the Quick Fix feature or by storing it back in your multi-tool (see below).
- It takes 1 action for your multi-tool to compact and store a Mechanimal within 5-feet of you.
- If a Mechanimal is destroyed (brought to 0 HP), you may still store it in your multi-tool provided most its parts are still present.
- A Mechanimal stored in a multi-tool regains 1d6 HP automatically at the beginning of each of your turns (or every 6 second), even restoring HP to a Mechanimal with 0 HP.
- Any number of stored Mechanimals may be placed again at the same time with a single action, provided each stored Mechanimal to be placed is at full HP.
- All Mechanimals are immediately brought to 0 HP if you die.

Do to the limited active resources of your multi-tool, you may only manifest one of the Mechanimals CR options listed above between long rests, and you may only have one of those options active or stored at a time. Additionally, you may not manifest Mechanimals when your turret is active, stored with missing HP, or lost, and may not manifest a turret if one of your Mechanimal is active, stored with missing HP, or lost. *Example: If you first choose to manifest 2 construct beasts of CR 1 or lower, both would need to be at full HP and stored back in your multi-tool before you could manifest another CR option or turret.*

When you get the Turret Enhancement Engineer core class feature at 12th level, all your Mechanimals gain the ability to dash with a bonus action.

When you get the Extra Turret Engineer core class feature at 15th level, you may now have two CR options for Mechanimals out at once, or one group of Mechanimals and one Turret.

Built to Last

Planned Obsolescence? Nonsense! "They don't make them like they used to"? Not if you have anything to say about it! Starting at 13th level your Turrets and Mechanimals have resistance to slashing, piercing, and bludgeoning damage from non-extraordinary sources.

Mechanimal Max

Starting at 17th level, you can pull most of your multi-tool's resources together to make a single powerful Mechanimal.

You may now manifest 1 Mechanimal Max of a beast with a CR rating 3-7 in an unoccupied space within 5-feet of you. You may only do this if you have no other Mechanimals or Turrets out, and only if all

Turrets and/or Mechanimals stored within your multi-tool are at full HP. No other Mechanimals or Turrets may be placed when you have your Mechanimal Max out, or stored within your multi-tool with missing HP. All other stats and rules from the Mechanimals feature apply to Mechanimal Max.

Gear Grinder

By 20th level, you know how to knock down machines with consistent maximum efficiency. From now on damage dealt by you, your Turrets, and your Mechanimals deal maximum potential damage to constructs, androids, and cyborgs.

Gunner

Class Features

As a Gunner, you have the following features:

Hit Points

Hit Dice: 1d8 per gunner level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per gunner level after 1st

Proficiencies

Armor: Light armor, medium armor, helmets

Weapons: Handguns, rifles, artillery, shotguns, flare gun, dagger, taser

Tools: Firearm kit

Saving Throws: Dexterity, Wisdom

Skills: Choose two from Acrobatics, Athletics, Deception, History, Insight, Intimidation, Investigation, Nature, Perception, Sleight of Hand, Stealth, and Survival

Equipment

You start with the following equipment:

- (a) 2 pistols with 4 loaded 10 round mags (b) auto pistol with 2 loaded 20 round mags (c) laser pistol with 2 full small batteries
- (a) automatic rifle with 2 loaded 28 round mags (b) long riffle with 2 loaded 5 round mags (c) laser riffle with 2 full medium batteries (d) tactical shotgun with 6 buckshot shells (12 gauge)
- (a) kevlar helmet (b) taser with full small battery
- Dagger, ceramic vest armor, firearm kit
- Standard digital assistant
- Entry level grade star ship with 500 credits to spend on ship
- 100 additional credits
- 10 earth days' worth of freeze-dried vacuum sealed rations

Gunner Table

Level	Proficiency Bonus	Deadeye Uses	Features
1st	+2	-	Cover Fire
2nd	+2	2	Deadeye
3rd	+2	2	Designation
4th	+2	2	ASI/Feat
5th	+3	3	Multistrike
6th	+3	3	ASI/Feat, Improved Cover Fire
7th	+3	3	Designation
8th	+3	4	ASI/Feat
9th	+4	4	Cycle Munitions
10th	+4	4	Designation
11th	+4	5	Ranged Flanking
12th	+4	5	Enhanced Cover Utilization
13th	+5	5	Designation
14th	+5	6	ASI/Feat
15th	+5	6	Extraordinary Interruption
16th	+5	6	ASI/Feat
17th	+6	6	Designation
18th	+6	7	ASI/Feat
19th	+6	7	Stopping Power
20th	+6	7	Designation

Cover Fire

At 1st level, you have been trained to support your group and suppress your enemies by laying down cover fire. As a bonus action, choose a creature you can see. Until the beginning of your next turn, you may use a reaction to impose disadvantage on an attack roll made by that creature so long as it is within range of your equipped projectile weapon. If your equipped projectile weapon requires ammo, it must be loaded and ready to fire in order to use this reaction, expending that ammo normally upon use.

Deadeye

By 2nd level, you are experienced enough in actual battle to calm your nerves and hit your target with ease. As a bonus action, choose a single target you can see. All ranged projectile attacks from you against that target are rolled at advantage until the beginning of your next turn. You may use this feature a number of times as shown on the Gunner Table between long rests.

Designation

At 3rd level, enough field experience has revealed what class of firearm you do best with. Choose one of the Gunner sub-class options listed later under Designations. The chosen sub-class is your Designation, and grants you additional features at levels 3, 7, 10, 13, 17, and 20 (listed under that particular Designation).

Ability Score Improvement/Feat Opportunity

When you reach 4th Level, and again at 6th, 8th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1.

Alternatively, you may choose to gain one Feat from the Feats section on page _____.

Multistrike

Beginning at 5th Level, you can Attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Cover fire

By 6th level laying down cover fire is almost automatic for you. You may now use the Cover Fire reaction on any attacking creature you can see within range of your projectile weapon, without requiring that creature be called out for Cover Fire with a bonus action on your turn.

Cycle Munitions

At 9th level, your routine working firearms has become smooth and seamless. You may now cycle (unload and reload) mags, battery packs, and other ammo types through your projectile weapons as a free action once on your turn. If you are reloading a single/double load or magnum style weapon, you may load up to 1d6 ammo units with this free action provided there is enough room for the weapon to accept the ammo.

Ranged Flanking

Starting at 11th level, enemies within your crosshairs feel your presence as if you were right next to them. So long as you have line of sight on a creature within range of your loaded equipped ranged weapon, all other creatures may act as if you are within 5-feet of that creature from that line of sight for the purposes of flanking.

Enhanced Cover Utilization

Any gunner knows the value of cover in a gun fight, but by 12th level you have learned how to use it exceptionally well. From now on half cover grants you a +4 bonus to AC and Dex saves as opposed to +2, and three-quarters cover grants you a +7 bonus to AC and Dex saves as opposed to +5.

Extraordinary Interruption

Beginning at 15th level, you may now use the Cover Fire feature against a creature in your line of sight within range of your loaded ranged projectile weapon that is attempting to use an Extraordinary Ability. When you do this, that creature must make a save relevant to their Extraordinary Ability stat vs 12 + the Extraordinary Abilities' slot level. On a failure, the Extraordinary Ability fails, and the slot used (if any) is still expended.

Example: If you used this feature on a Mystic attempting to use a 3rd level Extraordinary Ability, the Mystic would roll a Wis save vs 15, since Wisdom is the Mystic's relevant Extraordinary Ability stat. If the Mystic rolled a 14 on the save, their Extraordinary Ability would fail, and they would still lose the slot expended to execute the Extraordinary Ability. If they rolled a 15 or higher, their Extraordinary Ability would proceed without interruption as usual.

Stopping Power

At 19th level, add +10 flat damage to all successful attacks you make from ranged projectile weapons.

Designations (Gunner Sub-Class Options)

Devastator

"Riffle to be held in both hands" is just a recommendation, right? Devastators desire to fill the air with as much lead (or lasers) as possible while attempting to shout over the sound of their own gunfire. So long as a mission calls for destruction or distraction and not discretion, they are a battlefield asset whom others are glad to have on their side and not the other way around.

Additional Proficiency: Heavy Armor

When you choose this designation at 3rd level, gain proficiency in Heavy Armor.

Double Trouble

Additionally at 3rd level, you can dual wield most firearms that are usually require two hands to handle. You may treat Rifle and Shotgun weapons as light, allowing you to hold one in each hand and attack with the one in your offhand as a bonus action. When dual wielding rifles and shotguns in this way, roll all to hit attacks with them at disadvantage (roll normally if advantage would offset disadvantage), and all attacks against targets over 100 feet away automatically miss.

Stable Frame

By 7th level your experience welding heavier weapons has enhanced your isometric strength, allowing you to better stabilize heavy firearms. You may add your Strength Modifier to attack rolls made with Artillery weapons, as well as Rifles and Shotguns.

Bigguns

At 10th level, you may now duel wield Artillery weapons, rolling attack rolls at disadvantage with them if you do. All attack rolls with dual wielded weapons in this way over 100 feet away automatically miss, and the range for dual wielded rocket launchers and grenade launchers is reduced to 100 feet.

Brawny

Wielding all those heavy guns all the time has conditioned your strength. Starting at 13th level, you gain proficiency in Strength Saving Throws and the Athletics Skill. If you already had proficiency in athletics, you gain Aptitude in it instead (double your proficiency bonus for that skill).

Hunker Down

Beginning at 17th level, you have learned to sacrifice movement speed ion exchange for better utilization of your dual wielded large weaponry. At the beginning of your turn, you may choose to reduce your movement speed to 0. If you do this, all disadvantage and range restrictions referenced in the Double Trouble and Bigguns features from dual wielding Riffles, Shotguns, and Artillery weapons are negated until the beginning of your next turn.

When you use the Hunker Down feature, all attacks against you are rolled at advantage until the start of your next turn.

Unload

At level 20, you may now fully expend all loaded ammo from your equipped projectile weapons in a single turn as an action so long as you are using the Hunker Down feature. When you do this, make an attack roll for each ammo expenditure separately until all your loaded ammo is completely expended. If you then use the Cycle Munitions feature to reload an equipped projectile weapon, you may then use a bonus action to make a single attack roll with that weapon.

Long Shot

Distance is everything, how far is your reach? Long Shots usually prefer to participate in battle from as far away as their firearm will permit. Given the right gun and scope, the best Long Shots could shoot the antenna off a grounded Xantoid from orbit. Often times, the nature of their distance in battle carries over to them seeming distant or aloof in social interactions, but not always.

Extended Max Effective Range

When you choose this designation at 3rd level, attacking at long range (past the weapon first range value) does not impose disadvantage on your ranged weapon attack rolls with rifles and non-burst artillery class weapons.

Added Mod Slot: Riffles

Also at 3rd level, all riffle category weapons and to hit non burst artillery class weapons have an additional mod slot for you.

Return Fire

At 7th level, you can sometimes land a hit on a target during Cover Fire. When you use the Cover Fire reaction, you may roll to hit at disadvantage at the target as part of that reaction. On a hit roll for damage normally (as if the attack were made on your turn using an action).

Vital Target

At 10th level, you are able to aim for the vital organs or other parts of a creature in order to inflict maximum damage. When you roll to hit on your turn with a ranged weapon attack, you may choose to pick out an exposed vital area of the target such as a forehead without a helmet or the heart area of the chest without body armor. If you do, roll that attack at disadvantage. The attack auto crits on a hit.

If you can not tell what part or a creature is a vital organ or part, you must call out any part of the target you can see if you still wish to use this feature, rolling at disadvantage to hit as normal. The attack only auto crits if the chosen part was actually a Vital Target (GM discretion).

If you choose to use this feature, you may not use Cover Fire until the end of your next turn unless it is used on the same target you made your last Vital Target ranged weapon attack against.

Entrench

By 13th level you know the value of cover and how to make it out of your surroundings. You may now create a half cover entrenchment in your position as a bonus action as large as your size category so long as the ground beneath you is malleable or you have enough loose materials around you or on your possession to do so. Creatures must be prone within the entrenchment cover area created in order to be entrenched and receive the benefits of half cover from it.

If the Entrench feature is used twice in the same space (malleable ground or loose materials permitting), that entrenchment now grants three-quarters cover to entrenched prone creatures within it.

If the Entrench feature is used three times in the same space (malleable ground or loose materials permitting), that entrenchment now grants total cover to entrenched prone creatures within it. Entrenched prone creatures within a total cover entrenchment may not target creatures outside of 5-feet of the total cover entrenchment they are in.

All cover benefits from Entrench are negated if a creature is attacking an entrenched target from 5-feet away from the entrenchment that the target is entrenched within.

All entrenchments count as difficult terrain.

Snipe

Starting at 17th level, when a creature takes a hit upon a Vital Target from you, that creature must make a Con Save vs the damage total taken. On a failure that Vital Target is destroyed. If the creature requires that Vital Target to survive or function, the creature immediately drops to 0 HP.

Sure Shot

At level 20, use of the Dead Eye feature guarantees ranged projectile weapon attacks from you hit the target till the beginning of your next turn rather than giving you advantage on the attack rolls so long as you are not attempting to hit a Vital Target. You may still roll to hit in an attempt to crit.

Use of the Dead Eye feature now grants you advantage on attack rolls when attempting to hit a Vital Target.

Quick Draw

With hands as fast as the bullets they shoot are the Quick Draw Gunners. Thanks to unnaturally swift reflexes, a Quick Draw's gun can go from holstered to fired in half the blink of an eye as they remain cool as a cucumber. Threats and danger bring out the best in a Quick Draw, which may be why they are sometimes known to go out looking for trouble.

Born Ready

When you choose this designation at 3rd level, your alertness heightens. From now on add your Proficiency score to initiative rolls in addition to your Dexterity modifier.

Ambidextrous

Also at 3rd level, you are just as good with either hand in a gun fight. Light ranged projectile weapon attacks made with an offhand bonus action also apply your Dex modifier to the total damage as if the attack were made with an action.

Make My Day

By 7th level, it is near imposable for the enemy to get the drop on you. If you are attacked by a creature during that creature's surprise round, you may make a dexterity save vs the creatures roll to hit as the DC. If you succeed, you are granted an action and a bonus action that must be expended immediately against the attacking creature. The creature's attack that triggered this feature and the rest of its turn then proceed as normal if capable.

Fast Triger/Fanning

At 10th level, you can fire most handguns so fast they might be mistaken for automatic weapons. As an action, you may make 1d6 ranged weapon attacks with a non-burst handgun equipped in your main hand (loaded ammo permitting). If you do this, the Multistrike feature is negated this turn, though you may still make a bonus action attack with your off-hand weapon.

Pistol-whip

Starting at 13th level, you may now use Handguns in your main hand as melee weapons that you are proficient in with these stats:

1d20 + Prof + Str to hit. 1d8 + Str bludgeoning damage on a hit. Creatures hit with this attack must make a Con save vs the total damage taken. On a failure that creature is stunned until the beginning of your next turn.

Even the Odds

By 17th level, you know well and good that putting down one target aint the same as winning the battle when there's more work to be done. From now on if you bring a creature to 0 HP on your turn, you

immediately gain another action that can only be used to attack a different creature on that turn. Multistrike does not trigger with the action gained from Even the Odds.

Showdown

At level 20, you may attempt to call out a single creature to a dual to the death. As an action, pick one creature within 40 feet of you that can both see and hear you. That creature must make a Wisdom Save vs an Intimidation check from you. On a failure a Showdown immediately triggers between you and that creature.

At the start of a Showdown, both creatures involved roll initiative separate from the original turn order to be used only in the Showdown. Both creatures then proceed with their turns according to the Showdown initiative rolled. The first of the two creatures to take damage from the other immediately drops to 0 HP. A Showdown must be settled before any other creatures outside the Showdown can take a turn or use a reaction. After a showdown is settled, the original turn order takes precedence once more starting with the turn after yours.

Hunter

Class Features

As a Hunter, you have the following features:

Hit Points

Hit Dice: 1d10 per hunter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per hunter level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Small melee, non-heavy melee, shotguns, special ranged, thrown only, pistol, laser pistol, revolver, laser riffle, long riffle

Tools: Survival kit

Saving Throws: Constitution, Dexterity

Skills: Choose three from Acrobatics, Animal Handling, Astronomy, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Stealth, Survival, and Theology

Equipment

You start with the following equipment:

- (a) pistol with 2 loaded 10 round mags (b) hand crossbow with quiver and 20 bolts (c) any small melee weapon
- (a) bow with 20 arrows (b) long riffle with 2 loaded 5 round mags (c) any non-heavy melee weapon
- (a) bola (b) net (c) blowgun with 20 darts
- Dagger, kevlar suit armor, survival kit
- Standard digital assistant
- Entry level grade star ship with 500 credits to spend on ship
- 100 additional credits
- 10 earth days' worth of freeze-dried vacuum sealed rations

Hunter Table

Level	Proficiency Bonus	Features	Lvl 0 EAs Known	Lvl 1 EA Slots	Lvl 2 EA Slots	Lvl 3 EA Slots	Lvl 4 EA Slots	Lvl 5 EA Slots
1st	+2	Hunter's Mark, Lvl 0 EAs	2					
2nd	+2	Intrepid Wanderer, Lvl 1+ EAs	2	2				
3rd	+2	Path	2	3				
4th	+2	ASI/Feat	2	3				
5th	+3	Multistrike	2	4	2			
6th	+3	ASI/Feat, Assured Hunter's Mark	2	4	2			
7th	+3	Path	2	4	3			
8th	+3	ASI/Feat	2	4	3			
9th	+4	Persisting Veil	3	4	3	2		
10th	+4	Path	3	4	3	2		
11th	+4		3	4	3	3		
12th	+4		3	4	3	3		
13th	+5	Path	3	4	3	3	1	
14th	+5	ASI/Feat	3	4	3	3	1	

15th	+5			3	4	3	3	2	
16th	+5	ASI/Feat		3	4	3	3	2	
17th	+6	Path		4	4	3	3	3	1
18th	+6	ASI/Feat		4	4	3	3	3	1
19th	+6			4	4	4	3	3	2
20th	+6	Path		4	4	4	3	3	2

Hunter's Mark

At 1st level you may call out a target as your mark, granting you a special (almost spiritual) connection to it. As a bonus action, choose a creature you can see within 120 feet you. Until this ability ends, you deal an extra 1d6 damage to that creature whenever you hit it with a weapon attack. Additionally, you have advantage on all Perception, Survival, Nature, and Investigation checks you make to find it.

This ability ends 24 hours after the last time you saw the marked creature alive, when it reaches 0 hit points, or when it travels over 10 miles away from you. If you see the creature again before those 24 hours are over, the ability persists for an additional 24 hours. You may drop your Hunter's Mark by choice with a bonus action.

You may use Hunter's Mark a number of times equal to your Wisdom Modifier between long rests, but may only have one Hunter's Mark active at a time.

Level 0 Extraordinary Abilities

Due to your deep connection with nature and aptitude with hunting devices, you can perform certain extraordinary abilities a seemingly endless number of times between long rests. At 1st level, you learn two level 0 Extraordinary Abilities of your choice from the Hunter's Extraordinary Abilities list. Wisdom is your modifier for these Extraordinary Abilities.

You learn additional level 0 Extraordinary Abilities of your choice from the Hunter's Extraordinary Abilities list as you level in this class, as shown on the Hunter table.

Extraordinary Ability Modifier

Wisdom is your Extraordinary Ability modifier for your Hunter Extraordinary Abilities, and you use your Wisdom whenever an Extraordinary Ability refers to your Extraordinary Abilities' modifier. In addition, you use your Wisdom modifier when setting the saving throw DC for a Hunter Extraordinary Ability you use and when Making an Attack roll with one.

Extraordinary Ability save DC = 8 + your Proficiency Bonus + your Wisdom modifier

Extraordinary Ability Attack modifier = your Proficiency Bonus + your Wisdom modifier

Level 1 and Above Extraordinary Abilities

By 2nd level, your connection with nature and aptitude with your hunting devices grow in ways that allow you to do more amazing things a certain number of times between long rests.

Preparing and Using Level 1 and Above Extraordinary Abilities

The Hunter table shows how many leveled Extraordinary Ability Slots you have to use your Extraordinary Abilities. To use a Hunter Extraordinary Abilities of level 1 and higher, an extraordinary ability slot of that abilities' level or higher must be expended. You regain all expended Extraordinary Ability slots upon finishing a long rest.

You prepare a list of Hunter Extraordinary Abilities that are available for you to use, selected from the Hunter Extraordinary Abilities list. When you do, choose a number of Hunter Extraordinary Abilities equal to your Wisdom modifier + half your Hunter level rounded down (minimum of 1 Extraordinary Ability). The Extraordinary Abilities chosen must be of a level for which you have an Extraordinary Ability slot.

When you level in this class, you can choose one of the Hunter's Extraordinary Abilities you know and replace it with another Extraordinary Ability from the Hunter list, which also must be of a level for which you have an Extraordinary Ability Slot.

Intrepid Wanderer

At 2nd level, you have explored enough different terrain types to know how to best trek and survive in pretty much any environment, granting you the following benefits:

- You are no longer affected by difficult terrain, and Difficult Terrain doesn't slow your group's Travel (everyone but you is still affected by difficult terrain outside of Travel such as in battle).
- Your group can't become lost except by extraordinary means.
- If you are traveling alone, you can move stealthily at a normal pace.
- Gain climbing and swimming speed equal to your movement speed.
- You may take 1 minute to observe your surroundings. When you do so, you detect signs of creatures that have been in the area if any, so long as they were there within an earth years' time ago. You learn the creature's general type, how many were there, and the path they took through this location (where they came into this location and where they left it).

Path

At 3rd level, the ways of nature and the universe continue to guide and compel you. Choose one of the Hunter sub-class options listed later under Paths. The chosen sub-class is your Path, and grants you additional features at levels 3, 7, 10, 13, 17, and 20 (listed under that particular Path).

Ability Score Improvement/Feat Opportunity

When you reach 4th Level, and again at 6th, 8th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1.

Alternatively, you may choose to gain one Feat from the Feats section on page _____.

Multistrike

Beginning at 5th Level, you can Attack twice, instead of once, whenever you take the Attack action on your turn.

Assured Hunter's Mark

At 6th level, your Hunter's Mark is now capable of breaking through most of a creature's extraordinary defenses. Your weapon attacks against a creature that has your Hunter's Mark upon it are extraordinary for the purpose of overcoming resistances.

If the creature is immune to the damage type of your weapon attacks, your Hunter's Mark makes them resistant instead to that damage type from your attacks.

Persisting Veil

By 9th level, you can kill from cover and continue to remain unseen. If you have the hidden condition and you kill a creature with either a melee weapon or silent/suppressed ranged weapon attack in a single turn, you retain the hidden condition (this feature also overrides the need to re-roll for stealth with the pigment tech Mesh Net).

If the creature was killed with a melee weapon that was not thrown to do so and other creatures see the death take place, you lose the hidden condition to those creatures and any other creatures they alert to your presence.

Anomaly Sense

Beginning at 11th level, your sense of the natural state of the universe allows you to sense irregularities from great distances. As an action, you may activate your greater senses to feel if there are any anomalies within a distance of your perception score multiplied by 100 miles. Examples of anomalies include but are not limited to; black holes, worm holes, Kidali Mother and Father Crystals, temporal disturbances, and other space/time irregularities. You may only use this action twice between long rests.

Multi Mark

An ever increasing need to focus on more than one target at a time has forced your Hunter's Mark to grow and split. Starting at 12th level, you may now have two Hunter's Marks active at the same time. It still takes a bonus action to place each individual Hunter's Mark. Only one Hunter's Mark may be applied to one specific creature at a time.

Hidden Predator

Starting at 15th level, you gain +5 to hit and +10 damage on attack rolls made from hiding.

Compounding Mark

Beginning at 19th level, your Hunter's Mark begins to react to your successful attacks, growing in power with each consecutive hit. From now on, if a creature takes damage from your Hunter's Mark, roll an amount of Hunter's Mark damage die equal to how many times it has taken damage from your Hunter's Mark. The Hunter's Mark must have remained on that creature for Hunter's Mark damage to accumulate in this way.

Example: The first time a creature would take damage from your Hunter's Mark, you only roll 1 Hunter's Mark damage die. The second time it would take damage from your Hunter's Mark, you would roll 2 Hunter's Mark damage die. The third time it would take damage from your Hunter's Mark, you would roll 3 Hunter's Mark damage die, and so on…

Paths (Hunter Sub-Class Options)

Bounty

Nobody wants their name given to a Bounty Hunter, as most the time it means they are soon to be dead or someplace they don't want to be. One who walks the path of the Bounty Hunter can track a bounty across a galaxy if need be. If a Bounty Hunter tells you to freeze, be happy, for it might mean they were told to bring you in alive.

Tracking Hunter's Mark

When you choose this path at 3rd level, your Hunter's Mark connects you deeper to your bounty. Your Hunter's Mark no longer ceases when your mark travels over 10 miles from you and lasts for 10 days before needing to see your mark to persist. You always know the general direction of your mark, as you can always feel its pull upon you even from galaxies away.

If your mark is invisible during battle, you may use a bonus action to make a perception check at advantage vs a Dex (stealth) check from your mark. If you succeed, you narrow down its location enough to make an attack without disadvantage. If you fail, you may make an attack at disadvantage.

Added Proficiency: Weapons

Also at 3ʳᵈ level, you have done away with some of the unspoken restrictions held by some other types of hunters. Gain proficiency in grenades, mines, and the sniper riffle.

Wanted Alive

Turning in a live bounty is usually harder than turning in a corpse, but by level 7 you have learned to use the tools at your disposal to capture even the rowdiest of targets. When you successfully use the net, bola, or another weapon with the restraining property against a creature and that creature's current HP total is equal to or less than your proficiency modifier times 5, that creature loses the ability to attempt to free itself with a strength check. Other creatures may still attempt to free it as usual.

Additionally, if you hit a creature with bludgeoning damage that drops the creature's life total value below your current hunter level, that creature must make a Con Save vs that damage total as the DC. On a failure the creature is rendered unconscious.

Bounty Hunter's Mark

At 10ᵗʰ level, the path of the bounty grants you additional benefits to your Hunter's Mark. You now roll 1d8 for Hunter's Mark damage, and add +2 to attack rolls against creatures who have your Hunter's Mark placed upon them.

Relentless Tracker

Beginning at 13ᵗʰ level, your Hunter's Mark does not expire upon your mark no matter how much time has passed, and creatures marked with your Hunter's Mark can not be invisible to you.

Additionally, you may now use an action to put yourself in the perspective of a creature that is marked with your Hunter's Mark, giving you a snapshot of everything your mark sees, hears, smells, tastes, touches, and fells emotionally for 6 seconds. The marked creature is completely unaware you are experiencing from their perspective for this time. You may only use this action once between long rests.

Cat and Mouse

By 17ᵗʰ level, your reputation as an effective bounty hunter proceeds you, filling those who are aware that you are after them with a healthy level of fearful respect. As a bonus action, choose one creature within 60 feet of you that can both see and hear you. That creature must make a Wisdom saving throw vs an Intimidation check from you. If the creature fails, it becomes frightened of you, and must use its movement speed on its turn moving as far away from you as possible (unless the creature knows that

movement speed would cause harm to it). A creature that succeeds on this saving throw is immune to being frightened of you for 24 earth hours.

A creature frightened of you in this way may choose to re-roll their Wisdom save at the end of each of its turns vs the same Intimidation check you rolled to frighten it. On a success they are no longer frightened of you in this way and are immune to being frightened of you in this way for 24 earth hours.

Double Mark

Starting at level 20, you can now place both of your Hunter's Marks upon one creature, rolling damage for each individual mark as well as scaling them both with the effects of Compounding Mark. Successful attack rolls upon creatures that are double marked by you crit if a natural 18-20 were rolled.

Survivalist

Best suited for uncharted harsh environments are those who walk the path of the Survivalist. As one might guess, these self-sufficient hunters are especially good at staying alive by doing what it takes to see the next day.

Natural Regeneration

When you pick this path at 3rd level, you gain the ability to rapidly heal yourself much like many of the natural creatures found in the galaxy. You may now use your Hit Point Dice as an action.

Survival Instincts

Additionally at 3rd level, you gain proficiency in Survival. If you already had proficiency in Survival, you gain aptitude in it (Double your Proficiency Bonus for Survival skill checks).

Toxin Tolerance

By 7th level, your body has adapted to a wide variety of harmful substances and illnesses. You gain immunity to disease, resistance against poison damage, and advantage on saves vs poisoned condition.

Averting Hunter's Mark

At 10th level, your Hunter's Mark now grants you defensive benefits against your marked target. Gain advantage on all saving throws vs effects from creatures marked with your Hunter's Mark.

Additionally, add +2 to your AC vs attacks from creatures marked with your Hunter's Mark.

Brave The Elements

Time in all forms of the universe's wild have thickened your skin. At 13th level you are now resistant to burning and freezing damage, and immune to poison damage as well as the poisoned condition.

Survival Guide

By 17th level you know just how integral the survival of your companions is to your own, compelling you to lend most of your survival skills to them. When you cast your Hunter's Mark on a friendly creature, that creature gains all the benefits of your Natural Regeneration, Toxin Tolerance, Averting Hunter's Mark, and Brave The Elements features for as long as your Hunter's Mark remains upon them.

Sapping Mark

Surviving a bite from a wolf is easy if it has no teeth. Beginning at level 20, every time a creature marked by your Hunter's mark would deal damage, it now rolls an amount of d6 equal to the amount of times it has been dealt damage by your Hunter's Mark and subtracts that amount from the total damage it deals. Your Hunter's Mark must remain on a creature consecutively for this feature to take effect. *Example: If a creature with your Hunter's Mark on it has taken damage 3 times from it, that creature must subtract 3d6 from all damage it deals.*

Tamer

Sometimes, a wild creature can be befriended rather than slaughtered. Those who walk the path of the Tamer have a love for nature's wild animals, no matter the planet. Once they have bonded with an animal, the two are inseparable and that animal will defend the hunter with its life till the day it dies. As Tamers walk their path, more powerful beasts join them along their journey.

Tame Beast

When you choose this path at 3rd level, you may attempt to form a bond with a beast you come across on your travels so that it might fight by your side. If you encounter a beast within 15 feet of you that is not hostile, you may attempt to tame it by making an Animal Handling check contested by a Wisdom Saving Throw from the beast. Roll a consecutive number of these contested checks equal to the beast's CR level, only proceeding to the next roll if you won or tied on the last one *(example: If the beast has a CR level of 2, you would have 2 potential consecutive checks).* All CR Levels below 1 still require 1 contested check. Each individual check represents 10 minutes of time in game.

You may only tame beasts with a CR Level that is equal to or less than half your Hunter Level rounded down. If you try to tame a beast with a higher CR than that, the beast will automatically win the contested check without needing to roll at all.

If the beast wins on a contested check, it becomes hostile, tries to flee, or both.

If you win or tie all consecutive contested checks, the beast becomes your Tamed Beast.

Your tamed beast obeys you to the best of its abilities and acts on your turn in battle. You may command your tamed beast to move as a free action. Commanding your beast to take the attack action expends your own action. If you have the Multistrike feature, you and your tamed beast may both make one attack roll with your action, or your beast may make two attack rolls with your action. You may also use your action to command your tamed beast to Dash, Disengage, or Help. The beast takes the Dodge Action if no commands are issued to it (this does not expend your Action). Your tamed beast has its own reaction to expend, requiring no command by you to do so.

Should you become incapacitated or separated from your tamed beast, it will focus on protecting you and itself to the best of its ability.

You may only have one tamed beast at a time.

You may release a beast as your tamed beast with an action. Beasts that have been your tamed beast in the past may become your tamed beast again with an action without any contested checks.

A hostile beast must be made non-hostile before attempting to tame.

Some beasts may require other special conditions to be fulfilled when attempting to tame.

You may not tame a beast that is already the tamed beast of another creature.

Animalistic Nature

Also at 3rd level, you gain proficiency in Animal Handling. If you already had proficiency in Animal Handling, you gain aptitude in it (Double your Proficiency Bonus for Animal Handling skill checks).

Resolve Of The Pack

At 7th level your kinship with beasts strengthens your resolve, as you strengthen theirs. When you or your tamed beast are forced to make a saving throw, you both roll that saving throw. Take the higher of the two rolls.

You and your tamed beast only retain this benefit so long as you are both conscious, at 1 HP or above, and within 60 feet of one another.

Shared Hunter's Mark

Beginning at 10th level, your tamed beast also rolls Hunter's Mark damage when they successfully attack a creature that has your Hunter's Mark upon it.

Vigilant Companion

Protect your beast companion, and it will certainly protect you. Starting at 13th level you may expend a reaction to make an attack roll against a creature that has just attacked your tamed beast, provided you can see the attack take place against your tamed beast and the creature attacking it is within range of your equipped weapon.

Additionally, your tamed beast may now expand its own reaction to make an attack roll against a creature that has just attacked you, provided it can see the attack take place against you and the creature attacking is within range of your tamed beast's attack range.

Supernatural Training

Some teach their pets to fetch. You train your animal companions to perform the supernatural. Beginning at 17th level, if you place your Hunter's Mark upon your tamed beast it can now execute your known supernatural abilities, expending ability slots as if you had executed it. If you execute a supernatural ability, your tamed beast may also execute a supernatural ability on the same turn, even if an action or bonus action is required to execute both supernatural abilities. When you and your tamed beast both execute a supernatural ability on the same turn, all actions and bonus actions are expended for you and your tamed beast for that turn.

The Alpha

In the eyes of beasts, you alone are the pinnacle of the animal kingdom. At level 20 you may now attempt to tame beasts up to a CR level of 20. When attempting to tame any beast above CR 10, treat it as if it is a CR 10 beast (you must only make 10 consecutive successful animal handling checks vs wisdom saves from the beast).

Medic

Class Features

As a Medic, you have the following features:

Hit Points

Hit Dice: 1d8 per medic level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per medic level after 1st

Proficiencies

Armor: Light armor, medium armor, shields, helmets

Weapons: Shotguns, dagger, scalpel, taser, pistol, flare gun

Tools: Triage kit

Saving Throws: Constitution, Intelligence

Skills: Choose two from Astrology, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Sleight of Hand, and Survival

Equipment

You start with the following equipment:

- (a) pistol with 2 loaded 10 round mags (b) flare gun with 3 flares
- (a) kevlar helmet (b) taser with full small battery
- (a) kevlar suit armor (b) ceramic vest armor
- Scalpel, dagger, triage kit
- Standard digital assistant
- Entry level grade star ship with 500 credits to spend on ship
- 100 additional credits
- 10 earth days' worth of freeze-dried vacuum sealed rations

Medic Table

Level	Proficiency Bonus	Features	Lvl 0 EAs Known	Leveled EAs Known	EA Slots	EA Slot Level
1st	+2	Suture Gel, EAs	2	2	2	1st
2nd	+2	Defibrillate	2	3	2	1st
3rd	+2	Practice	2	4	2	2nd
4th	+2	ASI/Feat	3	5	2	2nd
5th	+3	Regulated Defibrillation	3	6	3	3rd
6th	+3	ASI/Feat	3	7	3	3rd
7th	+3	Practice	3	8	3	4th
8th	+3	ASI/Feat	3	9	3	4th
9th	+4	-	3	10	3	5th
10th	+4	Practice	4	10	3	5th
11th	+4	Advanced Procedures		11	4	5th
12th	+4	Rapid Assisted Recovery	4	11	4	5th
13th	+5	Practice	4	12	4	5th
14th	+5	ASI/Feat	4	12	4	5th
15th	+5	Suture Spammer	4	13	4	5th

16th	+5	ASI/Feat	4	13	4	5th
17th	+6	Practice	4	14	4	5th
18th	+6	ASI/Feat	4	14	4	5th
19th	+6	-	4	15	5	5th
20th	+6	Practice	4	15	5	5th

Suture Gel

At 1st level your suture gun has the ability to dispense suture gel, an advanced mix of medicines, ointments and nanites that can heal most common battle wounds. As you level in this class, your suture gel production will rise as will your ability to use it more efficiently. You have a reserve of healing suture gel that replenishes after a long rest equal to your Medic level x 5.

As an action, you can touch a creature and draw from your suture gel reserve to restore a number of Hit Points to that creature, up to the maximum amount remaining in your reserve.

Alternatively, you can expend 5 Points from your reserve of Healing Suture Gel to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Suture Gel, expending 5 Hit Points separately for each disease or poison.

Level 0 Extraordinary Abilities

Due to your medical skills combine with on hand high tech equipment/advanced medicine, you have the ability to perform chosen tasks a seemingly endless number of times between long rests. At 1st level, you learn two level 0 Extraordinary Abilities of your choice from the Medic Extraordinary Abilities list. Intelligence is your modifier for these Extraordinary Abilities.

You learn additional level 0 Extraordinary Abilities of your choice from the Medic's Extraordinary Abilities list as you level in this class, as shown on the Medic table.

Level 1 and Above Extraordinary Abilities

Due to your medical skills combine with on hand high tech equipment/advanced medicine, you have the ability to perform chosen tasks a certain number of times between long rests. The Medic table shows how many Extraordinary Ability Slots you have. The table also shows what the level of those slots are; all of your Extraordinary Ability Slots are the same level. To use one of your Medic Extraordinary Abilities of 1st level or higher, you must expend an Extraordinary Ability slot. You regain all expended Extraordinary Ability Slots when you finish a short or Long Rest.

For example, when you are 5th Level, you have three 3rd-level Extraordinary Ability Slots. To use the 1st-level Extraordinary Ability Cure Wounds, you must spend one of those slots, and you use it as a 3rd-level Extraordinary Ability.

Preparing and Using Level 1 and Above Extraordinary Abilities

At 1st level, you know two 1st-level Extraordinary Abilities of your choice from the Medic's Extraordinary Ability list.

You learn new Medic Extraordinary Abilities as you gain levels in the medic class as shown on the leveled extraordinary abilities known column of the Medic Table. An Extraordinary Ability you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new Medic Extraordinary Ability, which can be 1st, 2nd, or 3rd Level.

When you gain a level in this class, you can choose one of the Extraordinary Abilities you know and replace it with another Extraordinary Ability from the Medic list, which also must be of a level for which you have an Extraordinary Ability Slot.

Extraordinary Ability Modifier

Intelligence is your Extraordinary Ability modifier for your Medic's Extraordinary Abilities, and you use your Intelligence whenever an Extraordinary Ability refers to your Extraordinary Abilities' modifier. In addition, you use your Intelligence modifier when setting the saving throw DC for a Medic's Extraordinary Ability you use and when Making an Attack roll with one.

Extraordinary Ability save DC = 8 + your Proficiency Bonus + your Intelligence modifier

Extraordinary Ability Attack modifier = your Proficiency Bonus + your Intelligence modifier

Free Extraordinary Abilities

Starting at 1st level, you know the 1st level Extraordinary Abilities *Cure Wounds* and *Remote Replenishment*, which do not count against your number of known Extraordinary Abilities.

You will continue to gain other free Extraordinary Abilities once you begin to level in a Medic Practice (sub-class). Your practice will grant you 2 free Extraordinary Abilities at 3rd level, 5th level, 7th level, and 9th level, as referenced in each practice's "Free Extraordinary Abilities" table.

Defibrillate

At 2nd level, you learn how to release your suture gun's back up charge, allowing it to act as a defibrillator. As an action, you may attempt to revive a creature that has died within the past minute, provided they still have all body parts needed to survive intact. The dead creature may then immediately make another death save. On a success the creature is stabilized.

You may only use this feature once between long rests.

Practice

At 3rd level you decide on a direction for your medical skills to grow. Choose one of the Medic sub-class options listed later under Practices. The chosen sub-class is your Practice, and grants you additional features at levels 3, 7, 10, 13, 17, and 20 (listed under that particular Practice).

Ability Score Improvement/Feat Opportunity

When you reach 4th Level, and again at 6th, 8th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1.

Alternatively, you may choose to gain one Feat from the Feats section on page _____.

Regulated Defibrillation

At 5th level, you learn to control exactly how much back up charge you release when using the Defibrillate feature, allowing you to conserve energy for future use. You may now use the Defibrillate feature twice between long rests.

Advanced Procedures

By 11th level, you have spent enough time in the medical field to feel comfortable performing more advanced procedures. Choose one 6th level extraordinary ability from the Medic extraordinary ability list to learn as an advanced procedure. You may use this advanced procedure once between long rests without expending an extraordinary ability slot.

You gain more extraordinary abilities as advanced procedures as you level in the Medic class: one 7th level extraordinary ability at 13th level, one 8th level extraordinary ability at 15th level, and one 9th level extraordinary ability at 19th level. You may use each advanced procedure you know once between long rests.

Rapid Assisted Recovery

By 12th level, you have acquired enough medical samples of beings in your suture gun to develop stem cells or circuits on the fly. As a bonus action, you may have one creature within 5 feet of you roll a Hit Die from their own Hit Die pool. That creature immediately gains that much life and is also granted advantage on all Constitution Saves for the next minute.

If a creature does not have a hit die in their pool to roll from, they still roll as if they did, and you may not use this ability on that creature again until a long rest is completed.

You may use this feature a number of times equal to half your Medic level (rounded down) between long rests.

Suture Spammer

Starting at 15th level, you may now use the Suture Gel Feature as a bonus action, item interaction, or action (making it possible to use Suture Gel three times in a single turn).

Practices (Medic Sub-Class Options)

Apothecary

Maker of both medicines and poisons alike is the Apothecary. One does not need to be hurt or sick to benefit from the Apothecary, as their remedies can boost abilities in various ways. The slow death dealt by an apothecary can be as gentle as getting tired and closing the eyes to as painful as the stomach eroding from the inside out or worse.

Free Extraordinary Abilities

3rd Level	Anti-Camouflage Sensor	Toxin Defense
5th Level	Cleanse	Feign Death
7th Level	Cellular Reinforcement	Confusion
9th Level	Contagion	Greater Restoration

Concoctions

When you choose the Apothecary Practice at 3rd level, you learn how to store some extraordinary abilities in receptacles for later use. When you expend an ability slot on a Medic Extraordinary Ability that has *"Range/Area: Touch"* or *"Range/Area: Self"* in its description, you may instead choose to make a concoction out of it rather than using it on a target or yourself.

A concoction is the Extraordinary Ability that was used to make it with these properties:

- A concoction may be given to another creature to be used later.
- Using a concoction requires the same action or bonus action as the supernatural ability stored within.
- If the supernatural ability stored within a concoction requires focus, it no longer requires focus when used as a concoction.
- It always takes an action to use a concoction, even if the Extraordinary Ability used to make it had an execution time of 1 bonus action.
- Saving Throws required by the use of a concoction have a DC equal to the concoction creator's Extraordinary Ability Save DC at the time it was created (your Ability Save DC).
- If the use of a concoction requires an ability melee attack, the bonus to hit is equal to the concoction creator's Extraordinary Ability Attack Modifier (your Ability Attack Modifier).
- A concoction is expended after a single use.
- A concoction disintegrates after 24 earth hours.
- *Counter Ability* may be used against a concoction upon its creation or use.

Vitality Abundance

By 7th level, your healing concoctions are capable of pushing creatures beyond the limits of their constitution. When a concoction you made is used to heal a target, any additional HP recovered past max HP is added to Temp HP. Vitality Abundance does not stack with other temp HP sources, and only applies if the temp HP gained would be greater than the existing temp HP value.

Vile Toxicants

At 10th level, the potency of your poison doubles. Poison damage dealing Medic Extraordinary Abilities now make all affected targets vulnerable to that poison damage for you. If a target has poison resistance, it loses that resistance against poison abilities used by you but is not vulnerable to poison abilities used by you.

Put To Sleep

In the name of mercy, you have further developed sleeping agents to be more potent, and if need be, make it so the affected never wakes up. Starting at 13th level, you know the supernatural ability *Induce Slumber,* and it does not count against supernatural abilities known (if you already knew *Induce Slumber*, you may choose another supernatural ability to learn).

You may now create a concoction out of the supernatural ability *Induce Slumber*, altering it the following ways when you do so:

- Range becomes touch and area of effect becomes one single creature.
- When this concoction is used on a creature, that creature must make a Con save vs your supernatural ability DC. On a failure the d8 dice are rolled as usual. On a success no d8 dice are rolled.
- Double the d8 dice rolled.
- When creating an Induce Slumber concoction, you must choose if it lethal or non-lethal. A creature subject to the effects of this concoction whose HP is equal to or less than the d8 dice rolled dies if the concoction was decided to be lethal.
- Non-biological creatures are immune to this concoction.

Unbearable Poisons

By 17th level, you have learned to formulate your poisonous concoctions to be as painful as they are deadly. When a creature takes poison damage from one of your concoctions, it must make a Con save vs your supernatural ability DC. On a failure the creature receives 1d4 levels of exhaustion.

Compacted Concoctions

Starting at level 20, you learn how to compact multiple supernatural abilities within a single concoction. From now on when you make a concoction, you may choose to roll 1d4. That concoction may hold that many supernatural abilities within it, including the initial supernatural ability that was used to make the concoction (maximum of 4).

If there are multiple supernatural abilities stored within a concoction, it always takes an action to use that concoction, triggering all supernatural abilities within it at the same time.

If there are multiple of the same supernatural ability stored within a concoction that require a saving throw, the target creature only needs to make one saving throw for those duplicate supernatural abilities. Other than that, treat all stored supernatural abilities as separate uses (though they all still trigger at the same time).

Surgeon

One tiny cut in just the right spot can save a life or take one. A Surgeon handles the extremes of life and death with the steadiest of hands, even under the most of stressful situations. As a consequence of their work the Surgeon is deadly with their scalpel. If one feels queasy at the site of blood, pursuing the practice of Surgeon may not be for them.

	Free Extraordinary Abilities	
3rd Level	Hold Being	Restraint Field
5th Level	Microdome	Revival Protocol
7th Level	Containment Field	Death Ward
9th Level	Force Field	Hold Monster

Laser Scalpel

When you choose this practice at 3rd level, you develop a way to burn off suture gel in order to create a short-range laser that envelopes your scalpel. When you hit a creature with an attack from your scalpel, you may expend 5 points from your suture gel reserve to deal 2d6 burning damage in addition to the weapon's damage.

You may choose to expend more suture gel reserve points in order to deal more damage, as shown on the table below:

Suture Gel Reserve Points Spent	Total Added Burning Damage
5	2d6
10	4d6
20	6d6
40	8d6
80	10d6

Generous Revival

Bringing an ally back from death only to have them die again is inefficient to say the least. At 7th level, you learn how to revive and address wounds in tandem. From now on when you revive a creature with a medic extraordinary ability or the defibrillate feature, it immediately regains HP equal to twice your Medic level.

Surgical Precision

At 10th level, your steady hand allows you to place your cuts just right upon creatures that have been rendered helpless. Your scalpel attacks now auto crit vs creatures that are restrained, stunned, grappled, unconscious, or paralyzed.

Transplant

Thanks to technology and your surgical skills, you can replace pretty much any vital organ or part with another like organ or part from a different being. Starting at 13th level, you may use an action to harvest vital organs or parts from a creature that has been dead for no longer than 5 minutes. You may then use those organs or parts to replace the material components needed in a supernatural ability that would bring a creature back to life, provided those organs or parts are used within 1 minute of when you harvested them.

Harvested organs may only be used as material components in this way on organic creatures, and mechanical parts may only be used as material components in this way on non-organic creatures.

Unwilling Doner

To you, the Hippocratic Oath no longer applies to your enemies. Beginning at 17th level, when you deal damage to a creature with your scalpel that is restrained, stunned, grappled, unconscious, or paralyzed, roll a d4. That creature suffers the following condition based of of that roll:

1. The creature is blinded.
2. The creature is deafened.
3. The creature is silenced.
4. The creature is paralyzed.

These conditions last until the creature's HP is fully restored by a feature or supernatural ability. The damage done with your scalpel that caused one of these conditions may not be restored with a long rest or hit die from a short rest.

Grotesque Operation

Surgeons have often been the topic of horror, and you aim to prove that trope right. At 20th level, you may now transfer one being type feature from one creature to another. In order to do this, both the creature the feature is to be taken from and the creature that is to receive that feature must be dead, restrained, stunned, grappled, unconscious, paralyzed, or willing to undergo this operation for its entire duration of 1 uninterrupted earth hour. Both creatures must be placed within 5 feet of one another for the duration of the operation, and you must remain within 5 feet of both creatures. If the creature that is having the feature removed from it is dead, this operation must have begun within 1 hour of its death.

After the procedure is completed, the being feature is transferred from one creature to the other. Only one single being feature may be given to any one specific creature in this way.

Besides features that are laid out in a being type's listed features, it is up to GM discretion to decide what creature features are being type features and thus available for transfer with grotesque operation (regarding creatures that are not available as playable being types).

Technologist

Medical observers, data recorders and analyzers. The Technologist takes what they learn from firsthand medical data and uses that knowledge to either enhance healing or buffing on a friendly or expose weaknesses in a foe. Many modern medical discoveries and innovations were made by Technologists, and with so many new worlds to discover they will surely make many more.

Free Extraordinary Abilities

3rd Level	Nero-disruption Ray	Gentle Repose
5th Level	Haste	Mass Ranged Healing
7th Level	Freedom of Movement	Talent Protocol
9th Level	Mass Cure Wounds	Reanimation

Autopsy

When you choose this practice at 3rd level, dissecting and analyzing fallen creatures reveals helpful data to you that most others would miss. You may choose to perform an autopsy on a dead creature within your reach, taking 10 uninterrupted minutes to do so. When the 10 minutes are up roll a d4. You know one of the following things about that creature type depending on the outcome of that roll:

1. All of the creature's damage resistances.
2. All of the creature's damage immunities.
3. All of the creature's damage vulnerabilities.
4. All of the creature's condition immunities.

Only one autopsy may be performed on a single creature.

Familiar Patient

By 7th level, you have recorded enough medical data on your companions and yourself to know exactly what each individual's body needs when tending to their injuries. When you heal a creature with a medic extraordinary ability, record that creature's name as well as the total HP that creature gained from that specific extraordinary ability. If the extraordinary ability heals multiple creatures at once (such as *Mass Ranged Healing*), record all the creature's names as well as the amount you healed each individual one for.

The next time you use a medic extraordinary ability to heal a creature that has already been healed by that ability from you, you may instead choose to take the HP total rolled in the past rather than what was rolled with this use of that extraordinary ability.

If you chose to take the new HP total rolled rather than the past recorded roll, you may also choose to replace the past recorded roll with the new one.

Expanded Database

By 10th level, the time storing, sorting, and analyzing medical data has increased your memory and mental fatigue threshold beyond the limits of other medics. From now on you know one additional level 0 Extraordinary Ability of your choice, one additional level 1 or higher Extraordinary Ability of your choice, and have one additional Medic Extraordinary Ability Slot than what is shown on the Medic table.

Guided Recovery

Starting at 13th level, creatures friendly to you within 25 feet of your position now recover maximum possible HP from hit die during short rests (maximize all expended hit die expended without needing to roll them).

Additionally, creatures now also maximize expended hit die when you use the Rapid Assisted Recovery feature on them.

Interim Gene Therapy

Further study of non-conventional damage types in relation to how they react to organic and non-organic matter has granted you the ability to make a creature resistant and, in some cases, immune to those damage types for a time. Beginning at 17th level when you take a long rest, you may choose one willing creature you can touch to spend the down time of that long rest with. When you do, pick one damage type from acid, burning, concussive, electric, force, freezing, necrotic, poison, psychic, and radiant. That creature is resistant to the chosen damage type until the next long rest or until 24 earth hours have passed (whichever comes first).

Accelerated Evolution

By 20th level, excessive time spent looking at your companion's medical files has given you a hint as to how their genomes would eventually sequence given enough time to evolve. Lucky for them you have the technology and know how to sequence their genomes in a fraction of the time natural evolution would have taken.

If all of your Advanced Procedures (6th, 7th, 8th, and 9th level) are currently available for use, you may choose to forgo using any of them until you complete your next long rest. When you do this, you may perform Accelerated Evolution upon one willing creature that you can touch.

Accelerated Evolution takes 1 uninterrupted earth minute to complete. Once completed, the creature that had Accelerated Evolution performed upon it immediately gains one permanent ASI/Feat improvement opportunity of its choice (2 stat points to delegate or 1 feat available to it from the feats list).

A specific creature may only have Accelerated Evolution performed upon it one time.

Mystic

Class Features

As a Mystic, you have the following features:

Hit Points

Hit Dice: 1d6 per mystic level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per mystic level after 1st

Proficiencies

Armor: Light armor, shields

Weapons: Dagger, staff, pistol, hand crossbow, blowgun, throw dart, kunai

Tools: Astrology kit

Saving Throws: Wisdom, Charisma

Skills: Choose two from Animal Handling, Astronomy, Deception, History, Insight, Medicine, Nature, Perception, and Theology

Equipment

You start with the following equipment:

5. (a) pistol with 2 loaded 10 round mags (b) blowgun with 20 darts
6. (a) staff (b) 2 daggers
7. (a) 4 throw darts (b) 3 kunai
8. Kevlar suit armor, astrology kit
9. Standard digital assistant
10. Entry level grade star ship with 500 credits to spend on ship
11. 100 additional credits
12. 10 earth days' worth of freeze-dried vacuum sealed rations

Mystic Table

Level	Prof Bonus	Features	Lvl 0 EAs Known	Lvl 1 EA Slots	Lvl 2 EA Slots	Lvl 3 EA Slots	Lvl 4 EA Slots	Lvl 5 EA Slots	Lvl 6 EA Slots	Lvl 7 EA Slots	Lvl 8 EA Slots	Lvl 9 EA Slots
1st	+2	Alignment Sense, EAs	3	2								
2nd	+2	One Eyed Omen	3	3								
3rd	+2	Preordination	3	4	2							
4th	+2	ASI/Feat	4	4	3							
5th	+3	Two Eyed Omen	4	4	3	2						
6th	+3	ASI/Feat	4	4	3	3						
7th	+3	Preordination	4	4	3	3	1					
8th	+3	ASI/Feat	4	4	3	3	2					
9th	+4	-	4	4	3	3	3	1				
10th	+4	Preordination	5	4	3	3	3	2				
11th	+4	Anomaly Sense	5	4	3	3	3	2	1			
12th	+4	Cosmic Gift	5	4	3	3	3	2	1			
13th	+5	Preordination	5	4	3	3	3	2	1	1		
14th	+5	ASI/Feat	5	4	3	3	3	2	1	1		
15th	+5	Three Eyed Omen	5	4	3	3	3	2	1	1	1	
16th	+5	ASI/Feat	5	4	3	3	3	2	1	1	1	
17th	+6	Preordination	6	4	3	3	3	2	1	1	1	
18th	+6	ASI/Feat	6	4	3	3	3	3	1	1	1	
19th	+6	-	6	4	3	3	3	3	2	1	1	1
20th	+6	Preordination	6	4	3	3	3	3	2	2	1	1

Alignment Sense

At 1st level, you can sense the alignment of a single creature you can see within 15 feet of you as a bonus action. Using this feature only reveals whether a creature is Good, Evil, or Neutral, and not weather they are lawful or chaotic.

You can use this ability a number of times equal to 1 + your Wisdom Modifier between long rests (minimum of 1).

Level 0 Extraordinary Abilities

Due to your deep connection with the universe, you can perform certain extraordinary abilities a seemingly endless number of times between long rests. At 1st level, you learn three level 0 Extraordinary Abilities of your choice from the Mystic's Extraordinary Abilities list. Wisdom is your modifier for these Extraordinary Abilities.

You learn additional level 0 Extraordinary Abilities of your choice from the Mistic's Extraordinary Abilities list as you level in this class, as shown on the Mystic Table.

Level 1 and Above Extraordinary Abilities

Due to your deep connection with the universe, you can perform certain extraordinary abilities a certain number of times between long rests. The Mystic table shows how many Extraordinary Ability Slots you have to use your Extraordinary Abilities of 1st level and higher. To use one of these Extraordinary Abilities, you must expend a slot of the Ability level or higher. You regain all expended Extraordinary Ability Slots when you finish a Long Rest.

You prepare the list of Mystic Extraordinary Abilities that are available for you to use, choosing from the Mystic Extraordinary Abilities list. When you do so, choose a number of Mystic Extraordinary Abilities equal to your Wisdom modifier + your Mystic level (minimum of one Extraordinary Ability). The Extraordinary Ability must be of a level for which you have an Extraordinary Ability Slot.

For example, if you are a 3rd-level Mystic, you have four 1st-level and two 2nd-level Spell Slots. With a Wisdom of 16, your list of prepared Extraordinary Abilities can include six Abilities of 1st or 2nd Level, in any combination. If you prepare the 1st-level Extraordinary Ability Cure Wounds, you can use it with a 1st-level or 2nd-level slot. Using the Extraordinary Ability doesn't remove it from your list of prepared Abilities.

You can change your list of prepared Extraordinary Abilities when you finish a Long Rest. Preparing a new list of Mystic Extraordinary Abilities requires time spent looking to the stars or your astrology kit for guidance: at least 1 minute per Extraordinary Ability Level for each Ability on your list.

Extraordinary Ability Modifier

Wisdom is your Extraordinary Ability modifier for your Mystics's Extraordinary Abilities, and you use your Wisdom whenever an Extraordinary Ability refers to your Extraordinary Abilities' modifier. In addition, you use your Wisdom modifier when setting the saving throw DC for a Mystics's Extraordinary Ability you use and when Making an Attack roll with one.

Extraordinary Ability save DC = 8 + your Proficiency Bonus + your Wisdom modifier

Extraordinary Ability Attack modifier = your Proficiency Bonus + your Wisdom modifier

Free Extraordinary Abilities

Starting at 1st level, you know the 1st level Extraordinary Abilities *Cosmic Ward and Detect Evil and Good*, which do not count against your number of known Extraordinary Abilities.

You will continue to gain other free Extraordinary Abilities once you begin to level in a Mystic Preordination (sub-class). Your preordination will grant you 2 free Extraordinary Abilities at 3rd level, 5th level, 7th level, and 9th level, as referenced in each preordination's "Free Extraordinary Abilities" table.

One Eyed Omen

Starting at 2nd level you start receiving obscure visions of the near future during down time. These visions are experienced as DeJa'Vu when that moment comes to pass. When you finish a long rest, roll a d20 and record the number rolled. This is your Omen Die Roll. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this roll, but this must be done before the GM announces weather the original roll hit/missed or succeeded/failed. An Omen Die may only be used once between long rests, and you re-roll your Omen Die after every longi8 rest replacing the previous day's roll regardless of whether that roll was used or not.

One Omen Die may not be used to overrule another.

Preordination

By 3rd level your Mystic abilities resonate strongest with particular aspects/forces of the universe, inevitably leading you to a greater understanding and mastery over those specific aspects. Choose one of the Mystic sub-class options listed later under Preordinations. The chosen sub-class is your Predestination, and grants you additional features at levels 3, 7, 10, 13, 17, and 20 (listed under that particular Preordination).

Ability Score Improvement/Feat Opportunity

When you reach 4th Level, and again at 6th, 8th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1.

Alternatively, you may choose to gain one Feat from the Feats section on page ____.

Two Eyed Omen

Starting at 5th level, you begin receiving more visions during down time. From now on after a long rest, roll 2 Omen Die rather than 1, and record both numbers. You may use both of these Omen Die to replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this roll as you usually would, but only one Omen Die may be expended to replace a specific dice roll. All Omen Die are re-rolled after a long rest replacing the previous day's, regardless of use.

Anomaly Sense

Beginning at 11th level, your sense of the natural state of the universe allows you to sense irregularities from great distances. As an action, you may activate your greater senses to feel if there are any anomalies within a distance of your perception score multiplied by 100 miles. Examples of anomalies include but are not limited to; black holes, worm holes, Kidali Mother and Father Crystals, temporal disturbances, and other space/time irregularities. You may only use this action twice between long rests.

Cosmic Gift

The universe itself seems to celebrate your awakening to chaotic creation with a daily new gift. Beginning at 12th level, roll 1d8 after you have completed a long rest at the same time you roll your omen die. You receive one of the following benefits based of the d8 roll for the next 24 earth hours or till your next long rest is completed (whichever comes first):

1. Gain +1 to your AC.
2. Raise your supernatural ability DC by 2.
3. Gain advantage on all attack rolls.
4. Gain 20 temporary HP.
5. Add 15 to your movement speed.
6. Gain resistance to fire damage.
7. Gain resistance to cold damage.
8. The first supernatural ability you use after this roll does not expend a supernatural ability slot.

Three Eyed Omen

Starting at 15th level, your visions during periods of rest broaden still. From now on after a long rest, roll 3 Omen Die rather than 2, and record all three numbers. You may use all three of these Omen Die to replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this roll as you usually would, but only one Omen Die may be expended to replace a specific dice roll. All Omen Die are re-rolled after a long rest replacing the previous day's, regardless of use.

Preordinations (Mystic Sub-Class Options)

Empyrean

Light of creation guide thee, and through you may others be guided to it. Empyrean Mystics resonate most with the brightest forces of the universe. Simply being around one can be beneficial for others in various ways. They are purveyors of guidance and mercy to allies, and dispensers of radiant judgment to their foes.

Starlight Drinker

When you choose this preordination at 3rd level, starlight begins to replenish your spirit. When you complete a short rest with the authentic light from a star visible to you roll 1d8. You gain an extraordinary ability slot back of a level equal to the amount rolled. If all slots at that level are already full or you don't have access to extraordinary abilities of that level yet, refill a slot from the next lower ability level which you have access to and has an expended ability slot.

Example: If you rolled a 4 at 5th level you would regain a 3rd level extraordinary ability slot back since you only have access to up to 3rd level extraordinary abilities at 5th level. If all of your 3rd level extraordinary ability slots were already full, you would instead gain a 2nd level slot.

Additionally, when you roll an 8 on the d8 roll, you may choose one creature within 15 feet of you that had completed the short rest with you. That creature may roll a d4, regaining an extraordinary ability slot of a level equal to the amount rolled or the next lower-level available expended slot for them.

Sopping Radiance

Starting at 7th level, your command over the radiant forces of the universe becomes enhanced by the light in your very soul. From now on, add your Wisdom modifier to all radiant damage totals from you as the source of that damage. This includes if you enhance an ally's weapon to deal radiant damage, or if you summoned something that does radiant damage itself.

Steadfast Aura

By 10th level, your conviction to overcome evil lends you and those around you strength from beyond in the face of hopelessness. Whenever you or a friendly creature within 15 feet of you must make a saving throw, the creature gains a bonus equal to your Wisdom modifier.

Additionally, you and creatures in range can't be frightened.

You must be conscious to grant these bonuses.

Bright Visions

Many of your omens lately blind you with radiant light… Beginning at 13th level, when an omen die of yours is used to cause an attack roll to hit a creature, that creature takes 2d8 + your Wisdom modifier (from Sopping Radiance) in radiant damage in addition to all other damage dealt by the attack.

Dreams of Creation

Your powerful connection to the spirit of creation sometimes unexpectedly causes your deepest dreams to become reality. Starting at 17th level, after you finish a long rest and while you are rolling your Omen die and Cosmic Gift die, the GM will roll a d20. If the number rolled is 19 or higher, a single use of the supernatural ability *Reality Time-Space Rewrite* occurs. This does not expend a supernatural ability slot from you, though the ability does technically come from you, and thus could potentially be countered with an ability such as *Counter Ability*.

When this feature is triggered, the GM may choose to solely interpret your dream and the effects of *Reality Time-Space Rewrite* by themself without your input, or they may decide to let you interpret your own dream and the effect of the supernatural ability, or a mix of both (GM discretion).

Radiant Child

May your light terrify and illuminate the darkest forces of the universe. At level 20, maximize all radiant damage that would be dealt by you as the source rather that rolling for radiant damage. This includes if you enhance an ally's weapon to deal radiant damage, or if you summoned something that does radiant damage itself.

Shaman

Serving as a link between the material and ethereal, the Shaman Mystic calls upon the spirits for guidance, healing, and protection. Shamans have been around since well before humans made contact with the Kidali, but after the Azurite Mother Crystal was charged by the gamma ray burst, the Shaman's powers grew to a tangible level that was undeniable even to skeptics. Their ability to commune with the spirits of creatures and vegetation alike makes them exceptional investigators, while their ability to convince the spirits to venture into the material world and fight alongside them makes the Shaman a formidable opponent.

	Free Extraordinary Abilities	
3rd Level	Aid	Prediction
5th Level	Cosmic Steed	Astral Guardians
7th Level	Cosmic Guardian	Post-mortem Reconciliation
9th Level	Commune with Nature	Reincarnation

Spirit Sense

When you choose this preordination at 3rd level, your connection to the spiritual beyond grows deeper, allowing you to see and communicate with the ethereal. You now see into the spiritual realm that mirrors the material realm, granting you these bonuses:

- Ghosts, phantoms, and other ethereal undead may not be invisible to you. You also see all other spirits and may attempt to communicate with them, should they be present.

- Using your Alignment Sense feature now detects the lawful/chaotic alignment of a creature.

Sometimes a spirit may be bitter about its demise, thus having trouble letting go and departing an area. Spirits like this are often so angry or confused that they require a brief connection to the material world in order to process their grief and move on. In cases like this, special conditions may need to be met before a spirit is capable and willing to communicate. Fetching an item the spirit was fond of in life or returning it to its dead body for a moment through the extraordinary ability "Post-mortem Reconciliation" (learned at 7th level) so it can say farewell to a loved one are a couple of examples. These special conditions are determined by the GM and adventure at hand.

Progenitor Protectors

By 7th level, your legend as a shaman extends to your ancestors in the spiritual realm, influencing them to come to your aid in place of other summoned phantoms. When you use the extraordinary ability *Cosmic Guardian,* roll a d4. The summoned Cosmic Guardian is one of your ancestors and has the following alterations depending on what you rolled:

1. **The Barbarian** – On a hit, the Cosmic Guardian instead deals 4d12 bludgeoning damage.

2. **The Spartan** – The Cosmic Guardian gains "whenever a creature attacks another creature within 5 feet of the guardian, it may use a reaction to impose disadvantage on the attack roll".

3. **The Huntress** – Rather than a spear, the Cosmic Guardian has a bow with a range of 30 feet, and attempts to shoot the nearest creature to you within that range at the start of each your turns.

4. **The Miracle Worker** – The cosmic guardian gains "at the beginning of your turn, the guardian heals friendly creatures within 30 feet of it for an amount equal to your Wisdom Modifier."

If you roll the d4 and already have that particular guardian out, you instead summon a normal Cosmic Guardian.

Ancestral Council

At 10th level, your ancestors begin to bear witness to your omens, and offer their interpretations. When you roll your omen dice after a long rest, you may choose to immediately re-roll any amount of those omen dice one time only. All new rolls replace the previous omen die roll.

Example: if you rolled a 12 on one omen die and a 18 on the other, you could choose to re-roll either one of or both of those omen die. If you choose to re-roll the 12 only and rolled a 10 on the re-roll, the 10 would then replace the 12.

Spirit Of Life

May you bring the spirit of life to barren celestial bodies. At 13th level, if you spend 10 consecutive earth days' time on a celestial body that has no atmosphere or organic life forms (including vegetation) native to or growing upon it, that celestial body begins to rapidly form those things. When this is triggered after you have spent 10 earth days' time upon the celestial body, roll 1d4, 1d8, and 1d12. The celestial body forms an atmosphere and life based off of those rolls accordingly:

The celestial body will form an atmosphere that is breathable and can sustain life in 1d4 earth days' time. This atmosphere also sustains a temperature of between -13 and 108 degrees Fahrenheit.

The celestial body will begin to grow lush vegetation in 1d8 earth weeks.

The celestial body will begin to form complex life forms in 1d12 earth years.

The average temperate climate of the celestial body, and what type of vegetation and other life forms in relation to that climate that manifest on the celestial body are at the GM's discretion, but should take into consideration distance from the nearest star, as well as the size of the celestial body itself (and maybe other things like rotation, depending on how deep the GM and table wishes to get).

When on a celestial body that you have brought life to in this way, you gain advantage on all saving throws.

Visions Of Life

Your Omens begin to tell tales of life overcoming death. Beginning at 17th level, if one of your Omen Die is used to have a creature succeed on a death save, that creature immediately stabilizes with an HP total equal to the Omen Die value.

Spirit Protector

Death is simply a transitory state, and by level 20 you now know how to manipulate that transition. If you should die, you keep your place in the turn order if there is currently one, and the following things immediately occur:

- Your omen die may still be used.
- One dead or destroyed creature of your choice besides you within 25 feet of where you died is brought back to life at full HP.
- Your spirit manifests at the location you died as a spiritual silhouette of yourself, and is controlled by you using the same initiative roll used when you were alive. Your spirit shares your movement speed and supernatural ability slots and known abilities, but may only use actions or bonus actions that would be used to restore HP to a creature with those supernatural abilities.
- Your spirit is invincible, but only remains for 1 minute after you died. If that full minute expires and your body has not been revived, your spirit passes on and your body may not be revived with any supernatural ability or feature.

Spirit Protector may only trigger once every 7 earth days.

Void

Outnumbering all the warm stars that shine in the universe is the cold dark space between them. The Void Mystic resonates most with these cold dark forces. Powered by the night terror of what lives beyond black holes, a Void Mystic bears the curse of feeling the death of the universe from within every moment of their life. In exchange, they command frightening powers of gloom.

	Free Extraordinary Abilities	
3rd Level	Cryo Blast	Darkness
5th Level	Fear	Gateway to Nothingness
7th Level	Banishment	Void Cloak
9th Level	Danse Macabre	Void Beam

Absolute Dark Zero

When you choose this path at 3rd level, utter darkness becomes your most familiar companion, allowing you to see its secrets and freeze your adversaries within it.

You now have dark vision up to 60 feet. If you already had dark vision with a range of 60 feet, that range is now 120 feet. This dark vision is special in that it can see into extraordinary darkness such as the darkness created by the *Darkness* extraordinary ability (as opposed to normal dark vision).

When a creature takes freezing damage from you while within extraordinary darkness, that creature must make a Constitution Saving Throw vs your Ability Save DC. On a failure, the creature's movement speed is reduced to 0 and has disadvantage on all ability checks and attack rolls until the end of its next turn, or until the extraordinary darkness they are within is undone or counteracted such as with the extraordinary ability *Daylight*.

A creature who is resistant or immune to freezing damage is immune to the effects of Absolute Dark Zero.

Vampiric Necrosis

At 7th level, your necrotic attacks begin to sap the very life from terrified adversaries and feed that life to you. A creature who is under the frightened condition that takes necrotic damage from you also has their max HP total reduced by that much. This max HP reduction expires after the affected creature completes a long rest.

In addition, you gain HP equal to half the necrotic damage dealt by you to creatures who are under the frightened condition (rounded down).

Creatures who are resistant or immune to necrotic damage are immune to all effects of Vampiric Necrosis.

Dark Minions

Starting at 10th level, your dark aura spreads to your undead servants. Undead creatures created by you deal an extra 1d4 necrotic or freezing damage (your choice) on all melee attacks, and can see 60 ft into extraordinary darkness.

Apply Absolute Zero Dark to freezing damage caused by undead creatures created by you (freezing damage from undead creatures created by you will cause the target creature to make a Con Save vs your Ability Save DC, reducing its movement to 0 and imposing disadvantage on all skill checks and attack rolls until the end of its next turn on a failure, so long as the target creature is within extraordinary darkness and does not have resistance to freezing damage).

Apply Vampiric Necrosis to necrotic damage caused by undead creatures created by you (necrotic damage from undead creatures created by you will heal that undead creature for half the necrotic damage dealt by it, so long as the target creature is frightened and has no resistances to necrotic damage).

Corruption Consumption

Starting at 13th level, you are now immune to Necrotic damage. If a source other than you or your minions would deal necrotic damage to you, you instead gain that much HP.

Visions Of Shadow

Your Omens begin to wash over with total darkness. Beginning at 17th level, if an Omen Die of yours is used to cause a creature to miss an attack, that creature must make a Con Save vs your ability DC. On a failure that creature becomes blind for a duration of 1 minute.

Additionally, if an Omen Die of yours is used to cause a creature to fail a saving throw, that creature also takes 2d8 necrotic damage from you.

Nihility

If the radiant light of creation is the pencil that draws existence into being, you are the eraser. Starting at level 20, creatures that are currently banished by you at the beginning of their turn must make a death saving throw. If they fail 3 of these death saving throws, they are erased from existence completely. A creature must continue making these saves while banished by you, even if they make 3 or more successful death saves in this way.

Your Omen Die may not be used to influence the death saving throws of creatures banished by you in regard to Nihility.

Nanotek

Class Features

As a Nanotek, you have the following features:

Hit Points

Hit Dice: 1d8 per nanotek level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per nanotek level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Dagger, rod, rapier, sword, pistol, hand crossbow

Tools: Converter kit

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Deception, Insight, Intimidation, Investigation, Medicine, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment:

13. (a) pistol with 2 loaded 10 round mags (b) hand crossbow with quiver and 20 bolts
14. (a) rod (b) 2 daggers (c) rapier (d) sword
15. (a) kevlar suit armor (b) ceramic vest armor
16. Converter kit
17. Standard digital assistant
18. Entry level grade star ship with 500 credits to spend on ship
19. 100 additional credits
20. 10 earth days' worth of freeze-dried vacuum sealed rations

Nanotek Table

Level	Prof Bonus	Features	Lvl 0 EAs Known	Lvl 1 EA Slots	Lvl 2 EA Slots	Lvl 3 EA Slots	Lvl 4 EA Slots	Lvl 5 EA Slots	Lvl 6 EA Slots	Lvl 7 EA Slots	Lvl 8 EA Slots	Lvl 9 EA Slots
1st	+2	Quick Convert, EAs	3	2								
2nd	+2	Proxy Buffer	3	3								
3rd	+2	Prime Function	3	4	2							
4th	+2	ASI/Feat	4	4	3							
5th	+3	Back-up Proxy	4	4	3	2						
6th	+3	ASI/Feat	4	4	3	3						
7th	+3	Prime Function	4	4	3	3	1					
8th	+3	ASI/Feat	4	4	3	3	2					
9th	+4	-	4	4	3	3	3	1				
10th	+4	Prime Function	5	4	3	3	3	2				
11th	+4	Overclock	5	4	3	3	3	2	1			
12th	+4	Consume	5	4	3	3	3	2	1			
13th	+5	Prime Function	5	4	3	3	3	2	1	1		
14th	+5	ASI/Feat	5	4	3	3	3	2	1	1		
15th	+5	Split	5	4	3	3	3	2	1	1	1	
16th	+5	ASI/Feat	5	4	3	3	3	2	1	1	1	
17th	+6	Prime Function	6	4	3	3	3	2	1	1	1	
18th	+6	ASI/Feat	6	4	3	3	3	3	1	1	1	
19th	+6	-	6	4	3	3	3	3	2	1	1	1
20th	+6	Prime Function	6	4	3	3	3	3	2	2	1	1

Quick Convert

At 1st level your Nano Converter Kit is capable of converting surrounding loose matter into usable energy during a relatively short period of time. After one short rest per day, you may choose expended extraordinary ability slots to recover. The slot levels can have a combined value that is equal to or less than half you Nanotek level (Minimum of 1). You may not recover extraordinary ability slots that are at or above 6th level in this way.

Level 0 Extraordinary Abilities

Due to your advanced nanites you can perform certain extraordinary abilities a seemingly endless number of times between long rests. At 1st level, you learn three level 0 Extraordinary Abilities of your choice from the Nanotek's Extraordinary Abilities list. Intelligence is your modifier for these Extraordinary Abilities.

You learn additional level 0 Extraordinary Abilities of your choice from the Nanotek's Extraordinary Abilities list as you level in this class, as shown on the Nanotek table.

Level 1 and Above Extraordinary Abilities

Due to your advanced nanites you can perform certain extraordinary abilities a certain number of times between long rests. The Nanotek table shows how many Extraordinary Slots you have to use your Extraordinary Abilities of 1st level and higher. To use one of these Extraordinary Abilities, you must expend a slot of the Abilities level or higher. You regain all expended Extraordinary Abilities when you finish a Long Rest.

You prepare the list of Nanotek Extraordinary Abilities that are available for you to use. To do so, choose a number of Nanotek Extraordinary Abilities from your Nanite Memory Banks equal to your Intelligence modifier + your Nanotek level (minimum of one Extraordinary Ability). The Extraordinary Abilities must be of a level for which you have an Extraordinary Ability Slot.

For example, if you're a 3rd-level Nanotek, you have four 1st-level and two 2nd-level Extraordinary Ability Slots. With an Intelligence of 16, your list of prepared Extraordinary Abilities can include six Abilities of 1st or 2nd Level, in any combination, chosen from your Nanite Memory Banks. If you prepare the 1st-level Extraordinary Ability Ground Tremor, you can cast it using a 1st-level or a 2nd-level slot. Using the Extraordinary Ability doesn't remove it from your list of prepared Extraordinary Abilities.

You can change your list of prepared Extraordinary Abilities when you finish a Long Rest. Preparing a new list of Nanotek Extraordinary Abilities requires time spent pulling from your Nanite Memory Banks into the forefront of your nanotek system so those abilities are calibrated and ready to use: at least 1 minute per Extraordinary Ability Level for each Extraordinary Ability on your list.

Nanite Memory Bank

At 1st level, you have a Nanite Memory Bank containing six 1st-level Nanotek Extraordinary Abilities of your choice. Your Nanite Memory Bank is the Repository of the Nanotek Extraordinary Abilities you know, except your Level 0 Extraordinary Abilities, which are always ready to use at the forefront of your nanotek system.

Learning Spells of 1st level and Higher

Each time you gain a Nanotek level, you can add two Nanotek Extraordinary Abilities of your choice to your Nanite Memory Bank for free. Each of these Extraordinary Abilities must be of a level for which you have an Extraordinary Ability Slot, as shown on the Nanotek's table. On your Adventures, you might find other Extraordinary Abilities that you can add to your Nanite Memory Bank (see "Nanite Memory Bank").

Extraordinary Ability Modifier

Intelligence is your Extraordinary Ability modifier for your Nanotek's Extraordinary Abilities, and you use your Intelligence whenever an Extraordinary Ability refers to your Extraordinary Abilities' modifier. In addition, you use your Intelligence modifier when setting the saving throw DC for a Nanotek's Extraordinary Ability you use and when Making an Attack roll with one.

Extraordinary Ability save DC = 8 + your Proficiency Bonus + your Intelligence modifier

Extraordinary Ability Attack modifier = your Proficiency Bonus + your Intelligence modifier

Free Extraordinary Abilities

Starting at 1st level, you know the 1st level Extraordinary Abilities *Personal Defense Shield* and *Scan*, which do not count against your number of known Extraordinary Abilities.

You will continue to gain other free Extraordinary Abilities once you begin to level in a Nanotek Prime Function (sub-class). Your prime function will grant you 2 free Extraordinary Abilities at 3rd level, 5th level, 7th level, and 9th level, as referenced in each practice's "Free Extraordinary Abilities" table.

Proxy Buffer

At 2nd level, your nanites can replicate your outer form and expand that shell just beyond yourself that takes external damage before you do. As a bonus action, gain temporary hit points equal to twice your Nanotek level that lasts for 10 minutes. You may only do this once between long rests.

Prime Function

By 3rd level, your nanites have begun to evolve and excel in ways that compliment certain roles in battle and beyond. Choose one of the Nanotek sub-class options listed later under Prime Functions. The chosen sub-class is your Prime Function, and grants you additional features at levels 3, 7, 10, 13, 17, and 20 (listed under that particular Prime Function).

Ability Score Improvement/Feat Opportunity

When you reach 4th Level, and again at 6th, 8th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1.

Alternatively, you may choose to gain one Feat from the Feats section on page _____.

Back-up Proxy

At 5th level, you can now use the Proxy Buffer feature twice between long rests.

Overclock

At 11th level, you can super charge extraordinary abilities at the cost of your own health. When you upcharge an extraordinary ability that has damage scaling potential with higher extraordinary ability

slots, you may expend another slot below the level of the slot that was just used. This extra expended slot must not be of a level lower than the base level of the extraordinary ability used. This uses the extraordinary ability again at the level of the extraordinary ability point expended to use this feature. Any target(s), selected area of effect, to hit roll, or DC remains the same as the original use of the extraordinary ability (only the extra damage is used from the additional expended slot use).

Additionally, you can continue to cascade down in ability slot level until you hit the base level for that particular extraordinary ability. For example: If you upcharge a 3rd level extraordinary ability with a 6th level slot, you could overclock/expend a 5th, and then a 4th, and then a 3rd level slot all at once. In this scenario you could also overclock/expend a 5th, and then a 3rd level slot as well. In other words, cascading down slot levels does not have to be down by 1 level at a time.

When you use this feature, you reduce your current and max HP by 5 per level of extraordinary ability slot that is overclocked (Example: if you expended/overclocked a level 3 slot, your hit point maximum and current hit pints would be reduced by 15). This reduction to current hit points bypasses temporary hit points and always reduces from your primary hit point pool. Your hit point maximum may only be restored to its previous value (before any use of overclock) by completed long rest or by the feature Consume (see Nanotek feature Consume below).

All use of overclock must be stated before any attack rolls or saves are made. If there is an ability that can counter extraordinary abilities (such as the extraordinary ability *Counter Ability*), it only needs to counter/contest the highest original slot used during overclocking.

Consume

Starting at 12th level, you acquire the ability to regain mass lost during powerful yet taxing activities. As an action, you may fully consume a large or smaller sized deceased or destroyed creature. When you do roll 1d4 if it was a tiny creature, 1d6 if it was a small creature, 1d8 if it was a medium creature, or 1d0 if it was a large creature. Restore the amount rolled to your HP, as well as to your maximum HP if your maximum HP is currently reduced (like from the feature Overclock).

Split

Due to the fact that most of your form is now composed of nanites that replicate your original body, it has become possible to split yourself into doubles. Starting at 15th level, you may create a duplicate of yourself within 5 feet of you as an action. When you do, your current HP, Max HP and any temp HP you have are split between you and your duplicate (rounded down). Additionally, both you and your duplicate's AC are reduced by 5 and you both receive a -5 penalty to all saving throws.

- Roll initiative for your duplicate. Besides the penalties listed above, your duplicate has all the same stats and capabilities as you. You and your duplicate share the same Extraordinary Abilities and slots for those abilities. Your duplicate is controlled by you and gets all the actions, bonus actions, item interactions, free actions, and reactions that you would be able to use.

- Armor is replicated upon creating your duplicate, but weapons are not. When you create your duplicate, you may choose to have it made equipped with a weapon from your inventory.

- If your replica is within 5 feet of you, you may use an action to rejoin with your it. When you do this, add your existing HP and temp HP back together, and return your Max HP to what it was immediately before you created your replica with the Split feature.

- A range of 60 feet or closer must be maintained between you and your duplicate in order for your duplicate to function. If the distance of 60 feet is exceeded your duplicate is immediately destroyed, turning into useless nanite dust.

- If your replica is brought to 0 it is immediately destroyed, turning to useless nanite dust.

- If your replica is destroyed, you must complete a long rest before you can make another replica with Split.

- If your replica is destroyed, you must complete a long rest for your Max HP to return to normal.

Prime Functions (Nanotek Sub-Class Options)

Aegis

Great protector with your replenishing supply of nanite manifested shields, push with us forward across victories line. Prime Function Aegis Nanotek's use their nanites to protect their allies with barriers or polar opposite effects that nullify some enemy attacks. They are not just defensive however, having the ability to release stored up energy from enemy attackers back upon them.

	Free Extraordinary Abilities	
3rd Level	Nanoskin	Seismic Discharge
5th Level	Kinetic Barrier	Energy Ward
7th Level	Containment Field	Shield of Temperature
9th Level	Force Field	Sphere of Protection

Stored Kinetic Discharge

When you choose this Prime Function at 3rd level, your nanites become capable of storing the energy from attacks that were blocked with shielding abilities so that you may release that energy back upon foes.

You now have a Kinetic Discharge Pool. If an extraordinary ability used by you that alters a creature's AC causes another creature to miss an attack roll against the AC altered creature, damage is rolled anyway.

This damage is not subtracted from the defending creature's HP pool, but rather added to your Kinetic Discharge Pool.

Whenever concussive damage is dealt to a creature within 60 feet of you that you can see with you as the source of that concussive damage, you may choose to discharge all stored damage from your Kinetic Discharge Pool upon that creature as additional concussive damage.

If an attack roll would have missed without the effects of your AC altering extraordinary abilities anyway, damage is not stored in your Kinetic Discharge Pool.

All damage stored in your Kinetic Discharge Pool dissipates to 0 after 1 earth hour.

Elemental Offset

By 7th level, your continued exposure to a variety of damage types has caused your nanites to develop methods of nullifying many of those damage types. If an extraordinary ability from you would grant a creature resistance to a damage type, that creature instead has immunity to that damage type.

Immediately after the first time a creature would avoid all damage due to the immunity granted by Elemental Offset, that creature loses the immunity granted by Elemental Offset.

Bolstered Barriers

Starting at 10th level, you may add half your Intelligence modifier (rounded down) to the AC bonus/total granted by AC altering extraordinary abilities from you.

Lend Proxy

Beginning at 13th level, you may now use your Proxy Buffer feature on any creature within 5-feet of you.

Kinetic Displacement

By 17th level, your nanites have adapted to kinetic themed damage types. You are now resistant to concussive and force damage, as well as bludgeoning, piercing, and slashing damage from non-supernatural sources.

Impenetrable Over shield

Protection from all is the peak of your prime function. At 20th level, you may use an action to put forth an Impenetrable over shield that covers you and all creatures of your choice within 25-feet of you. Until the end of your next turn, all creatures affected by this shield are immune to all damage types. You may only use this feature once between long rests.

Injector

Aggressive and nasty like an aggravated venomous snake, deliver your fangs into the enemy's throat and inject your venom. Prime Function Injector Nanoteks are optimized to kill the enemy not only from external injury but internal destruction as well. Though capable of long-range combat like any Nanotek, it benefits them to get in close so they may properly inject harm directly into the victim.

	Free Extraordinary Abilities	
3rd Level	Blindness/Deafness	Corrosive Blast
5th Level	Malison	Vitality Drain
7th Level	Caustic Blast	Greater Invisibility
9th Level	Geas	Contagion

Grow Fangs

When you choose this Prime Function at 3rd level, many of your nanites are reserved for replicating piercing weapons that can be stored within your body. Choose two piercing weapons from the Small Melee and Melee categories of the weapons table (page __). These two weapons are your fangs, and you are proficient in them.

Your fang weapons are supernatural for the purpose of overcoming resistances. Other than that the stats are the same for the weapon types chosen, and mods may still be applied to the weapons as usual.

You may store one of your fang weapons back into your body or procure one of your fang weapons from your body with a bonus action or action.

Caustic Seepage

At 7th level, the nanites that make up your fangs begin to secret corrosive substances that add an extra sting to your attacks. From now on, attacks from your fang weapons deal an extra 2d4 acid damage.

Inject Venom

Starting at 10th level, you may combine fang weapon attacks with extraordinary abilities for devastating damage. Immediately before you use an action to make an attack with a fang weapon, you may choose to charge that fang weapon with a damage dealing leveled extraordinary ability, in hopes of adding that extraordinary ability's damage to your normal fang weapon damage. If you do, expend the extraordinary ability slot needed to use the chosen extraordinary ability and then roll to hit with your fang weapon.

If your fang weapon attack misses after it is charged with this feature, the extraordinary ability slot is wasted (the extraordinary ability charging your fang weapon dissipates without ever triggering).

If your fang weapon attack hits after it is charged with this feature, the charged extraordinary ability triggers from within, altering that extraordinary ability in the following ways:

- If the extraordinary ability had an area of effect, that area is reduced to 0 feet and the creature hit by the fang weapon attack instead takes the maximum possible damage from that extraordinary ability (half max damage rounded down if that creature succeeded on a saving throw that would reduce damage by half required by the triggered extraordinary ability).

- All saves required by the triggered extraordinary ability are rolled at disadvantage.

- If the triggered extraordinary ability required an ability attack roll to hit, it instead auto hits (including ranged to hit extraordinary abilities).

Splash Back

By 13th level, your nanite's overabundant corrosive production leaves you dripping with acid. From now on, when a creature deals melee damage to you from 5-feet away, they take 2d4 acid damage.

Additionally, you are now immune to acid damage.

Internal Corrosion

Being corroded from the inside out is no fun for your enemies, but tons of fun for you! Starting at 17th level, when a creature takes acid damage from your Caustic Seepage feature, that creature must make a Con Save vs your ability DC. On a failure, that creature receives one level of exhaustion.

Fang Clutch

Beginning at 20th level, your successful fang attacks now have the following added alterations:

- Creatures hit and damaged by your fang attacks have their speed reduced to 0 as long as you remain within 5 feet of them.
- If you hit and damage a creature with a fang weapon attack, your next attack with that same fang weapon auto hits upon that creature as long as you remain within 5 feet of that creature and you don't use that fang weapon to attack another creature in between the two attacks. If the initial attack roll to hit was a crit, all subsequent Fang Clutch auto hits are also treated as crits.

Restorer

Matter rearranger, put our bodies back to as they once were and without affliction. Prime Function Restorer Nanoteks can heal biological beings and fix non-organic objects equally by way of eating surrounding loose matter and converting it into whatever element is needed to be placed on the injured creature/broken object. The nanites of a restorer are also capable of removing harmful diseases and the like from creatures, or rearranging that creatures molecular structure to something entirely different all together. Though effective healers, it still bothers some that being treated by a Restorer Nanotek essentially means little nano bugs are crawling around inside your body.

	Free Extraordinary Abilities	
3rd Level	Minor Restoration	Vitality Well
5th Level	Hemomantic Rejuvenation	Revival Protocol
7th Level	Death Ward	Molecular Reassembly
9th Level	Greater Restoration	Reanimation

Lingering Affliction Correction

When you choose this Prime Function at 3rd level, your nanites begin to prioritize lasting healing effects that continue to safeguard a target after it is cured of a condition. From now on when you end either a

disease, condition, curse, or reduction afflicting a creature, that creature is immune to that particular affliction for 10 earth days.

Surplus Replenishment Pool

Starting at 7th level, your nanites know to store themselves for later use when healing abilities would restore more HP to a creature than their max HP would allow.

You now have a Replenishment Pool. If an extraordinary ability from you would heal a creature for more than their total HP, the excess past their max HP is stored as points in your Replenishment Pool.

When you use an extraordinary ability that restores a creature's HP, you may expend any number of stored HP points from your Replenishment Pool, adding it to the total HP gained.

If the extraordinary ability used would heal several creatures at the same time, you may split any number of available HP points from your Replenishment Pool between all creatures affected by the extraordinary ability.

All HP points stored in your Replenishment Pool dissipates to 0 after 1 earth hour.

Supplemented Revival

At 10th level, you can supplement some of your own form in place of components needed to revive the fallen. Rather than pay the material component in an extraordinary ability that would return a creature to life (such as the Diamond Kidali Crystal in *Reanimation*), you may instead reduce your HP total and your HP max by half (rounded down) as the material component.

Additionally, when you choose to use this feature roll 1d4. You receive a level of exhaustion equal to the number rolled:

1.   Disadvantage on Ability Checks

2.   Speed halved

3.   Disadvantage on Attack rolls and Saving Throws

4.   Hit point maximum halved rounded down (again)

The max HP reduction from Supplemental Revival may only be restored by completing a long rest or by the Nanotek feature Consume.

Levels of exhaustion must be dealt with normally (such as with 1 long rest per level of exhaustion, or by the extraordinary ability *Greater Restoration*).

Replenish Proxy

Starting at 13th level as a bonus action, you may now use stored points in your Surplus Replenishment Pool to restore temp HP to your active Proxy Buffer to its maximum, so long as it has at least 1 temp HP remaining.

Preemptive Damage Negation

Healing is your prime function, but often times in the company of your elite companions during battle, there is simply nobody currently to heal. And so, beginning at 17th level you have found a way to taint your enemies' attacks with your HP restoring abilities so that they both heal and harm simultaneously.

From now on, if you direct at healing ability or feature at a creature, you may choose for it to not restore any HP to that creature. When you do this, assign that creature a Damage Negation Pool with a value of what the ability or feature would have restored in HP to that creature.

When a creature with a Damage Negation Pool deals damage, deplete that Pool up to a maximum of the total value stored in that pool, or up to a maximum of the total damage it would deal (whichever would happen first). Subtract that much damage from the total damage dealt by that creature.

If a creature with a Damage Negation Pool would deal damage to multiple creatures at the same time, deplete the Damage Negation Pool and reduce damage dealt to one single creature of your choice at a time. *Example: If a creature with a Damage Negation Pool value of 15 would use the Fireball ability, and that fireball would deal damage to 3 creatures, you may choose to divide those 15 points between the 3 creatures however you wish AFTER those 3 creatures make their saving throws).*

Additional points may be added to an existing Damage Negation Pool.

Symbiotic Consolidation

When things are looking grim, sometimes the best way to survive is to join with an ally, literally. Starting at 20th level, you may now merge with one willing creature that you can touch within 5-feet of you as an action. When you do, that creature becomes your host, and the following things take place:

- Your host gains Temp HP equal to your remaining HP, in addition to any Temp HP it already had.
- You are removed from the turn order if there was one.
- You are removed from the battlefield, as you are technically merged with your host.
- You may use your own actions and bonus actions on your hosts turn but may not make melee or ranged melee attacks.
- As you are merged with your host, you move with your host at their mercy.
- Your host gains advantage on all saving throws, including death saves.
- Your host gains +1 to AC.
- You and your host share a telepathic bond.
- Any ability you use with a range of self now effects your host instead.
- Your host rolls Con saves when trying to maintain focus on abilities that require it.
- You may not Overclock while merged with your host unless your host agrees to, as overclocking while merged reduces the hosts current and max HP accordingly.
- You may not separate from your host until that host completes a long rest, after which you separate from your host at full HP as if you yourself just completed a long rest, while the host losses any Temp HP you granted it with Symbiotic Consolidation.

You may not use Symbiotic Consolidation if you are currently split with the Nanotek's Split feature.

Scion

Class Features

As a Scion, you have the following features:

Hit Points

Hit Dice: 1d6 per scion level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per scion level after 1st

Proficiencies

Armor: Light armor, shields

Weapons: Dagger, rapier, whip, pistol, throw dart, kunai, shuriken

Tools: Meditation kit

Saving Throws: Wisdom, Charisma

Skills: Choose two from Astrology, Deception, History, Insight, Intimidation, Investigation, Medicine, Persuasion, and Theology

Equipment

You start with the following equipment:

1. (a) pistol with 2 loaded 10 round mags (b) 4 daggers
2. (a) rapier (b) whip
3. (a) 10 throw darts (b) 7 kunai (c) 8 shuriken
4. Kevlar armor, meditation kit
5. Standard digital assistant
6. Entry level grade star ship with 500 credits to spend on ship
7. 100 additional credits
8. 10 earth days' worth of freeze-dried vacuum sealed rations

Scion Table

Level	Prof Bonus	Features	MP	Lvl 0 EAs Known	Lvl 1+ EAs Known	Lvl 1 EA Slots	Lvl 2 EA Slots	Lvl 3 EA Slots	Lvl 4 EA Slots	Lvl 5 EA Slots	Lvl 6 EA Slots	Lvl 7 EA Slots	Lvl 8 EA Slots	Lvl 9 EA Slots
1st	+2	Telepathy, EAs	-	3	2	2								
2nd	+2	Mindpower, Psychic Talents (2)	4	3	3	3								
3rd	+2	Psychic Focus	6	3	4	4	2							
4th	+2	ASI/Feat	8	4	5	4	3							
5th	+3	Psychic Talents (3)	10	4	6	4	3	2						
6th	+3	ASI/Feat	12	4	7	4	3	3						
7th	+3	Psychic Focus	14	4	8	4	3	3	1					
8th	+3	ASI/Feat	16	4	9	4	3	3	2					
9th	+4	-	18	4	10	4	3	3	3	1				
10th	+4	Psychic Focus	20	5	11	4	3	3	3	2				
11th	+4	Deflection	22	5	12	4	3	3	3	2	1			
12th	+4	Psychic Talents (4)	24	5	12	4	3	3	3	2	1			
13th	+5	Psychic Focus	26	5	13	4	3	3	3	2	1	1		
14th	+5	ASI/Feat	28	5	13	4	3	3	3	2	1	1		
15th	+5	Extrasensory Perception	30	5	14	4	3	3	3	2	1	1	1	
16th	+5	ASI/Feat	32	5	14	4	3	3	3	2	1	1	1	
17th	+6	Psychic Focus	34	6	15	4	3	3	3	2	1	1	1	
18th	+6	ASI/Feat	36	6	15	4	3	3	3	3	1	1	1	
19th	+6	-	38	6	16	4	3	3	3	3	2	1	1	1
20th	+6	Psychic Focus	40	6	16	4	3	3	3	3	2	2	1	1

Level 0 Extraordinary Abilities

Thanks to your fine-tuned psionics, you have strengthened your mind enough to perform certain simple extraordinary abilities a near limitless number of times between long rests. At 1st level, you learn three level 0 Extraordinary Abilities of your choice from the Scion Extraordinary Abilities list. Charisma is your modifier for these Extraordinary Abilities.

You learn additional level 0 Extraordinary Abilities of your choice from the Scion's Extraordinary Abilities list as you level in this class, as shown on the Scion Table.

Level 1 and Above Extraordinary Abilities

Thanks to your fine-tuned psionics, you have strengthened your mind enough to perform certain simple extraordinary abilities a certain number of times between long rests. You learn an additional Scion Extraordinary Ability of your choice at each level except 12th, 14th, 16th, 18th, and 20th. Each of these

Extraordinary Abilities must be of a level for which you have Ability Slots. For instance, when you reach 3rd Level in this class, you can learn one new Scion Extraordinary Ability of 1st or 2nd Level.

Additionally, when you gain a level in this class, you can choose one of the Scion Extraordinary Abilities you know and replace it with another Extraordinary Ability from the Scion Extraordinary Ability list, which also must be of a level for which you have Ability Slots.

Extraordinary Ability Modifier

Charisma is your Extraordinary Ability Modifier for your Scion's Extraordinary Abilities, since the power of your Extraordinary Abilities relies on you projecting your will into the world. You use your Charisma whenever an Extraordinary Ability refers to your Extraordinary Ability Modifier. In addition, you use your Charisma modifier when setting the saving throw DC for a Scion's Extraordinary Ability you cast and when Making an Attack roll with one.

Extraordinary Ability save DC = 8 + your Proficiency Bonus + your Charisma modifier

Extraordinary Ability Attack modifier = your Proficiency Bonus + your Charisma modifier

Free Extraordinary Abilities

Starting at 1st level, you know the 1st level Extraordinary Abilities *Command* and *Catapult*, which do not count against your number of known Extraordinary Abilities.

You will continue to gain other free Extraordinary Abilities once you begin to level in a Scion Focus (sub-class). Your Focus will grant you 2 free Extraordinary Abilities at 3rd level, 5th level, 7th level, and 9th level, as referenced in each Focus's "Free Extraordinary Abilities" table.

Telepathy

At 1st level, your mind awakens to the ability to communicate via telepathy. You can telepathically speak to any creature you can see within 120 feet of you in this manner. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

Mindpower

Starting at 2nd level, you've further sharpened your powerful mind and developed the ability to manipulate the fabric of reality down to the subatomic level through sheer force of will. This pool of psychic energy is represented by Mind-Power Points (MP), which allow you to temporarily unlock your true psionic potential through Mindpowers. You regain all spent MP upon finishing a short or long rest, however you must have used your Meditation Kit for at least 30-minutes uninterrupted.

Mindpower Points (MP)

Mindpower Points are a metaphysical representation of how much "will" you have to exercise your psychic mind beyond it's normal limits. You start with 4 points at 2nd level, and gain 2 more each time you increase your Scion level, with a maximum of 40 at 20th level as shown in the Scion class table.

Flexible Execution

You can use your MP to gain additional slots or, sacrifice slots to gain additional MP. You can also convert unexpended MP into one slot as a bonus action on your turn. The Creating AE Slots table shows the cost of creating a spell slot of a given level. You can create slots no higher in level than 5th.

Any slot you create with this feature vanishes when you finish a Short or Long rest.

AE Slot Level	MP Cost
1st	4
2nd	8
3rd	12
4th	16
5th	20

Converting an AE Slot to Mindpower Points

As a bonus action on your turn, you can expend one slot and gain a number of MP equal to twice the slot's level. Any MP you create using this feature vanishes when you finish a Short or Long rest. You cannot create more MP than your current Scion level MP maximum using this feature.

Psychic Talents

Most classes assign abilities, however Scions can use their minds to mold themselves to fit their personal preferences. Most levels you'd normally receive a "Core Class Feature", Scions instead can pick from a list of Psychic Talents.

Starting at 2nd level, you can pick 2 Psychic Talents of your choice from the Psychic Talents list, so long as you meet any specific requirements and are at the appropriate level. You may also switch out an older talent for a new one each time you gain a level.

As you increase your Scion level, you will gain the ability to train additional Psychic Talents. Your Psychic talent maximum increases at 5th (3 Talents) and 12th (4 Talents) levels.

Psychic Focus

By 3rd level, your psionic powers have begun to coalesce into a specific focus. Choose one of the Scion sub-class options listed later under Psychic Focus. The chosen sub-class is your Psychic Focus, and grants you additional features at levels 3, 7, 10, 13, 17, and 20 (listed under that particular Psychic Focus).

Ability Score Improvement/Feat Opportunity

When you reach 4th Level, and again at 6th, 8th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1.

Alternatively, you may choose to gain one Feat from the Feats section on page _____.

Deflection

At 11th level, your capacities for telekinesis and precognition have heightened to even greater potential, allowing you to defend yourself from ranged attacks. Using your reaction and 4 Mindpower Points, you can enter deflection-stance, which lasts until the start of your next turn. While in deflection-stance, you can attempt to block any ranged attack you can see that targets you. When you do so, the damage you take from the attack is reduced by 1d10 + your Charisma modifier + your Scion level.

If the result reduces the damage to 0, you stop the projectile in midair 1-foot from yourself. By spending 2 Mindpower Points, you can choose to reflect the projectile attack. Make a ranged ability-attack roll against a target of your choosing within 60 feet. You make this attack with proficiency, regardless of your weapon proficiencies. If the attack roll hits, you deal damage equal to the original damage roll made by the original attacker from before the projectile was deflected.

If you are moved by any means or take damage from any source that is not a deflected attack, deflection-stance ends immediately. When deflection stance ends, any stopped projectiles that were not reflected harmlessly fall to the ground.

Extrasensory Perception Prowess

Starting at 15th level, your further improvement on the core abilities of psionics have granted you a number of small benefits. You gain the following:

- You are resistant to psychic damage
- You gain proficiency with the Perception skill. If you already have proficiency, double your proficiency bonus to the skill
- You can't be surprised

Psychic Focuses *(Scion Sub-Class Options)*

Esper

The true champions of the old phrase "Mind over Matter", Espers are the most archetypal Scions, honing the core tenets of psionics to master the use of the cornerstone skill of Telekinesis. Most Scions can manipulate objects and gravity with their minds, but none come to the same mastery as Espers. As they grow stranger, Espers eventually master the art of gravity manipulation to the point of warping space-time. After all, what is gravity but a harness?

Aura of Gravity

Starting at 3rd level when you choose this Psychic Focus, You gain the ability to amplify your mastery of telekinesis into an aura of power around yourself. Using your bonus action you can spend 4 MP to activate your Aura of Gravity, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor, or use two hands to make an attack with any weapon.

While the Aura of Gravity is active, you gain the following benefits:

- Enemies have disadvantage on all Strength checks and saving throws against you, and you gain Advantage on all Strength checks and saving throws.
- You reduce your own functional mass to become lighter and nimbler, increasing your movement speed by 5 feet and can take the dodge or disengage action as a bonus action
- You can manipulate the gravity of objects you touch. As an action, spend 2 MP to touch and object that is Large-sized or smaller to render it functionally weightless (see rules on zero-gravity on page ___); if the object is a creature, you must make a melee ability-attack roll against it. This effect lasts until the end of your next turn but can be extended by an additional round by spending 1 MP whenever time is up.

You can use Aura of Gravity a number of times equal to your charisma modifier, and you regain all expended uses of it when you finish a Long rest.

Telekinetic Flight

Starting at 7th level, you can use your telekinesis to give yourself a unique form of flying. Using a bonus action, you spend 2 MP to gain a flying speed equal your Charisma modifier (minimum of 1) times 10. If you are killed or otherwise incapacitated, the ability ends early. You cannot take a rest while using this ability, though you may choose to end it at any time.

Gravity Push/Pull

Starting at 10th level, You can attempt to telekinetically push away or pull forward a creature or object. As an action, spend 2 MP to choose a creature or object you can see that is Large-Sized or smaller within 60 feet to target. Make a ranged ability attack roll against the target. On a hit, the target takes 3d6 Psychic damage and must make a Strength save against your ability save DC. On a failed save, the target is either pushed back 15-feet and knocked prone, or pulled forward 15-feet and knocked prone – your choice.

If the target is under the effects of zero-gravity, they instead *accelerate* 30 feet towards or away from you instead.

Telekinetic Lift

Starting at 13th level, you can attempt to forcibly suspend an object in the air. Using an action, spend 2 MP to choose a creature or object that is Large-Sized or smaller to attempt to lift and suspend 30-feet in the air. The target must make a Strength saving throw against your ability DC. On a failed save, the target is elevated 30-feet straight up, or as high as they can if there's an obstruction preventing them from going the full height. While Lifted, the target is restrained, and all ranged attack rolls against them have advantage. At the end of your next turn, the Lift ends and the target falls to the ground, taking falling damage and is knocked prone. You may choose to extend the duration on your turn instead by using your action to spend 1 MP.

If the object is under the effects of zero-gravity, they *accelerate* upwards at a rate of 60-feet instead. Extending the duration causes them to accelerate again at 60-feet.

Psychic Slam

Starting at 17th level, your prowess with telekinesis has developed to the point you can know effect multiple targets in a much more dramatic – and bone-crunching – manner. Using your action, spend 4 MP to unleash a telekinetic gravity-well radiating from you in a 20-foot radius sphere, any creatures of your choice in the area must make a Strength saving throw against your ability DC. On a successful save, creatures have their movement speed reduced by half while in the sphere's radius, suffering no further effects.

On a failed save, effected targets are swiftly lifted 30 feet up and suspended in place. While suspended by this Mindpower, targets are considered restrained and all ranged attack rolls have advantage on them. Loose objects in the area that are Large-sized or smaller are also lifted.

At the start of your next turn, the well promptly slams all suspended targets downward at tremendous speed. Targets make a Strength saving throw against your ability save DC. On a failed save, targets suffer 6d6 bludgeoning damage, are knocked prone and are stunned until the end of your next turn. On a successful save, targets instead only take half damage and are knocked prone. If a creature or object occupies the space an effected target slams down onto, both automatically fail the save. Targets effected by this ability cannot slam into you, instead slamming into the nearest space. If a slammed creature or object falls further than the initial 30-feet for whatever reason, add the additional falling damage to the final damage total, regardless of whether the target made the save or not.

If the target is under the effects of zero-gravity, double all damage dealt by the slam.

Relativity Avatar

Upon reaching 20th level, your telekinetic prowess has reached its apex, enhancing your Aura of Gravity. While your Aura of Gravity is active, you gain the following benefits:

- You automatically gain the benefits of Telekinetic flight. This lasts even after Aura of Gravity ends.
- Size and weight restrictions for Mind Extraordinary Abilities, Psychic Talents, Psychic Slam, Telekinetic Lift and Gravity Pull/Push are removed.
- At the start of each of your turns, you automatically emit a Psychic Slam Mindpower that does not cost any MP or actions.

Siren

Free Extraordinary Abilities

3rd Level (2nd lvl spells)	Calm Emotions	Mark of Madness
5th Level (3rd lvl spells)	Hypnotic Pattern	Induce Paranoia
7th Level (4th lvl spells)	Dominate Beast	Confusion
9th Level (5th lvl spells)	Dominate Being	Geas

Aura of Domination

Starting at 3rd level when you choose this Psychic Focus, you develop an enchanting aura you can bend to dominate the surface level thoughts of others.. Using your bonus action, you can spend 4 MP to activate your Aura of Domination, which lasts for 1 minute It ends early if you are incapacitated, if you don medium or heavy armor, or use two hands to make an attack with any weapon.

While the Aura of Domination is active, you gain the following benefits:

- You have advantage on saving throws against being Charmed. You can also spend 1 MP to reroll your save – you must keep the new roll.
- Creatures within 30 feet have disadvantage on saving throws against being Charmed by you if they can see or hear you. You can also spend 1 MP to force them to reroll their save – they must keep the new roll.
- You have advantage on all Charisma saves and skill checks and cannot be reduced below advantage on them.

You can use Aura of Domination a number of times equal to your charisma modifier, and you regain all expended uses of it when you finish a Long rest.

Siren's Song

Starting at 7th level, your ability to manipulate the minds of other creatures has become powerful enough to overwhelm lesser minds. As an action, spend 2 MP to choose one creature you can see within 30 feet of you. If the creature can see or hear you, it must make a Charisma saving throw against

your ability DC or be charmed by you until the end of your next turn. The charmed creatures speed drops to 0, the creature is visibly dazed and considered incapacitated.

On subsequent turns, you can use your action to spend 2 MP to maintain the effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 30 feet away from the creature, the creature can no longer see or hear you, or if the creature takes damage.

Once the effect ends or the creature succeeds its initial saving throw against the effect, you can't use this feature on that specific creature again until you finish a long rest.

Mind Control

Starting at 10th level, your ability to control the minds of other beings has heightened to new levels, allowing for a more… *direct*… means of influencing their behavior. Spend 4 MP and choose a creature that you can see within 30 feet. That creature makes a Charisma saving throw against your ability save DC. On a failed save, the creature falls under your direct psychic influence and is now Mind Controlled. For the next hour, you can use your bonus action to control the creature as if it were yourself. Anytime the creature takes damage, they can repeat the saving throw, ending the effect on a success. If you are killed or rendered unconscious, the effect ends immediately.

The control lasts for 1 hour, but by using a bonus action to spend 4 MP before the effect ends, you may maintain it for another hour. If you successfully maintain control for 12 consecutive hours, that creature is now *Permanently* your thrall, and can only break free of your Mind Control with a Greater Restoration, if you or they die, or you choose to release them. You can only have one permanently dominated creature at a time.

Multi-Mind Control

Starting at 13th level, the number of creatures you can simultaneously mind control increases to 3. While your Aura of Domination is active, your Mind Controlled creatures cannot break free of your control over them.

Possession

Starting at 17th level, your Siren powers have advanced to the point that you can perform a particularly personal and sinister form of mind control. While your Aura of Domination is active, you can spend 4 MP to detach your consciousness from you body, manifesting as a specter of pure psionic energy. Your body falls unconscious while in this state.

While in this state, you can choose to Possess creatures. To start Possession, move into the space your target creature is currently occupying and force them to make a Charisma saving throw. On a successful

save, they resist your attempt and you cannot attempt to Possess them again for 24 hours. If the creature is Stunned or Charmed by you, it fails the save automatically.

On a *Failed* save, Aura of Domination ends as you meld into their body and completely Possess them. You assume complete control over the creature, effectively becoming them. All abilities, proficiencies, resistances, extraordinary items and features are available to you. You assume their physical attributes (Strength, Dexterity, Constitution), but can choose to use your mental attributes (Intelligence, Wisdom, Charisma). The creature appears no different while you possess them. You cannot use any of your extraordinary abilities or Scion features while Possessing a creature.

The Possession lasts for 1 hour, though you can choose to end it at any time. The effect ends early if the creature dies or is affected by Greater Restoration, ejecting your consciousness form the body. The effect also ends early if your body dies. Upon leaving Possession the creature falls unconscious for 1d4 hours, unable to be woken up by any means.

Absolute Domination

Upon reaching 20th level, your powers of mental control have reached their apex, enhancing your Aura of Domination. While your Aura of Domination is active, you gain the following benefits:

- You are immune to being Charmed, Frightened, or put to sleep.
- Creature within 5 feet of you automatically fail saving throws against being charmed by you.
- You can Mind Control an unlimited number of creatures. However, the effect ends on all but 3 of your choice automatically when Aura of Domination ends.

Templar

	Free Extraordinary Abilities	
3rd Level (2nd lvl spells)	Psy-Blade	Warp Dash
5th Level (3rd lvl spells)	Haste	Elemental Weapon
7th Level (4th lvl spells)	Cellular Reinforcement	Hazing Discharge
9th Level (5th lvl spells)	Banishing Attack	Kinetic Whirlwind

Aura of Zealotry

Starting at 3rd level when you choose this Psychic Focus, you gain the ability to focus your fighting spirit into a physical aura around yourself. Using your bonus action, you can spend 4 MP to activate your Aura of Zealotry, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor, or use two hands to make an attack with any weapon.

While the Aura of Zealotry is active, you gain the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage.
- You gain a bonus to your AC equal to your Charisma Modifier (minimum of +1).
- Your metabolic functions kick into overdrive, increasing your base speed by 10 and granting you advantage on Dexterity (Acrobatics) checks.

You can use Aura of Zealotry a number of times equal to your charisma modifier, and you regain all expended uses of it when you finish a Long rest.

In addition you now have proficiency with any one-handed melee weapon of your choice.

Multistrike

Starting at 7th level, you can attack twice instead of once whenever you take the attack action on your turn. In addition, you can execute a 0-level ability in place of one of those attacks. You may also spend 2 MP to perform an attack action with your bonus action if your Aura of Zealotry is active.

Zealot's Willpower

Starting at 10th level, you gain the ability to absorb damage with naught but your sheer willpower. When you take damage, you can use your reaction to expend 4-to-20 MP to reduce the damage by an amount equal to twice the amount of MP spent. If the damage is reduced to 0 or less, you regain 4 MP.

Zealot's Fury

Starting at 13th level, you can add bonus damage equal to your Charisma modifier (minimum of +1) to the damage of your melee weapon attacks while your Aura of Zealotry is active.

Templar Defender

Starting at 17th level, you gain the ability to manifest a shield of molecular force to defend yourself and allies. As a bonus action, spend 4 MP per creature to choose a number of creatures, which can include yourself, equal to your Charisma Modifier (minimum of 1). Each of the chosen creatures gains the benefits of half cover for 1 minute. This effect ends early if you are incapacitated or killed. The effect remains with the creature even if they move from the spot they initially received it. You can choose to extend this effect for another minute by spending 4 MP per effected creature.

Master Templar

Upon reaching 20th level, your fighting spirit has reached its apex, enhancing your Aura of Zealotry. While your Aura of Zealotry is active, you gain the following benefits:

- You become immune to all movement restriction effects and cannot be restrained.
- You damage resistances expand to include all types of damage except psychic.
- You regenerate hit points equal to 1d6 per point of your Charisma modifier at the start of each of your turns.

Psychic Talents

If a Psychic talent has any prerequisites, you must meet them to train it. A level requisite specifically refers to your Scion level.

Careful Execution

When you execute an extraordinary ability or a Psychic Focus Feature that forces other creatures to make a saving throw, you can protect some of those creatures from the abilities' full force. To do so, choose a number of those creatures up to your Charisma modifier (minimum of one creature) and spend 1 MP per creature. A chosen creature automatically succeeds on its saving throw against the ability.

Sniper Blast

When you execute an extraordinary ability or Psychic Focus Feature that has a range of 5 feet or greater, you can spend 2 MP to double the range of the ability.

When you execute an extraordinary ability or a Psychic Focus Feature that has a range of touch, you can spend 1 sorcery point to make the range of the ability 30 feet.

Empowered execution

When you roll damage for an extraordinary ability or Psychic Focus feature, you can spend 2 MP to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Execution even if you have already used a different Psychic Talent option during the execution of the ability.

Extended Ability

When you execute and extraordinary ability or Psychic Focus Feature that has a duration of 1 minute or longer, you can spend 2 MP to double its duration, to a maximum duration of 24 hours.

Overcharged Ability

When you execute an extraordinary ability or Psychic Focus feature that forces a creature to make a saving throw to resist its effects, you can spend 4 MP to give one target of the spell disadvantage on its first saving throw made against the ability.

Ability Acceleration

When you execute an extraordinary ability or Psychic Focus feature that has an execution time of 1 action, you can spend 2 MP to change its execution time to 1 bonus action for this particular execution.

Multitarget Execution

When you execute an extraordinary ability that targets only one creature and doesn't have a range of self, you can spend a number of MP equal to the abilities level to target a second creature in range with the same ability (1 MP if the ability is a 0-level).

To be eligible, an ability must be incapable of targeting more than one creature at the abilitiues' current level. For example, Force Bolts and Laser Beams aren't eligible, but Freezeray and chromatic orb are.

Skirmisher

Class Features

As a Skirmisher, you have the following features:

Hit Points

Hit Dice: 1d10 per skirmisher level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per skirmisher level after 1st

Proficiencies

Armor: Light armor, medium armor, heavy armor, shields, helmets

Weapons: Small melee, melee, shotguns, thrown only, pistol

Tools: Blacksmithing kit

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Performance, and Survival

Equipment

You start with the following equipment:

9. (a) 2 daggers (b) two knuckles (c) any other small melee weapon
10. (a) any non-two handed melee weapon and graphene shield (b) any two handed melee weapon
11. (a) kevlar suit armor (b) ceramic vest armor (c) titanium plate armor
12. Pistol with 1 loaded 10 round mag, Blacksmithing kit
13. Standard digital assistant
14. Entry level grade star ship with 500 credits to spend on ship
15. 100 additional credits
16. 10 earth days' worth of freeze-dried vacuum sealed rations

Skirmisher Table

Level	Proficiency Bonus	Features
1st	+2	Warrior's Focus, Restorative Implant
2nd	+2	Synaptic Acceleration (1), Combat Focus
3rd	+2	Discipline
4th	+2	ASI/Feat
5th	+3	Multistrike
6th	+3	ASI/Feat, Warrior's Focus Upgrade
7th	+3	Discipline
8th	+3	ASI/Feat
9th	+4	Impregnable Defense (1)
10th	+4	Discipline
11th	+4	Multistrike (2)
12th	+4	Impregnable Defense (2)
13th	+5	Discipline
14th	+5	ASI/Feat
15th	+5	Synaptic Acceleration (2), Impregnable Defense (3)
16th	+5	ASI/Feat
17th	+6	Discipline
18th	+6	ASI/Feat
19th	+6	Multistrike (3)
20th	+6	Discipline

Warrior's Focus

There was a saying amongst the Samurai of ancient Earth: "Taking an enemy on the battlefield is like a hawk taking a bird. Even though it enters into the midst of a thousand of them, it gives no attention to any bird than the one it first marked."

Starting at 1st level, your uncanny battle focus allows you to direct your efforts to a single target with increased efficacy.

At the start of your turn, you may choose an enemy that you can see within 60 feet of you to become the quarry of your Warrior's Focus. This intense focus on your enemy lasts until your target reaches 0 HP, is subdued, submits, or otherwise leaves combat. During this time, any successful attack you make against the target of your focus gains a bonus to damage rolls equal to your proficiency bonus, and you gain advantage on any attacks of opportunity made against them.

When you reach level 6 in this class, your extensive combat training and experience have increased this focus. You now can now make attacks of opportunity against your Warrior's Focus when they move 5ft or more, while within your melee attack range.

Restorative Implant

Upon completion of their training, all Skirmishers are fitted with a minor restorative implant, that can be released solely by the will of its host. Powered by one's own life force, this implant provides a limited well of energy that may be evoked to repair minor injuries. On Your Turn, you can use a Bonus Action to regain Hit Points equal to 1d10 + your Skirmisher level.

Due to the nature of the functionality of this implant, once expended, you must finish a short or Long Rest before you can use it again.

Synaptic Acceleration

Starting at 2nd Level, you can push yourself beyond your normal limits for a moment. Possibly achieved by specialized training, bionic implant, or just naturally talented; regardless of the means, on your turn, you can take one additional action on top of your regular action and a possible Bonus Action.

This process is taxing one's physical and mental state. Once you use this feature, you must finish a short or Long Rest before you can use it again. When you have achieved 15th level in this class, you may use it twice before a rest, but only once on the same turn.

Combat Focus

You on a specific approach to combat as your specialty. Choose a Combat Focus from the list of optional features. You can't take the same Combat Focus option more than once, even if you get to choose again.

Duelist

When you are wielding a melee weapon in one hand and no other Weapons, you gain a +2 bonus to Damage Rolls with that weapon.

Greater Arms Master

When you roll a 1 or 2 on a damage die for an Attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the Two-Handed or Versatile property for you to gain this benefit.

Akimbo

When you engage in Two-Weapon Fighting, you can add your ability modifier to the damage of the second Attack.

Eye of the Hawk

Add +1 to all ranged weapon attack rolls.

Discipline

At 3rd Level, you choose a Discipline that you strive to emulate in all of your combat encounters, such as the _____. This discipline you choose grants you features at 3rd Level and again at 7th, 10th, 13th, 18th, and 20th level in this class.

Ability Score Improvement/Feat Opportunity

Any great journey is not without its moments of personal growth and development. When you reach 4th Level, and again at 6th, 8th, 12th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Multistrike

Extensive repetitious training, sparring, and combat experience have granted an increase of speed in which you're able to execute your attacks.

Beginning at 5th Level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

As you progress along the path to martial enlightenment, this speed will only increase. The number of attacks you can make increases to three when you reach 11th level in this class and to four when you reach 19th level in this class.

Impregnable Defense

Your training within variable conditions, and the harshest of environs, has made you more resilient than the average mortal. At 9th level in this class, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a Long Rest.

You can use this feature twice between long rests starting at 12th level and three times between long rests starting at 15th level.

Tactician V1

Class Features

As a Tactician, you have the following features:

Hit Points

Hit Dice: 1d6 per tactician level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per tactician level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Shotguns, long rifle, dagger, rapier, taser, pistol, hand crossbow, flare gun

Tools: Strategist kit

Saving Throws: Intelligence, Wisdom, Charisma

Skills: Choose any four

Equipment

You start with the following equipment:

- (a) pistol with 2 loaded 10 round mags (b) hand crossbow with quiver and 20 bolts
- (a) taser with full small battery (b) 2 daggers (c) rapier
- (a) Kevlar suit armor (b) ceramic vest armor
- Flare gun with 3 flares, strategists kit, basic personal drone
- Standard digital assistant
- Entry level grade star ship with 500 credits to spend on ship
- 150 additional credits
- earth days' worth of freeze-dried vacuum sealed rations

Tactician Table

Level	Proficiency Bonus	Features	Lvl 0 EAs Known	Lvl 1+ EAs Known	Lvl 1 EA Slots	Lvl 2 EA Slots	Lvl 3 EA Slots	Lvl 4 EA Slots	Lvl 5 EA Slots
1st	+2	Tactical Assistance, Lvl 0 EAs	2	-	-				
2nd	+2	Sharp Wits, Lvl 1+ EAs	2	2	2				
3rd	+2	Stratagem	2	3	3				
4th	+2	ASI/Feat	2	3	3				
5th	+3	Sabotage, Tactical Die (d8)	2	4	4	2			
6th	+3	ASI/Feat, Skillmaster	2	4	4	2			
7th	+3	Stratagem	2	5	4	3			
8th	+3	ASI/Feat	2	5	4	3			
9th	+4	Battlefield Analysis	3	6	4	3	2		
10th	+4	Stratagem, Tactical Die (d10)	3	6	4	3	2		
11th	+4	Quick-Wits	3	7	4	3	3		
12th	+4	Reassessment	3	7	4	3	3		
13th	+5	Stratagem	3	8	4	3	3	1	
14th	+5	ASI/Feat	3	8	4	3	3	1	
15th	+5	Extraordinary Planning, Tactical Die (d12)	3	9	4	3	3	2	
16th	+5	ASI/Feat	3	9	4	3	3	2	
17th	+6	Stratagem	4	10	4	3	3	3	1
18th	+6	ASI/Feat	4	10	4	3	3	3	1
19th	+6	Superior Strategy	4	11	4	4	3	3	2
20th	+6	Stratagem	4	11	4	4	3	3	2

Level 0 Extraordinary Abilities

Due to a combination of advanced secretive technologies and latent psionics, you can perform certain extraordinary abilities a seemingly endless number of times between long rests. At 1st level, you learn two level 0 Extraordinary Abilities of your choice from the Tactician's Extraordinary Abilities list. Charisma is your modifier for these Extraordinary Abilities.

You learn additional level 0 Extraordinary Abilities of your choice from the Tactician's Extraordinary Abilities list as you level in this class, as shown on the Tactician Table.

Extraordinary Ability Modifier

Charisma is your Extraordinary Ability modifier for your Tactician Extraordinary Abilities, and you use your Charisma whenever an Extraordinary Ability refers to your Extraordinary Abilities' modifier. In addition, you use your Charisma modifier when setting the saving throw DC for a Tactician Extraordinary Ability you use and when Making an Attack roll with one.

Extraordinary Ability save DC = 8 + your Proficiency Bonus + your Charisma modifier

Extraordinary Ability Attack modifier = your Proficiency Bonus + your Charisma modifier

Tactical Assistance

At 1st level, your wits are sharp enough that you can react at a moment's notice to aid your allies. To do so, you use a Bonus Action on your turn to choose one creature other than yourself within 60 feet of you who can see or hear you. That creature gains one Tactical die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes. The creature can wait until after it rolls The D20 before deciding to use the Tactical die, but must decide before the DM says whether the roll succeeds or fails. Once the Tactical die is rolled, it is lost. A creature can have only one Tactical die at a time.

If the creature rolls their Tactical die on a natural 20, you gain it back.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a Short or Long Rest.

Your Tactical die changes when you reach certain levels in this class. The die becomes a d8 at 5th Level, a d10 at 10th level, and a d12 at 15th level.

Level 1 and Above Extraordinary Abilities

Starting at 2ⁿᵈ level thanks to your increasing skill with the aforementioned technology and psionics, you can perform more advanced extraordinary abilities a certain number of times between long rests. You learn an additional Tactician Extraordinary Ability of your choice at certain levels, as shown on the Tactician Table. Each of these Extraordinary Abilities must be of a level for which you have an Ability Slot. For instance, when you reach 5th Level in this class, you can learn one new Tactician Extraordinary Ability of 1st or 2nd Level.

Additionally, when you gain a level in this class, you can choose one of the Tactician Extraordinary Abilities you know and replace it with another Extraordinary Ability from the Tactician Extraordinary Ability list, which also must be of a level for which you have an Ability Slot.

Sharp Wits

Starting at 2nd Level, your cunning on the battlefield has been honed from experience to give you a degree of inherent awareness and insight. You gain the following benefits:

- You always know which way is north while on a planet or stellar body.
- You always know the number of hours left before the next sunrise or sunset, provided the stellar body you are on has a day/night cycle.
- You can accurately recall anything you have seen or heard within the past Week.

Stratagem

At 3ʳᵈ level, you've honed your skills enough to have developed a more advanced core strategy. Choose one of the Tactician sub-class options listed later under Stratagem. The chosen sub-class grants you additional features at levels 3, 7, 10, 13, 17, and 20 (listed under that particular Stratagem).

Ability Score Improvement/Feat Opportunity

When you reach 4th Level, and again at 6th, 8th, 14th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1.

Alternatively, you may choose to gain one Feat from the Feats section on page _____.

Sabotage

In addition to using your mind to aid your allies, you've also learned how to hinder the efforts of your enemies. Starting at 5ᵗʰ level, you can now use your Tactical die to Sabotage enemy dice rolls. When you see a creature within 60 feet of you make an ability check, saving throw or attack roll, you can use your Reaction to spend a Tactical Sabotage their roll. The target creature must make an Intelligence saving throw against your ability DC. On a failed save, the creature subtracts the Tactical die's number rolled from their roll. On a Successful save, the target creature instead only subtracts half the Tactical die's roll (minimum of 1, rounded down).

If the target creature rolls a natural 1 on their saving throw against being Sabotage, you gain a Tactical die back.

Skillmaster

At 6th level, choose two of your skill Proficiencies. Your Proficiency Bonus is doubled for any ability check you make that uses either of the chosen Proficiencies. In addition, you can add half your Proficiency Bonus, rounded down, to any ability check you make that doesn't already include your Proficiency Bonus.

At 12th level, you can choose another two skill Proficiencies to gain this benefit.

Battlefield Analysis

Starting at 9th level, you've learned how to use the holographic mapping function of your Tactical Kit to much greater potential. By spending 10 minutes mapping an analysis a 5-mile radius area around you, you and any creatures who participated in the analysis gain the following benefits:

- You have a general 3d layout of the area and cannot become lost by non-extraordinary means while in it
- You have advantage on Perception and Insight checks made within the area
- You have advantage on saving throws made against traps, mines and environmental hazards present in the mapped area.

The benefits last for up to 1-hour. Once you use this feature, you cannot use it again until you complete a Short or Long Rest.

Quick Wits

Starting at 11th level, Your ability to put thought into action has been honed to the point it is almost supernatural. You now can take 2 Bonus Actions per round.

Reassessment

Staring at 12th level, you can work your wits to snatch victory from the jaws of defeat. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Extraordinary Planning

Staring at 15th level, you've come to understand the unnatural and recognize its strategic uses. Choose three Extraordinary Abilities from *any* class, including this one. An ability you choose must be of a level you can execute, as shown on the Tactician table, or a 0-Level Ability.

The chosen Extraordinary Abilities count as Tactician Abilities for you and are included in the number in the LvL 1+ EAs Known column of the Tactician table. You may choose to replace any Extraordinary abilities you already know when gaining this class feature so long as you have your Tactical Kit with you.

Superior Strategy

Upon reaching 19th level, Your skill in aiding and ailing others has reached its apex. Once per turn, you can spend a Bonus action to force your Tactical die to automatically roll at maximum. Once you use this ability you cannot use it again until you finish a Short or Long Rest.

Stratagem (Tactician Sub-Class Options)

<u>Stratagem of Might</u>

Sometimes the best way to win a fight is to simply overpower your enemy. Through the Stratagem of Might, Tacticians can empower themselves and their allies to hit hard and stand tall in the face of any opposition.

Bonus proficiencies

Starting at 3rd level when you pick this subclass you gain proficiency with Helmets and Automatic Rifles.

Empowered Might

Starting at 3rd level, you can now use your tactical knowhow to augment the firepower of yourself and others. A creature that has a Tactical inspiration die from you can roll the die and add the number rolled to the total damage of a weapon attack. You can also expend and roll one of your own Tactical die and augment the damage of your own attack by an amount equal to the number rolled by the die. If the attack kills its target, you regain one Tactical die.

Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Tactical die and add the number rolled to its AC against the attack. Like before, you can also do this with your own reaction by rolling a Tactical die and adding the result to your AC for that attack. The Tactical die roll can be made after the attack roll is made but not after the DM declares the attack a hit or miss.

Multi-Strike

Starting at 7th level, you can attack twice instead of once when you use the attack action on your turn.

Aura of Victory

Upon reaching 10th level, your very presence inspires allies to fight with great fervor. You and any number of creatures of your choice within 10 feet of you gains a bonus to their AC equal to half your proficiency bonus (rounded down, minimum of 1). In addition, you and all effected creatures gain a +1 bonus to weapon attack rolls and damage.

This aura is only effective while you are conscious, and target creatures must be able to either hear or see you to receive the bonuses.

Recursive Might

Starting at 13th level, anytime a creature uses one of your Tactical die to augment their weapon attack damage, the bonus damage dealt by the number rolled also hits any creature of the creature's choice within 5 feet of themselves. If you used a Tactical die to augment your own weapon attack damage, the bonus damage rolled also hits any creatures of your choice within 5 feet of yourself.

If a Tactical die roll was used to increase AC against an incoming attack and the attack misses, the attacking creature now takes damage equal to the number rolled by the Tactical die.

Press the Advantage

Whenever you get refunded a Tactical die, you immediately get to roll a free Tactical die and add the number rolled to either your AC against the next attack rolled against you, or the next weapon attack you successfully hit with.

Aura of Valor

Upon reaching the mythic level of 20, your inspiring aura becomes even more grand. Your Aura of Victory now grants a bonus AC equal to your proficiency bonus, and the bonus to weapon attack and damage rolls is increased to be equal to your Charisma modifier (minimum of 1).

Stratagem of Finesse

Teamwork? Force? Finkle Mind Tricks? The Stratagem of Finesse says nay to all of that nonsense and prefers a more personal, skill-oriented approach to win a fight. You don't need to get fierce or fancy when you drop an enemy before they can even react.

Bonus proficiencies

Starting at 3rd level when you pick this subclass you gain proficiency with Helmets and Long Rifles.

Maneuver of Finesse

Upon picking this Stratagem at 3rd level, you immediately gain access to a trio of tactful maneuvers that emphasis your preference of precision and skill over brute force. You can only use one Maneuver of Finesse at a time on your turn.

Auto-Volley

Immediately after you take the Attack action on Your Turn, you can roll a Tactical die to make an additional attack using your bonus action. Add the number rolled by the Tactical die as bonus damage to the damage roll.

Deft-Evasion

You can roll a Tactical die to take the Dodge action as a Bonus Action on Your Turn. Any opportunity attacks made against you until the end of your turn automatically have their attack roll reduced by the number you rolled on the Tactical die.

Fleeting-Dash

You can roll a Tactical die to take the Disengage or Dash action as a Bonus Action on Your Turn. Until the end of your turn, both your jump distance and movement speed are increased by an amount equal to twice the number rolled on the Tactical die.

Extraordinary Precision

Starting at 7th level, your attacks with weapons that you are proficient with are now considered extraordinary for the purposes of overcoming resistances.

Stun-Shot

By 10th level, your preference for precise takedown tactics has taught you how to hit an enemy in a way that if they don't die in one hit, they'll sure wish they did. When you hit with a ranged weapon attack against a creature, you can spend a Tactical die to force them to make a Constitution saving throw against your ability DC. On a failed save, they become stunned until the end of your next turn. Regardless of whether the target succeeds or fails their saving throw, add the number rolled by the Tactical die to the damage dealt.

You can only use a stun-shot once per round, and can only have one creature stunned by Stun-Shot at any time.

Refined Finesse

Starting at 13th level, your Maneuvers of Finesse have become practiced enough they're almost second nature to you. Your Maneuvers of Finesse now have the following benefits:

Precise-Volley

If you use Auto-Volley against a creature that you have hit with a weapon attack on your turn, your Auto-Volley attack has advantage.

Peerless-Evasion

If an enemy attempts to hit you with a weapon attack against you while you're under the effect of Deft-Evasion and the attack roll misses, you have advantage on your next weapon attack roll against that creature.

Fleeting-Sprint

Any Dexterity checks, Dexterity saving throws, acrobatics and athletics checks you make while under the effect of Fleeting sprint gain a bonus to the roll equal to the number rolled by your Tactical die.

Unwavering Precision

Starting at 17th level, your skill at landing hits becomes near flawless. When you miss with a weapon attack using a weapon you are proficient with, you can spend a Tactical die to reroll the attack; you must use the new roll. Add the number rolled by the Tactical die to both the attack and damage roll.

Once you use this ability, you cannot use it again until you finish a short or long rest.

Stun-Blast

When you get to 20th level, enemies that somehow don't die in one hit can be a real pain to deal with. Of course, as a Finesse master, you know precisely how to deal with those sort of annoyances! You can now have as many Stun-Shots active at a time as you like, and saving throws made against being stunned by a Stun-Shot automatically have their roll reduced by the number you rolled on your Tactical die when executing the ability.

Stratagem of Mind

Knowing is half the battle, application is the other. The Stratagem of Mind relies on a combination of borderline supernatural willpower and keen intellect to tactfully apply crowd-control measures while empowering allies.

Fervor of Will

Starting at 3rd level when you pick this Stratagem, you gain the ability to empower your allies through sheer force of will.

As a Bonus Action, you can spend one of your Tactical die to exude an aura of willpower around you. When you do so, choose a number of creatures you can see within 60 feet (minimum of 1). Each creature gains temporary hit points equal to the number rolled on your Tactical die, and can immediately move their full movement speed, which doesn't provoke opportunity attacks.

Expanded Mind

Starting at 7th level, your preference for wit and will over brute force or fiddly techniques has allowed you to pick up a few new tricks on the extraordinary side. Choose any three extraordinary abilities from any class list you like to learn immediately. They do not count against your total EA's known – Level 0 or Level 1+.

To pick an EA, you must have an extraordinary ability slot of the same level to execute it. You can exchange your EAs picked with this class feature anytime you gain a level in Tactician so long as you have your Tactical Kit on your person.

Commanding Presence

At 10th level, you can wield your very presence like a weapon to command the minds of others. As a bonus action, you can spend a Tactical die to execute Command without expending an ability slot. Your ability save DC for this particular execution of Command is increased by an amount equal to the number you roll on the Tactical die.

Creatures that are already charmed by you automatically fail their saving throw against Commanding Presence.

Hesitance of Resolve

Your mere presence is enough to cause some to hesitate when acting near you. Starting at 13th level, as a bonus action, you can place an aura of mental unease on yourself or any creature of your choice you can see within 30 feet for 1 minute. To do so, spend a Tactical die. For the duration, when any creature makes its first attack action against the effected target, the creature must make a Charisma saving throw against your ability DC. On a failure, the creature cannot attack or otherwise willingly harm the effected target and must choose a new target for the attack or the attack is wasted. On a successful save, the creature can still attack, but it has disadvantage on all attack rolls against the effected target and disadvantage on saving throws against the target until the end of your next turn.

Unwavering Will

Your ability to wield willpower to empower others has reached new heights. Starting at 17th level, any creature effected by your Fervor of Will Also has advantage on all saving throws while they still have the temporary hit points granted by the ability.

Dominating Presence

Reaching 20th level, your Commanding presence also causes effected creatures to become more receptive to your orders. For the next minute after you successfully using commanding presence to execute command on a creature, they are considered charmed by you and automatically fail any Charisma saving throw made against you.

be of a level for which you have an Ability Slot.
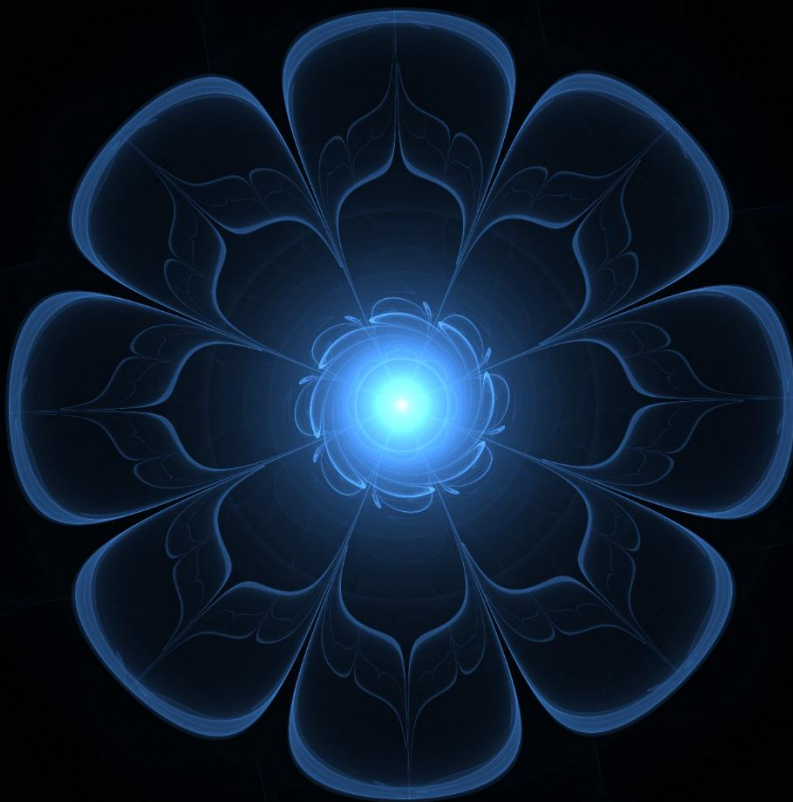
Tools

Agents Kit (Agent)

Lockpick Set

Tools needed to break into new and old fashion physical locks, including (but not limited to) 10 lockpicks. If something is locked physically, you may use an action to roll a d20 and add your proficiency bonus against that objects' DC in an attempt to unlock it. A success will unlock the item, while a failure might trigger an alarm, break the lockpick, or trigger additional safeguards.

Hacking Module

A hacking module that can bypass digital safeguards. If something is locked digitally (by password, thump print, keycard, or eye scan for example), you may use an action to roll a d20 and add your proficiency bonus against its' DC in an attempt to hack it. A success will bypass the digital safeguard, while a failure might trigger an alarm or additional safeguard.

Disguise Module

A high-tech module that connects to your digital assistant and uses a combination of nano technology and holograms to alter your physical appearance and voice. It records and stores the appearance and voice of another creature or being, taking 1 minute of continuous recording to gather all the needed info to do so. Once the information is stored, it takes an action to apply the disguise to you.

If another creature is suspicious of your disguise, roll a performance check contested by an insight check from that creature. If a suspicious creature wins against your contested roll, they know you are not what you appear to be and see the source of your disguise (your disguise module and digital assistant), but still visually see you as your disguise kit projects. They can then attempt to end your disguise by redirecting all damage from a to hit attack on you to your digital assistant or disguise module, with 1 damage to either one ending your disguise, and 20 damage breaking either one outright.

If the creature or being you are disguised as is a size category larger or smaller than you, suspicious creatures roll their insight check at advantage. You may not disguise yourself as a creature or being that is 2 or more size categories larger or smaller than you with this disguise module.

You may attempt to draft your own creature or being to disguise yourself as. As you design the creature or being on your digital assistant, roll a performance check at disadvantage if you took 5 minutes to design, a regular performance check if you took 15 minutes to design, and a performance check at advantage if you took 30 minutes or longer to design. The DC to design a feasible disguise in this way is

14, storing the design if you met that DC, and discarding it as non-feasible if you failed. You automatically succeed if you take 2 earth hours or more to design a disguise in this way.

This module may store a seemingly infinite number of disguises and has a battery life of 1 earth hour that begins to drain when it applies a disguise. When the battery runs out, the disguise ends. Changing from one disguise to another takes another action and reduces this module's usable time by 30 minutes. You may end being disguised in this way with a bonus action. Initiating another disguise after ending one previously between long rests also reduces the usable time by 30 minutes.

This module completely recharges itself after a long rest.

This module and your digital assistant must remain functioning on your person to apply and keep a disguise from it, ending the disguise immediately if you should become separated from either of them.

Cipher/Decipher Module

Your agents kit contains a device that can scramble and unscramble messages intended only for select few. Average translation devises and handheld computing devises cannot make sense of these messages. It takes your Cipher/Decipher module 1 minute to either scramble or unscramble most hidden messages in this way. Advanced encoded messaged may need external input into the module such as a digital key in order to properly decipher.

Star Navigation Kit (Aviator)

Galactic Positioning Devise

The galactic positioning devise (or G.P.D.) is device that can position your approximate location within the know galaxy and plot the most efficient route from one point to another. Acquiring your position within the known galaxy takes about one minute, and plotting a course from a position to another takes between two minutes to one hour depending on distance to be traveled. This devise is compact and may be worn as a bracelet in order to be used outside a star ship. Using this devise outside charted territory may have varying results.

Advanced Anomaly Detector

An advanced anomaly detector (A.A.D.) that offers warnings quicker than standard ship warning systems regarding potentially harmful obstructions and unknowns during space travel. If you are piloting with this detector, gain advantage on all saves from sources external to your star ship during hyper speed space travel.

Demo Kit (Demolitionist)

Lighter

A weatherproof lighter that can be lit with an action or bonus action, giving off 5 feet of dim light when lit. This lighter may be extinguished as a free action.

Disarm Tools

Tools that can be used to disarm an armed explosive. See Demolitionist Feature "Disarm" for further explanation.

Sploady-Matic

A collapsible crafting unit used to make explosives and explosive exclusive mods from materials you have gathered. See Demolitionist Feature "Sploady-Matic Crafting" for further explanation.

Fuse

A wheel with miles of fuse wrapped around it that may be attached to a bomb in order to detonate from a distance with variable latency. You may lay this fuse as fast as you can move with a bonus action every turn as you continue to lay it. Before laying the first foot, you must put information into the spool that will determine how fast the fuse with burn by applying a variety of chemicals to the fuse as it is laid. Choose one of the following options:

Slow: Once lit, the spark will travel along the fuse at a rate of 15 feet every 6 seconds (1 round).

Medium: Once lit, the spark will travel along the fuse at a rate of 35 feet every 6 seconds (1 round).

Fast: Once lit, the spark will travel along the fuse at a rate of 90 feet every 6 seconds (1 round).

You may either run fuse to or from a bomb, taking an action to connect it to the bomb. The fuse may be lit by any source of fire, and from anywhere along its path. If a fuse is lit in the center, the spark will travel in both directions. Once you are done laying the fuse, the fuse wheel will automatically cut it (no action required). A fuse spark may be put out with water, and the fuse line may be cut by anyone (with an AC of 6 and an HP of one for every 5 foot of fuse). A fuse spark gives off dim light in a 5-foot radius. Once a fuse spark reaches a bomb, the bomb detonates.

Line

A wheel with miles of line wrapped around it that may be attached to a bomb in order to detonate from a distance immediately. You may lay this line as fast as you can move with a bonus action every turn as you continue to lay it.

You may either run line to or from a bomb, taking an action to connect it to the bomb. Once you are done laying the line, the line wheel will automatically cut it (no action required). Once one side is attached to a bomb, the other side must be attached with an action to your detonator (included in your bomb kit) in order to detonate with line. Once a line is connected to a bomb and a detonator, the bomb may be detonated with a bonus action.

Remote Detonation Patch 5 Pack

5 remote detonation patches that allow for a bomb to be detonated from a distance immediately. Once a single patch has been attached to a bomb with an action, that bomb may be detonated from your detonator (included in your bomb kit) with a bonus action from a distance up to 10 miles via radio wave provided there are no thick obstructions between yourself and the bomb. The detonator may also be used via laser communication up to a distance of 6500 miles, provided there are absolutely no

obstructions (not even a thin leaf for example) between the bomb and your detonator by way of a straight line.

Multi Tool/Tool Bag (Engineer)

Rest Repairs

Your multi tool and tool bag are capable of fixing the smallest to the largest mechanical and technological items and being types. With an engineer that has a functioning multi tool in the party, Cyborgs and Androids may regain hit points normally during long and short rests, and ships may recover a fourth their HP during a short rest, and their full HP during a long rest. If you are without a personal drone and repair more than three ships during a long rest with rest repairs, you do not gain the benefits of the long rest yourself.

Additional Functions

Your multi tool and you grow in capabilities together as you level up (see class features and extraordinary abilities available to the engineer class).

Firearm Kit (Gunner)

Cleaning/Maintenance

Your firearm kit contains all the tools and other items needed to keep your firearms running smooth, such as oil, rags, and cleaning rods.

Mod Quick Change (Firearms)

Your firearm kit contains a special tool that can swap gun mods out at a fraction of the time it would normally take. Swapping out one mod for another on a firearm only takes one action and removing one mod or installing a mod on an empty slot only takes one bonus action (opposed to the minute or more it would usually take).

Casing Reload

Your firearm kit contains all the materials needed to reload empty ammo casings, allowing you to acquire usable ammo at a cheaper price. During a short rest, you may convert up to 100 bullets, casings, and a proper amount of gun powder into usable ammo. During a long rest, you may convert up to 500 units of ammo in this way.

Survival Kit (Hunter)

Water Purifier

Your survival kit comes with a water purifying cylinder that can make most liquids safe to drink. One may either put it up to a liquid source and drink directly from it like a straw, or have it pump into a receptacle at a rate of 10 gallons an hour (20 gallons during a short rest, and 80 during a long rest).

Fire Starter

Your survival kit comes with a flint and a bundle of highly flammable material. As an action, you may use the flint to light a peeled off portion the flammable material (under a bundle of logs to start a campfire for example).

Pigment Tech Mesh Net

Your survival kit comes with a 10' x 10' mesh net that has color changing capabilities. As an action, a corner of the net may be pressed up to a creature or object, resulting in the net taking on the color of that creature or object.

A creature remaining still under the net while it retains the overall color of the surrounding area may makes stealth checks at advantage. Additionally, a variety of things may be sewn into the net during the down time of a short or long rest. If items from the surrounding area have been sewn into the net, a creature remaining still under the net may make a stealth check at advantage and adds +5 to the roll. Once a creature under the net moves 5 feet or uses an action, the stealth roll and any hidden condition from that roll becomes void.

Any creature may attempt to make a stealth roll with this net regardless of proficiencies, but only a creature proficient in the survival kit or the pigment tech mesh net in particular can properly sew items into it.

Compass

Your survival kit contains a compass capable of telling north, south, east, and west orientation on any celestial body with a magnetosphere.

Vegetation Tester

Your survival kit contains a device that can test vegetation for known substances that are harmful or beneficial to organic life forms.

Rope, String, and Line

Your survival kit contains 80 feet of climbing rope, 100 feet of hemp string, and 200 feet of nylon line.

Waterproof Tarp

Your survival kit contains a 15' x 15' polyblend tarp.

Standard Compact Fishing Pole, Tackle Box and Net

Your survival kit contains a standard compact collapsible fishing pole equipped with 100 feet of nylon line on the reel, a fishing net, and a a small tackle box with 20 hooks, 10 bobbers, and 10 sinkers. Sometimes bait and lures may be purchased from a bait and tackle shop local to where you wish to fish,

other times it might be necessary for you to acquire bait around the area you wish to fish at (or maybe get creative and try to make bait or a lure out of what you already have on you).

Once you have your fishing pole set up, your GM will guide you through the process of actually attempting to catch a fish. This process is completely up to the GM, and could be as simple as one survival/nature check, to as complex as a survival check to pick the right bait, a nature check to pick a casting point, a dex check to cast, a deception vs insight check against the fish to see if it bites, and a strength save to see if you succeed in reeling it in. Whatever seems to fit the situation and your groups play style is fine!

Note: When attempting to catch very large fish, you may need line thicker than what comes equipped on the fishing pole in this kit. When attempting to catch the very biggest fish in the universe, a stronger pole all together may be required (or perhaps even a large ship or comparable machinery).

Triage Kit (Medic)

Surgical Instruments

All the hard tools a surgeon would normally need. This includes but is not limited to scissors, surgical blades, a variety of forceps, and a small low range laser cutter (your scalpel is listed separately as it may be used as a weapon).

Bandage, Gauze, Wrap, and Sling

A variety of bandages, gauze, and wraps used to treat beading wounds, and stabilize broken appendages.

Medicine

Basic antibiotics (such as penicillin) and pain killers, among other types of medicine. You gain advantage on medicine checks for stabilizing unconscious creatures.

Suture Gun

A wrist worn advanced suture gun capable of closing wounds in an instant among other things. Your suture gun and you grow in capabilities together as you level up (see class features and extraordinary abilities available to the medic class).

Astrology Kit (Mystic)

This kit contains an astrology chart and book that tells what the stars hold for you this day (time between long rests). Mainly used for RP, this kit is what allows the mystic class to regain extraordinary ability points and swap out extraordinary abilities for others during a long rest.

Nano Converter Kit (Nanotek)

This kit contains nanites that can convert loose mater into usable nano energy. This kit is what allows the nanotek class to regain extraordinary ability points during a long rest, as well as convert one extraordinary ability into another at level up.

Meditation Kit (Scion)

This kit contains items that assist a scion in clearing their mind and soothing the mental fatigue of the past day (time between long rests). Mainly used for RP, this kit is what allows the scion class to regain extraordinary ability points during a long rest, as well as convert one extraordinary ability into another at level up.

Blacksmithing Kit (Skirmisher)

Mini Grindstone

A compact handheld spinning grindstone used to clean, sharpen, and generally keep melee type weapons in optimal condition.

Mod Quick Change (Melee Weapons)

A special tool that can swap me mods out at a fraction of the time it would normally take. Swapping out one mod for another on a melee weapon only takes one action and removing one mod or installing a mod on an empty slot only takes one bonus action (opposed to the minute or more it would usually take).

Strategist Kit (Tactician)

Line of sight permitting, this kit gathers a topographic lay of an area within 5.5 miles (29,040 feet) and displays it on a holographic readout. A personal drone within range may also acquire line of sight of an area and sent back the topographic data to display the holographic readout. If a party analyzes the holographic readout of an area with a potential battle for at least 5 minutes, they gain a bonus equal to your charisma modifier to initiative rolls should battle take place on the analyzed area within the next 30 minutes.

As you level in tactician, your strategic capabilities and benefits with this kit grow (see features available to the tactician class).

Tactical Kit (Tactician Zach)

This kit consists of a deployable holographic map table and assorted tools for mapping and planning adventuring endeavors. It also doubles as a sort of mental exercise device to help a Tactician regain focus and replenish extraordinary ability slots during long rests. When you gain a level, you can use this kit to exchange any 1 extraordinary ability you know for another from the Tactician list so long as you have a high enough level slot to execute it.

Origins

When you create a character, select 2 skills to be proficient in, as well as one origin feature.

Origin Features:

Wealth Start with an additional 100 credits.	**Military** Free food and board at military bunkers. Access to military munitions shop.	**Elder Tree Worshiper** When you die, your spirit travels to the nearest elder tree automatically and without needing to bring your body to it.	**Star Bum** You can navigate the galaxy without any instruments. May repair ships with rest repairs without a multi tool.
Miner Gain advantage on Investigation checks to locate valuable metals, gems, and minerals. %50 increased yields when mining.	**Fisherman** Start with Standard Compact Fishing Pole, Tackle Box, and Net. You are proficient in them.	**Mother Crystal Worshiper** You may be in the vacuum of space for 6 seconds before taking any damage from being in the vacuum of space.	**Father Crystal Worshiper** Reduce all multi-class stat requirements by 2.
Artist Choose to start with either a musical instrument, painting supplies, digital art supplies, or another artistic medium. You are proficient in it.	**Bartender** House prices in all federation bars and taverns.	**Stunt Rider** Gain Proficiency in all ground vehicles.	**Wave Rider** Gain Proficiency in water vehicles.
Gardner Skills checks made when attempting to grow vegetation are rolled at advantage.	**Administrator** Can always work for 20 credits an hour clearing the administrative que for the federation (May require access to administrative terminal).	**Swimmer** Gain a swimming speed equal to your movement speed.	**Climber** Gain a climbing speed equal to your movement speed.

Weapons

Name	Cost	Damage	Weight	Properties	Mod Slots	Ammo
Small Melee						
Dagger		1d4 slashing/piercing		Finesse, light, thrown (range 30/60 piercing only)	2	N/A
Hammer		1d6 bludgeoning		Light, thrown (range 20/60)	2	N/A
Hand Axe		1d6 slashing		Light, thrown (range 20/60)	2	N/A
Knuckle		1d4 bludgeoning		Light	1	N/A
Rod		1d4 bludgeoning		Light, deflective	1	N/A
Scalpel		1d4 slashing		Finesse, light	1	N/A
Sickle		1d6 slashing/piercing		Finesse, light, self infliction	2	N/A
Taser		1d4 electrical		Finesse, light, FD, RH (Con save DC 10)	1	Small battery (1 charge per use)
Melee						
Baton		1d6 bludgeoning		Light, deflective	2	N/A
Flail		1d8 bludgeoning		Self infliction	2	N/A
Great Axe		1d12 slashing		Heavy, two-handed	3	N/A
Great Hammer		2d6 bludgeoning		Heavy, two-handed	3	N/A
Great Sword		2d6 slashing		Heavy, two-handed	3	N/A
Kusarigama		1d4 bludgeoning/1d6 slashing		Finesse, self infliction, follow up	3	N/A
Nunchaku		1d4 bludgeoning		Finesse, light, deflective, self infliction	2	N/A
Rapier		1d8 piercing		Finesse, deflective	2	N/A
Scythe		1d10 slashing/piercing		Finesse, two-handed, probable crit	3	N/A
Spear		1d8 piercing		Versitlie (1d10), thrown (range 20/60)	2	N/A
Staff		1d8 bludgeoning		Optional finesse, deflective, follow up	3	N/A
Sword		1d8 slashing		Versitlile (1d10), deflective	2	N/A
Whip		1d6 slashing		Finesse, light, reach	2	N/A
Handgun						
Auto Pistol		1d4 x 1d4 piercing		Light, SF, projectile (range 40/80)	3	9mm (4 round burst, 20 round mag)
Laser Pistol		1d6 burning		Light, projectile (range 75/150)	3	Small battery (2 charge per use)
Pistol		1d6 piercing		Light, projectile (range 60/120)	3	10mm (1 round shot, 10 round mag)
Revolver		1d8 piercing		Light, projectile (range 65/130)	2	.44 Magnum (1 round shot, 6 cylinder)
Rifle						
Automatic Rifle		1d4 x 1d6 piercing		SF, projectile (range 300/600)	4	6.8 mm (4 round burst, 28 round mag)
Laser Rifle		1d8 burning		Penetrating, projectile (range 500/1000)	3	Medium battery (2 charge per use)
Long Rifle		1d10 piercing		Projectile (range 450/900)	4	7mm (1 round shot, 5 round mag)
Sniper Rifle		1d12 piercing		Bolt action, probable crit, projectile (range 3000/6000)	3	300 Norma Mag (1 round shot, 5 round mag)
Artillery						
Flamethrower		1d8 burning		Heavy, Ignite (DC 12), projectile (range 50/110)	2	Fuel (10 units disperce per action, 100 unit tank)
Grenade Launcher		1d6 concussive 1d4 piercing		Heavy, Radial (DC 12, 10 feet), projectile (range 300)	2	Grenade Shell (single load)
Laser Cannon		1d10 burning		Heavy, Penetrating, projectile (range 300/600)	3	Large battery (4 charges per use)
Minigun		1d4 x 1d8 piercing		Heavy, Start up, continued, projectile (range 200/400)	3	7.62x51mm (4 round burst on belt)
Railgun		1d8 piercing		Heavy, Over penetrating, projectile (range 500/1000)	3	Iron particle (1 atom shot, 10 unit iron pellet)
Rocket Launcher		1d8 concussive 1d4 piercing		Heavy, Radial (DC 13, 25 feet), projectile (range 600)	2	Rocket (1 per shot, single loaded)
Shotgun						
Automatic Shotgun		1d4 x 1d8/1d4 piercing		Split projectile (range 20 ft close/80 ft far)	2	20 guage buckshot (4 shell burst, 20 round drum)
Double Barrel		2d12/1d12 piercing		Split projectile (range 20 ft close/80 ft far)	2	12 guage buckshot (double loaded)
Plasma Blaster		1d12 burning		Projectile (range 15/30)	2	Plasma slug (single loaded)
Tactical Shotgun		1d12/1d6 piercing		Split projectile (range 20 ft close/80 ft far)	3	12 guage buckshot (single load 6 tube)
Special Ranged						
Blowgun		1d4 piercing		Light, silent, projectile (range 25/80)	1	Dart (single loaded)
Bow		1d8 piercing		Silent, projectile (range 150/600)	3	Arrow (single load)
Crossbow		1d8 piercing		Silent, projectile (range 80/320)	3	Bolt (single load)
Flare Gun		1d4 burning		Ignite (DC 6), projectile (range 150/500)	1	Flare (single load)
Hand Crossbow		1d6 piercing		Light, silent, projectile (range 30/120)	2	Bolt (single load)
Explosives						
Bombs						
Bomb		1d10 concussive 1d8 piercing		Set, timed (2 rounds), radial (DC 16, 45 feet)	0	N/A
Mini Bomb		1d8 concussive 1d6 piercing		Set, timed (2 rounds), radial (DC 15, 30 feet)	0	N/A
Large Bomb		1d12 concussive 1d10 piercing		Set, timed (2 rounds), radial (DC 18, 60 feet	0	N/A
A-Bomb	1400	10d12 concussive 10d8 burning		Set, timed (custom), radial (DC 21, 2,500 feet)	0	N/A
H-Bomb	10000	100d12 concusive 100d8 burning		Set, timed (custom), radial (DC 26, 10,000 feet)	0	N/A
F-Bomb	35000	800d12 concussive 800d8 burning		Set, timed (custom), radial (DC 34, 425,000 feet)	0	N/A
Grenades (thrown)						
EMP Grenade		1d6 electric		RH, radial (DC 12, 15 feet), thrown (range 40)	0	N/A
Flashbang Grenade		N/A		Blinding, radial (DC 12, 15 feet), thrown (range 40)	0	N/A
Gas Grenade		1d6 poison		Radial (DC 14, 20 feet), thrown (range 40)	0	N/A
Grenade		1d6 concussive 1d4 piercing		Radial (DC 12, 20 feet), thrown (range 40)	0	N/A
Smoke Grenade		N/A		Obscuring, filling, radial (20 feet), thrown (range 40)	0	N/A
Mines						
Proximity Mine		1d10 concussive 1d4 piercing		Set, triggered (10 feet), radial (DC 16, 10 feet)	0	N/A
Step Mine		1d10 concussive 1d4 piercing		Set, triggered (0 feet), target auto fail, radial (DC 9, 5 feet)	0	N/A
Timed Mine		1d10 concussive 1d4 piercing		Set, timed (custom), radial (DC 16, 10 feet)	0	N/A
Thrown Only						
Bola		N/A		Restraining (DC 10, AC 10, 5 HP), thrown (range 20/60)	1	N/A
Throw Dart		1d4 piercing		Finesse, light, silent, thrown (20/60)	1	N/A
Kunai		1d4 piercing		Finesse, light, silent, probable crit, thrown (20/50)	1	N/A
Net		N/A		Silent, restraining (DC 10, AC 10, 5 HP), thrown (range 15/45)	1	N/A
Shuriken		1d4 piercing		Finesse, light, silent, thrown (25/75)	1	N/A

Armor

Name	Cost	Armor Class (AC)	Strength	Stealth	Weight	Properties/Additional	Mod Slot
Light							
Kevlar Suit		11 + Dex mod					1
Polyethylene Suit		11 + Dex mod					2
Graphene Suit		12 + Dex mod					2
Nano Flex Suit		12 + Dex mod					3
Medium							
Ceramic Vest		12 + Dex mod (max 2)	Str 11	Disadvantage		Degrading	1
Polyethylene Mail		13 + Dex mod (max 2)					2
Graphene Mail		14 + Dex mod (max 2)					2
Nano Mail		14 + Dex mod (max 3)					3
Heavy							
Titanium Plate		15	Str 11	Disadvantage			1
T/C Hybrid Plate		16	Str 12	Disadvantage			2
Graphene Plate		17	Str 10				2
Nano Plate		18	Str 10				3
Shield							
Graphene Shield		Additional 2				Offhand occupying	0
Wrist Force Shield		Additional 2				Offhand occupying	2
Helmet							
Kevlar Helmet		Additional 1				E/A Hindering, -1 Dex	1
PE Helmet		Additional 1				E/A Hindering,	1
Graphene Helmet		Additional 2				E/A Hindering	1
Nano Helmet		Additional 2				E/A Hindering	2

MODS

General Mods

Tracking Mod (1 Slot) – Those who know of this mod's frequency can track its position from 500 miles away, permitting there are no radio wave blocking materials/effects in between the mod and whatever is attempting to track it.

Camera Mod (1 Slot) – Those who know this mod's frequency can see what the camera sees (through their digital assistant or another device/way that can translate the radio waves into images. The range is 500 miles permitting there are no radio wave blocking materials/effects in between the mod and whatever is attempting to view from it.

Armor Mods

Light/Medium/Heavy

Overshield Mod (2 Mods) - The modded armor gains a shield point pool of 10 HP. Damage is removed from the shield point pool before it is removed from the modded armor's wearer HP pool (including temp HP).

This mods shield point pool replenishes after a long rest.

Sustaining Mod (1 Slot) – Remove the Degrading property from the modded piece of armor.

Hush Mod (1 Slot) – Remove the Stealth Disadvantage property from the modded piece of armor.

Lightener Mod (1 Slot) – Remove the Strength Requirement for the modded piece of armor.

Parachute Mod (1 Slot) – If you would take falling damage, you may use a reaction to activate a parachute within the modded equipped armor. When you do, your decent slows, as if under the Slow Fall Extraordinary Ability.

After this mod is used, it takes 1 minute to properly put the parachute back before it can be used again. Until this is done, all movement speed is halved. The string may be cut to end this reduction in movement speed before the parachute is packet. However, cutting the strings also destroys the mod.

Light

Camouflage Mod (2 slots) – As an action, the wearer of the modded armor is rendered under the effects of the Greater Invisibility Extraordinary Ability. This effect lasts 1 minute and requires no focus. This mod may be used once between long rests.

Medium

Aerobic Enhancement Mod (2 slots) – Increase the max Dex Mod potential alteration to the modded medium armor. *Example: Graphene Mail's max 2 would go up to max 3 for the potential Dex mod score added to the armor's AC.*

Heavy

Kinetic Converter (1 Slot) – When you take damage while wearing armor equipped with this mod, you may store a charge amount equal to half the damage rounded down into a battery within your personal inventory.

Shield

Ambidextrous Handle (0 Slots) – Remove the Offhand Occupying property from the modded shield.

Extraordinary Dissipater (2 Slots) – Add +2 to Saving Throws vs Extraordinary Effects.

Helmet

Added Straps Mod (1 Slot) – Remove the -1 Dex property from the modded helmet.

Weapon Mods

Melee Mods

Gun Mods

Handgun/Rifle/Artillery/Shotgun

Sling (1 Slot) – So long as this sling is attached to a modded firearm, that firearm may not be disarmed from a creature that has it equipped.

A creature may choose to target the sling rather than the creature wearing it. The sling has an AC equal to the creature's who is wearing it with an HP of 1, and is destroyed when it reaches 0 HP. If the sling mod is not equipped on a weapon or that weapon is not equipped on a creature, the sling's AC is 5.

Handgun

Tridacom MRM (1 Slot) – Add +1 to ranged attack rolls made with the modded Handgun.

Rifle

AGOG Standard (1 Slot) – Add + 1 to ranged attack rolls made with the modded rifle. Additionally, the modded riffle's range is extended by 15 feet.

Vort Long (1 Slot) – Attack rolls made with the modded riffle are no longer rolled at disadvantage when attempting to hit a target over the weapons shorter range. Additionally, the modded rifle's range is increased by 500 feet. However, all attacks made from the modded rifle against targets less than 100 feet away are rolled at disadvantage.

Artillery

Shotgun

Special Ranged Mods

Thrown Only Mods

Feats

Any

Armor Training: Gain proficiency in light, medium, or heavy armor.

Shield Training: Gain proficiency in shields.

Helmet Training: Gain proficiency in helmets.

Melee Weapons Training: Choose two melee or small melee weapons to gain proficiency in, or one of each.

Handgun Training: Gain proficiency in handguns.

Rifle Training: Choose one riffle type weapon to gain proficiency in.

Shotgun Training: Gain proficiency in shotguns.

Special Ranged Training: Choose one special ranged weapon to gain proficiency in.

Grenade Training: Gain proficiency in Grenades (thrown only).

Mine Training: Gain proficiency in mines.

Thrown Only Training: Choose two thrown only weapons to gain proficiency in.

Sharpen Skill: Choose one skill you are proficient in. You now have aptitude in the chosen skill (double your proficiency Bonus for those chosen skill).

Develop Skills: Choose two skills to become proficient in.

Gene Edit *(requirement: complete organic life form)*: Take 2 points away from any stat and add 1 point to another stat. You may do this any number of times immediately when you take this feat but may not do it after the stats have been finalized *(example: when you take this feat, you could choose to take 6 points away from Wisdom to give 3 points to Intelligence, and/or 4 points from Strength to give 2 points to Dexterity).*

Second Chance: Gain one d20 chance die. You may roll your chance die immediately after you roll a d20 and choose to replace the original d20 with the roll of the chance die, but only before the GM announces the results of the original d20 roll. Once this is done, the chance die is expended. You regain an expended chance die after a long rest.

Tool Training: Choose one tool to become proficient in. May not choose a tool that requires a level in a class to be proficient in.

Hardy: Increase your Max HP by an amount equal to your Constitution score. If you roll a natural 1 when rolling for HP upon level up, you may choose to re-roll.

Mystical Initiate: Starting when you take this feat, you immediately learn two 0-level abilities of your choice from either the Mystic or Hunter Extraordinary-Ability lists. In addition, chose one 1st level EA from the same class list to learn. Using this feature, you can execute this spell once at 1st level, and must complete a long rest before you can execute the ability this way again. Wisdom is the ability modifier for these AEs.

Psionic Initiate: Starting when you take this feat, you immediately learn two 0-level abilities of your choice from either the Scion or Tactician Extraordinary-Ability lists. In addition, chose one 1st level EA from the same class list to learn. Using this feature, you can execute this spell once at 1st level, and must complete a long rest before you can execute the ability this way again. Charisma is the ability modifier for these AEs.

Technological Initiate: Starting when you take this feat, you immediately learn two 0-level abilities of your choice from either the Nanotek, Medic or Engineer Extraordinary-Ability lists. In addition, chose one 1st level EA from the same class list to learn. Using this feature, you can execute this spell once at 1st level, and must complete a long rest before you can execute the ability this way again. Intelligence is the ability modifier for these AEs.

Sprinter: You are especially fast on your feet. You gain the following benefits:
- your base movement speed is increased by 10 feet
- When you use the dash action, difficult terrain doesn't affect your movement
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not

Battleblaster: You have practiced executing abilities in the chaos of combat enough to have become quite skilled at doing so. You gain the following benefits:
- You have advantage on Constitution saving throws to maintain Focus when you are hit with an attack
- When a hostile creature's movement provokes an opportunity attack from you, you can instead choose to use your reaction to execute an ability. The Extraordinary ability chosen must have an execution time of 1 action or bonus action and can only target the creature.

Doubletap: If you roll a natural 20 on a ranged attack roll, you can immediately make another attack with the same weapon on the same target, provided you have enough ammunition to do so.

In-The-Zone: While in initiative, if you make an attack roll against a creature and the attack hits and reduced the target creature to 0 hit points, you can immediately take another attack action.

Guardian: You are a master of locking down the battlefield, granting the following benefits:
- When you hit a creature with an opportunity attack, it's speed becomes 0 for the rest of their turn
- Creatures provoke opportunity attacks from you even if they disengage before leaving your reach
- When a creature within 5 feet of you makes a melee weapon attack against any creature but yourself (and that target doesn't have this feat), you can use your reaction to immediately make a melee weapon attack against the attacking creature

Elementalist: When you gain this feat, choose one of the following damage types: Acid, Freezing, Burning, Electric or Concussive. Any extraordinary abilities or weapon attacks that deal that damage type now ignore resistances (but NOT immunities). In addition, anytime you execute an Extraordinary ability to use a weapon that deals the chosen damage type, can treat any 1 rolled for damage die as a 2. You can take this feat multiple times but must choose a different damage type each time.

Money-Shot: When you make a ranged weapon attack using the last unit of ammunition loaded into the weapon, you can choose to make it a money-shot. The shot is made at disadvantage, but if it hits it is automatically a critical hit. To make an attack a money-shot, the weapon you are using must be able to hold 2 or more units of ammo when fully loaded.

Bullet-Storm: If you are using an automatic weapon and it is fully loaded, you can choose to use a bullet-storm action. You fire every unit of ammo loaded into the weapon, but the attacks are made at disadvantage and both the attack and damage rolls cannot benefit from your Attribute modifier. Once the action is complete, your weapon jams and you must spend an action to unjam it.

Fast-Hands: Reloading ranged weapon you are proficient with is now a free action.

CQC Master: Your skilled at fighting in close quarters under tremendous stress. You gain the following benefits:
- attacking a target that is within 5 feet of you with a ranged weapon you are proficient with no longer imposes disadvantage on the attack roll.
- Using your bonus action, you can make a bash attack with your ranged weapon. Use your strength modifier for the attack and damage rolls, and a d4 for the damage die. You are

considered proficient with this bash attack so long as you are proficient with the weapon you're bashing with in the first place.

Watcher: You are extremely observant to the most minute details of your environment, gaining the following benefits:
- Increase your Intelligence or Wisdom score by 1, up to a maximum of 20
- You cannot be surprised
- You gain a +% bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores

Human

Balanced*:* Add half your proficiency bonus (rounded down) to any skill you are not proficient in.

Workout Routine: Increase your potential maximum Strength score by 2.

Reflex Routine: Increase your potential maximum Dexterity score by 2.

Endurance Routine: Increase your potential maximum Constitution score by 2.

Study Routine: Increase your potential maximum Intelligence score by 2.

Meditation Routine: Increase your potential maximum Wisdom score by 2.

Social Routine: Increase your potential maximum Charisma score by 2.

Cyborg

Internal Storage: You may store one small melee or handgun sized weapon inside yourself. Retrieving a weapon from internal storage or storing a weapon within internal storage may be performed with an item interaction. A weapon is considered hidden when stored inside your internal storage.

Organic Enhancement: Pick one other feat available to your Original Being type. You now have that feat *(example: if you are a Human Cyborg, you could choose the Balanced feat).*

Organic Reacquisition: Pick one Being type feature from your Original Being type that you did not start out with as a consequence of being a Cyborg. You now have that feature *(example: if you are a Senasai Cyborg, you may choose to acquire either the Camouflage or Sticky Feet feature).*

Second Cybernetic Enhancement: Out of Strength, Dexterity, Constitution, or Intelligence, choose one that was not the original stat chosen upon your Cyborg's character creation. Increase that stat by 1, and its potential maximum by 2.

If you chose Strength, you either have leg or arm prosthetics (your choice), and you gain skill proficiency in Athletics.

If you chose Dexterity, you either have leg or arm prosthetics (your choice), and you gain skill proficiency in Acrobatics.

If you chose Constitution, you either have prosthetic skin or an enhanced prosthetic organ (your choice), and you add half your proficiency bonus to Con Saves (rounded down).

If you chose Intelligence, you have a mental enhancement chip attached to your brain, and you gain skill proficiency in Investigation.

Hydraulic Leg Pistons (requires cybernetic prosthetic leg): Movement speed needed before you long jump and high jump is reduced by 5 feet. If you land on your feet, fall damage is reduced by 10 feet (or 1d6) for you.

Android

Internal Storage: You may store one small melee or handgun sized weapon inside yourself. This hidden compartment within yourself is indistinguishable from the rest of your body.

Etiquette Correction: Increase your Charisma Score by 1, and increase your potential maximum Charisma score by 2.

Percipience Correction: Increase your Wisdom Score by 1, and increase your potential maximum Wisdom score by 2.

Self-Detonate: When you are forced to make a death saving throw, you may instead choose to intentionally fail, causing your core to go into melt down. When you do this, your body immediately explodes and all creatures within 25 feet of you must make a Dex Save vs 8 + Your Character Level, taking 3d6 per your character level in concussive damage on a failure, or half as much on a save. *Example: If you choose to do this at 3rd level, you would roll 9d6 for concussive damage.*

Once you self-detonate, your body is disintegrated and cannot be Revived/Repaired.

Kidali

Crystal Capacity: Choose to increase either your Wisdom stat potential maximum or the maximum potential of the stat associated with your Kidali Sub-Being Type by 2. If your Kidali Sub-Being Type has 2 associated stats, you may choose to increase the potential maximum for one of those stats.

This feat is unavailable for the Azurite Kidali.

Crystal Growth: Increase the stat associated with your Kidali Sub-Being type by 3. If your Kidali Sub-Being Type has 2 associated stats, distribute 3 points between those 2 stats.

Crystal Sanctuary: Slowly grow a protective 10-foot diameter crystal sphere shell of the same type as your sub race, either around you or outside you. This shell is impervious to all elemental and force damage types and may protect a creature from the vacuum of space. Has the levitate effect applied to

it. Can be seen through, and sound may travel in and out of this sphere. 10 AC, 15 HP. Once 0 HP is reached, the entire sphere shatters. Takes 1 hours to make.

Calm Fear (moonstone only): Costs 1 action. All creatures/beings within 20-foot-radius of your choice loose the fear status. A creature/being is immune to whatever effect had it under the fear condition through its next long rest. May only use this ability once between long rests.

Tvahjarta

Binary Fortitude: When you start making death saving throws, start with 1 automatic save. If damaged while at 0 HP but not dead, add only 1 failed death save rather than 2.

Senasai

Tail smack: Single target melee attack. 5ft range. Add Str mod and prof bonus to hit. Target takes 1d6 + Str mod bludgeoning damage on hit. If hit, you may choose for target to make DC 14 Str or Con save (its choice) or be knocked prone.

Utilize Side Eyes: Add 4 to your passive perception score. Gain advantage on perception checks that rely on sight.

Vessa

Swooping Attack: So long as you have descended at least 30 feet in a single turn, you may either make a claw attack at advantage, or add an additional 1d6 to any melee piercing or slashing attack.

Claw Attack: Single target melee attack. 5ft range. Requires that you be flying to make this attack. Add Dex mod and prof bonus to hit. Target takes 1d6 + Dex mod piercing damage on hit. You may choose to make a grapple check on a target hit by this attack, so long as the target is equal to or less than your size/weight. If the target fails the grapple check, it is carried (see "Carry" ability).

Carry: Requires that you be flying. You may carry a creature or object in your talons so long as it is equal to or less than your size/weight. If a creature or object you are carrying is more than half your weight, reduce your fly speed by 20. You may drop any carried creature or object as an item interaction. You may carry any willing creature so long as size permits as an action. You must use a claw attack to attempt to carry any unwilling creature (see claw attack).

Verdalaithi

Charming Chemistry: Gain proficiency in the Persuasion and Deception Skills. If you are making a skill check with either of these Skills against a target that is friendly to you, you have advantage on the roll.

Regrowth: While you are using "Photosynthetic Rejuvenation", You now enter a state of accelerated metabolism and grow like a weed. After successfully using "Photosynthetic Rejuvenation", you gain the

following benefits:
- You gain Temporary Hit Points equal to your constitution modifier
- You have advantage on Constitution saving throws
- Any missing limbs, digits or secondary organs regenerate while photosynthesizing

These effects last 24 hours or until you finish a long rest, whichever comes first.

That's Some Rad-Resistance: It's common knowledge that plants are inherently highly resistant to the effects of radiation. With this feat, you are now resistant to Radiant damage and have advantage on saving throws against extraordinary abilities that deal radiant damage.

Milkweed: Some Free-Walkers have been bred with special adaptations to help them discourage deadly predators from trying to prey on them, using techniques popular with many earth plants. Anytime a creature hits you with a bite attack, swallows you or otherwise ingests your blood, they take 2d4 Poison damage and must make a Constitution saving throw against your ability save DC (If you don't have one, use 8 + Charisma Modifier + Proficiency Bonus). On a failed save, the creature is poisoned for 1-hour. If the creature swallowed you, they automatically fail the save and immediately regurgitate you prone 5 feet from themselves.

Barkskin: After becoming space-faring, many Elder-Trees saw fit to augment their free-walkers with reinforced exoskeletons to aid them against alien weaponry. You gain +1 to your AC and Resistance to Piercing damage from non-extraordinary attacks.

Aberrant Free-Walker: Some Free-Walkers, whether deliberately or by accident, develop mutations akin to other breeds. Choose a being trait from any Verdalaithi sub-being other than your own to develop. You may take this feat multiple times, choosing a different Verdalaithi sub-being each time.

Tardigrade

Structure Build/Repair: So long as there are materials within 5 feet to consume, a Tardigrade can build a simple 5x5 foot structure in 1d6 minutes or repair a simple 5x5 foot structure (or a simple 5x5 foot part of a larger structure) in 1d4 minutes. Each additional Tardigrade working on the same task reduces time spent by 1d4 or 1d6 minutes per Tardigrade.

Bite: Add Prof + Strength Mod to Hit. 1d6 + Strength Mod Piercing Damage. Bypass Piercing Resistance.
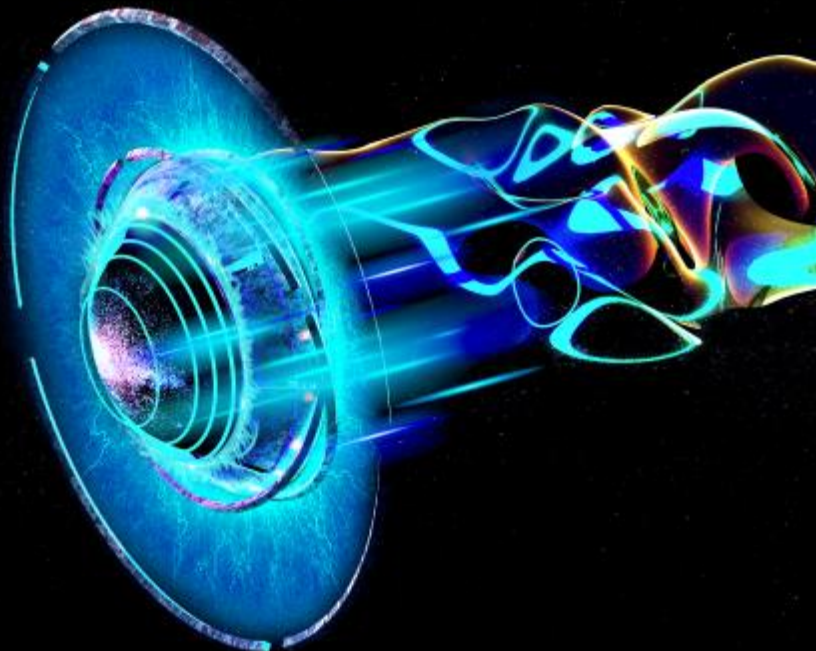
Space Battles

Every Square on a Space Battle Map = 500 x 500 ft and should actually be thought of as a 3-dimensional cube.

If playing on a VTT such as Roll20, one of the token bar attributes will imply depth, with 0 being a level plane, negative numbers implying further away from the top-down perspective, and positive numbers implying closer to the top down perspective.

A Ship Adds 1 AC for Every 7,000 Feet it moves in a single turn until the start of its next turn. Using break power or any type of forward thrusters negates this benefit (unless a particular ship, mod, item, ability, or feature specifically states otherwise). **A juggernaut class ship may only gain a total of 1 additional AC from this bonus**.

A Ship in Motion cannot make sharp turns or suddenly go backwards unless a particular ship, mod, item, ability, or feature specifically states otherwise. On a gridded battle map, this means a ship heading in a particular direction may continue to head in that direction or slightly left, right, up or down from that direction, but not 90 degrees from or anywhere behind its current course. A ship must slow down substantially in order to make a 90-degree turn (within 1000 feet or 2 squares of a full stop). A ship must come to a full stop in order to go in a direction behind where its previous course was headed. With these mechanics, most ships could make a full circle in a 3 x 3 grid, but not a 2 x 2 grid. Examples below (Blue = Current Direction, Green = Okay movement for most ships, Red = Not okay movement for most ships):

Break Power: Brake Power is defined by distance to stop in relation to distance traveled in a single turn. If a ships brake power is X 1 and it traveled 10,000 feet in a single turn, it means it takes 10,000 additional feet to come to a full stop (carried into the next turn if necessary). If a ships brake power is X .5 and it traveled 10,000 feet in a single turn, it takes 5,000 additional feet to stop. If a ships brake power is X .25 and it traveled 10,000 feet in a single turn, it only takes 2,500 feet to come to full stop. A ship with Full Stop brake power or a Full Stop Forward Thruster Mod can stop immediately from any speed in a space battel (but not from faster long distance travel speeds like near light speed travel).

After Burners: If a ship has afterburners, they may activate them as an action. This will double a ships speed in a single turn, but also limits a ships turning capabilities (unless a particular ship, mod, item, ability, or feature specifically states otherwise). A ship with afterburners engaged will have to travel forward for 1,000 ft (2 squares) before making a 45 degree turn. This means if a ship with afterburners activated tried to fly around in a circle, that circle would have a larger circumference than a circle flown by a ship with regular thrusters only engaged.

Examples Below (Green = Possible for most ships, Red = Not possible for most ships):

To Hit and Damage Dice in space battles will be rolled normally as if it were a "ground battle", but damage with ship weapons will always be assumed to have a multiplier of 10. If a ship hits another with a laser canon and rolls a 4 on a D8, the damage is actually 40. If a being is blasted out of a ship or is floating in open space for any other reason and is hit by a ship, they too take the damage in multiples of 10 (making a ship attack against most beings devastating).

Ariel Saves can be thought of as DEX or STR Saves in space (since ships don't have those stats). Ships will have ariel save modifier numbers, and some mods are available that boost ariel saves. The most common Ariel Saves are made when a ship is in proximity of a bomb that has detonated, but there are others.

When a Ship Reaches 0 HP emergency power kicks in and the ship starts making saves similar to player death saves. A ship that fails all 3 saves explodes, dealing massive damage to and most likely killing all beings inside: 2d4 for a small ship, 2d6 for a medium ship, and 2d12 for a large or larger ship (damage in multiples of 10). A ship that takes additional damage after reaching 0 HP receives 2 automatic death save fails per successful attack. A ship that takes more than double its remaining HP automatically explodes unless a specific ship, mod, item, ability, or feature specifically states otherwise.

Mod Slots can fit a variety of weapons, shields, and movement mods to name a few. Each mod will take a specific number of mod slots to install, referenced under that particular mods stats. Higher quality mods may take more mod slots to install, and will definitely cost more. A ship with the "projectile" weapon type must have at least one projectile type weapon installed, and a ship with the "bomb" weapon type must have at least one bomb type weapon installed. A ship with a "melee" type weapon can choose any other mods they wish, as the melee weapon is already installed and inseparable from that particular ship. Specific weapons, effects, and other attacks may affect a ships movement speed, AC, or other abilities in space battles. Those effects will be referenced under those specific weapons, effects, attacks, etc..

Invading Other Ships and even some large space creatures is possible. Some ships and mods facilitate this attempt (the entry level scout ship Tic is a good example of this), but other times you as a player may have to get creative (perhaps by cutting, bashing, or blasting your way in depending on class). Just remember to put on a space suit if you are a being type that can't survive in space (all fleet ships have several special space suits available)! Once onboard an enemy vessel, you can attempt to take control of the ship or destroy it from the inside. On some invasion scenarios, the GM might have an interior map for a ship, but most of the time invasions will take place in the theater of the mind.

The Freezing Vacuum of Space is not a place where most organic beings want to be without a space suit. If a creature is in space without a suit, effect or feature that would protect it from the vacuum of space, it takes 1d6 suffocation damage and 1d6 freezing damage every turn. If a creature reaches 0 HP in this way, it starts making death saves at disadvantage on its next turn.

Standard Space Suits look like a regular fire hydrant with a longer hose. When the wearer straps it to the waste and inserts the hose into their breathing orifice the suit activates, spreading a clear nano film over the entire wearers form. This quick one size fits all design only take one bonus action to put on. These standard space suits are not meant to take damage though. While worn, your AC remains the same, and if you take any damage at all, the suit is destroyed.

Using Extraordinary Abilities or anything else a player could usually do is still possible in space, but for most of these abilities to reach a target, the ship the player is on and the target ship would have to be right next to each other or inhabiting the same 500 ft x 500 ft cube. Also, abilities that are normally used in ground type battles do not get the multiplier of 10 for damage that for example spaceships do. There are rare and expensive amplifier mods available that can change this...

Space Combat Ships

There are beyond thousands of space ship types in this newly formed galactic family, but 27 stand out as the most common and widely used when it comes to combat amongst the stars. They are separated into three classes: Scout, Interceptor, and Juggernaut. Each class has three grades: Entry level, Intermediate, and Advanced. Finally, each grade under each class has three ships: A melee type ship for up close and personal combat, a projectile type for gun type dog fighting, and a bomber type for delivering explosives at mid to short ranges. These 27 ships and their modifications will be detailed in this chapter. Below is a spread sheet that goes over these ships stats at a glance. After that each ship will be covered individually, referencing special capabilities and potential mod upgrades particular to that ship. Lastly, general mods that may be attached to any ship (provided there are enough mod slots open on said ship) will be listed. *Note: As previously stated, all ships and mods attached to them deal damage in multiples of ten. If a ship rolls a 6 on a D8 for damage, it actually does 60 damage.*

Class/Grade/Ship	Cost	Primary Weapon	HP	AC	AS Mod	Size	Speed (ft)	Brake Power	Mod Slots
Scout									
Entry Level									
Needle	3,000	Melee T-Tip	70	13	1	Small	13,000	X 1	2
Mini Pew	3,000	LR Projectile	60	13	1	Small	13,000	X .5	3
Tic	3,000	Bomb	70	13	1	Small	13,000	X .25	3
Intermediate									
Through Dart	5,000	Melee HD-Tip	85	14	2	Small	17,000	X 1	3
Spaz	5,000	LR Projectile	75	14	2	Small	17,000	X .5	4
Firecracker	5,000	Bomb	85	14	2	Small	17,000	X .25	4
Advanced									
ND Kamikaze	10,000	Melee G-Tip	100	15	3	Small	21,000	X .5	4
Swift Grace	10,000	LR Projectile	90	15	3	Small	21,000	X .25	5
The Squid	10,000	Bomb	100	15	3	Small	21,000	Full Stop	5
Interceptor									
Entry Level									
Demo Derby	3,500	Melee Junk Front	90	14	1	Medium	12,000	X 1	3
PP Newb	3,500	LR Projectile	80	14	1	Medium	12,000	X .5	5
Thumper	3,500	Bomb	90	14	1	Medium	12,000	X .25	5
Intermediate									
Hammerhead	5,500	Melee HC-Block	110	15	2	Medium	15,000	X 1	4
I.S.I.	5,500	LR Projectile	100	15	2	Medium	15,000	X .5	6
Postman	5,500	Bomb	110	15	2	Medium	15,000	X .25	6
Advanced									
J.S. Predator	11,000	Melee G-Legs	130	16	3	Medium	18,000	X .5	5
Star King	11,000	LR Projectile	120	16	3	Medium	18,000	X .25	7
Bird of War	11,000	Bomb	130	16	3	Medium	18,000	X .25	7
Juggernaut									
Entry Level									
Scrap Hunter	4,500	Melee Harpoon	140	15	-2	Large	8,000	X 1	4
Grump Clunker	4,500	LR Projectile	130	15	-2	Large	8,000	X .5	6
Dumper	4,500	Bomb	140	15	-2	Large	8,000	X .25	6
Intermediate									
Goliath C.C.	6,500	Melee Claw	170	17	-1	Large	9,000	X 1	5
Carrier	6,500	LR Projectile	160	17	-1	Large	9,000	X .5	7
Sploader	6,500	Bomb	170	17	-1	Large	9,000	X .25	7
Advanced									
Asteroid Eater	13,000	Melee Grind Maw	200	19	0	Large	10,000	X 1	6
D.B. Light Show	13,000	LR Projectile	190	19	0	Large	10,000	X .5	8
Big Bang	13,000	Bomb	200	19	0	Large	10,000	X .25	8

Scout Class

Small size ships that emphasize speed. Max passengers = 2.

Entry Level

Needle

A thin ship that uses its speed and sharp titanium tip to attack.

Primary Weapon Type: Melee (Titanium Tip)

Cost: 3,000 Credits

AC: 13

HP: 70

Ariel Save Modifier: +1

Speed: 13,000 ft

Brake Power: X 1

Mod Slots: 2

Unique Actions/Abilities:

Tip Attack

Range: 500 ft

To Hit: +1

On Hit: 1d4 + 1 Piercing

Tip Attack w/ Afterburners *(this attack can and must be used in conjunction with use of afterburners)*

Range: 500 ft

To Hit: -1

On Hit: 1d6 + 2 Piercing

Unique Mods:

Thread Spool

Cost: 500 Credits

Open mod slots required: 1

Description: A spool of titanium cable fitted to the back ring of the ship that engages after a successful Tip attack to cause additional damage and potentially disable external enemy weaponry for a time. When a successful Tip Attack deals damage, add an additional 1d4 bludgeoning damage. Additionally, the target of the Tip Attack rolls a D20 vs DC 12. On a fail, one projectile or bomb type weapon is disabled for that ship till the end of your next turn (particular disabled weapon can be random or targeted at GMs discretion).

HD Tip

Cost: 500 Credits

Open mod slots required: 0 (Replaces Ships Existing Titanium Tip)

Description: Upgrade tip from Titanium to Hex Diamond. Increase damage from Tip Attack to 1d6 + 1. Increase damage from Tip Attack w/ Afterburners to 1d8 + 3. To hit stats unaffected.

G Tip

Cost: 1,500 Credits

Open mod slots required: 0 (Replaces Ships Existing Titanium or Hex Diamond Tip)

Description: Upgrade tip from Titanium or Hex Diamond to Graphene. Increase damage from Tip Attack to 1d8 + 1. Increase damage from Tip Attack w/ Afterburners to 1d10 + 3. To hit stats unaffected.

Mini Pew

Just big enough to mount a few guns on.

Primary Weapon Type: LR Projectile

Cost: 3,000 Credits

AC: 13

HP: 60

Ariel Save Modifier: +1

Speed: 13,000

Brake Power: X .5

Mod Slots: 3

Unique Actions/Abilities:

Push Weaponry

If a projectile type weapon attached to this ship requires an action to use, you may use that weapon with a bonus action this turn instead. If a weapon is used this way, you may still use that weapon again with an action. This ability may only be used once between short or long rests.

Unique Mods:

Blast Dodger

Cost: 500 Credits

Open mod slots required: 1

Description: An extra booster that rotates around the ship to wherever it is needed in order to try and move the ship out of harms way. As a reaction to an attack against you (to hit attacks only), add an additional +3 to your AC. Once used, this mod requires 1d4 rounds to recharge.

Tic

Deadly if ignored.

Primary Weapon Type: Bomb

Cost: 3,000 Credits

AC: 13

HP: 70

Ariel Save Modifier: +1

Speed: 13,000

Brake Power: X .25

Mod Slots: 3

Unique Actions/Abilities:

Head Detach Escape

Range: 500 ft

To Hit: + 1

On Hit: Variable

Description: Make a melee type attack roll against your target. On a hit, the back end of your ship detaches from the front and attaches itself to the target with a bomb currently slotted to your ship. This bomb will go off at the beginning of your next turn and the target automatically fails their Ariel Save. Alternatively, another creature can be inside the back end in order to invade the enemy vessel. Immediately after your ship separates, you may use the front end to fly half your movement speed away without provoking opportunity attacks from your target. Once this ability has been used your ship may not attack again until it has a back end again, either by use of a particular mod (see Unique Mods for this ship below) or by having another one installed at a space station or similar capable facility.

Unique Mods:

Instant Back End

Cost: 500 Credits

Open mod slots required: 1

Description: After your back end has been detached using the Head Detach Escape, you may use a bonus action to instantly regrow another one. After this has been done, the mod slot that was used to slot this mod is freed up.

Through Dart

Don't just move past your problems, move through them.

Primary Weapon Type: Melee (Hex Diamond Tip)

Cost: 5,000

AC: 14

HP: 85

Ariel Save Modifier: + 2

Speed: 17,000

Brake Power: X 1

Mod Slots: 3

Unique Actions/Abilities:

Tip Attack

Range: 500 ft

To Hit: +2

On Hit: 1d6 + 2 Piercing

Tip Attack w/ Afterburners *(this attack can and must be used in conjunction with use of afterburners)*

Range: 500 ft

To Hit: 0

On Hit: 1d8 + 3 Piercing

Unique Mods:

Enhanced Flight Fins

Cost: 1,000 Credits

Open mod slots required: 1

Description: Increase accuracy and damage with your Tip Attack. Add an additional +1 to hit with Tip Attack and Tip Attack w/ Afterburners. Add an additional 1d4 slashing damage to Tip Attack and Tip Attack w/ Afterburners on a hit.

G Tip

Cost: 1,500 Credits

Open mod slots required: 0 (Replaces Ships Existing Hex Diamond Tip)

Description: Upgrade tip from Hex Diamond to Graphene. Increase damage from Tip Attack to 1d8 + 2. Increase damage from Tip Attack w/ Afterburners to 1d10 + 3. To hit stats unaffected.

Spaz

SsssssppppppppwwwwwaaAAAHHHHH!

Primary Weapon Type: LR Projectile

Cost: 5,000 Credits

AC: 14

HP: 75

Ariel Save Modifier: + 2

Speed: 17,000

Brake Power: X .5

Mod Slots: 4

Unique Actions/Abilities:

Freak Out

No action required to use this ability, but must be used on your turn. For the rest of your turn, your ships direction becomes automated and random. If you are at a stopped position, roll at d8 to determine what direction you begin moving in, with 1 being straight, and 5 being behind you, rotating clockwise. You move in that direction for your full movement speed. If you are already moving, roll a d4 to determine where you will move, with 1 being straight, 2 being diagonal left, 3 being diagonal right, and 4 engaging brake power heading straight. This erratic movement makes you that much harder for enemies to target. All attack rolls against you have disadvantage till the start of your next turn in addition to the AC bonus granted by movement. Once this ability has been used, it can not be used again till your next short or long rest.

Unique Mods:

Targeting Compensator

Cost: 1,000 Credits

Open mod slots required: 1

Description: An advanced targeting system specifically made for Spaz that uses erratic movement to its advantage. When using the Freak Out ability, gain advantage on all attacks till the end of the turn.

Firecracker

Makes beautiful explosions.

Primary Weapon Type: Bomb

Cost: 5,000 Credits

AC: 14

HP: 85

Ariel Save Modifier: +2

Speed: 17,000

Brake Power: X .25

Mod Slots: 4

Unique Actions/Abilities:

Sparkler Exhaust

As a bonus action, engage afterburners in a way that only this ship can. Your movement speed is not doubled for the turn like a normal use of afterburners, but instead creates a brilliant light show of sparkling bright colors behind you. All enemy vessels that have your ship in sight have disadvantage on all to hit attacks against anything other than your ship until the start of your next turn. Once this ability has been used, it may not be used again until your next short or long rest.

Unique Mods:

Bottle Rocket Salvo

Cost: 500 Credits

Open mod slots required: 1

Range: 1,500 ft

To Hit: +2

On Hit: 1d4 Burning + 1d4 Concussive Damage

Mod Weapon Type: Bomb

Ammo Capacity: Infinite

Ammo Cost: N/A

Description: A bomb type weapon specific to the Firecracker ship inspired by old cost effective and family friendly explosives used in earth celebrations. The mod contains thousands of these little explosives that are refiled free of charge when docked, making ammo supply is seemingly endless. Certainly on the weaker side of bomb type weapons, but still quite pretty when the go off.

No Death Kamikaze

This time only one of us has to die.

Primary Weapon Type: Melee (Graphene Tip)

Cost: 10,000 Credits

AC: 15

HP: 100

Ariel Save Modifier: +3

Speed: 21,000

Brake Power: X .5

Mod Slots: 4

Unique Actions/Abilities:

Tip Attack

Range: 500 ft

To Hit: +3

On Hit: 1d8 + 3 Piercing

Tip Attack w/ Afterburners *(this attack can and must be used in conjunction with use of afterburners)*

Range: 500 ft

To Hit: +1

On Hit: 1d10 + 4 Piercing

Unique Mods:

Katana O Hiromeru (Spreading Katana)

Cost: 3,000 Credits

Open Mod Slots Required: 1

Description: Sharp blades that line the ND Kamikaze's wings, and rapidly swing out when the graphene tip feels impact. On a successful Tip Attack or Tip Attack w/ Afterburners, add 2d4 + 2 slashing damage. These sharp wing add-ons immediately snap back into place after they engage, ready to trigger again for the next attack.

Swift Grace

Fly the skies with elegance and alacrity.

Primary Weapon Type: LR Projectile
Cost: 10,000 Credits
AC: 15
HP: 90
Ariel Save Modifier: +3
Speed: 21,000
Brake Power: X .25
Mod Slots: 5

Unique Actions/Abilities:
Enhanced Control Afterburners
Due to the fine tuning and attention to detail that goes into making the Swift Grace ship, moving at afterburner speeds does not really feel like you're going that much faster at all (though you certainly are). This extra control at high speeds allows you the pilot to focus on other things like attacking for example. Use of afterburners may use a bonus action rather than an action, but not both on a single turn. The swift grace may turn as if it were not using afterburners even if it is.

Unique Mods:
Spin Flaps
Cost: 3,000 Credits
Open Mod Slots Required: 1
Description: Add-on jet flaps that attach to the back of the wings. When triggered they swing in opposite directions and blast causing the Swift Grace to rapidly corkscrew in order to avoid some if not all explosive damage. Though most of the ship spins during the use of the spin flaps, the cockpit itself does not in order to avoid potential nausea for its operator (in other words the rest of the ship spins around the cockpit). If the Swift Grace is subject to an ariel save, it takes half damage on a failure and no damage on a success.

The Squid

Swim like space is water.

Primary Weapon Type: Bomb

Cost: 10,000 Credits

AC: 15

HP: 100

Ariel Save Modifier: +3

Speed: 21,000

Brake Power: Full Stop

Mod Slots: 5

Unique Actions/Abilities:

Freedom of Movement

The squid can go from full stop to full speed and vice versa in an instant. This is thanks to its tentacle thrusters design combine with a nano gel filled cockpit that compensates for momentum and G's that would usually kill a pilot on any other ship attempting this rapid high-speed movement. The squid can move any direction, regardless of what direction it was previously moving in. It does not lose the AC bonus from stopping. If the squid stops within 500 feet of another ship, creature or object, it makes a DC 10 Ariel Save, taking 1d4 concussive damage on a failure and half as much on a success. Only one ship, creature, or object can take damage per turn in this way.

Tentacle Grab

As an action, one of the tentacles may attempt to grab up to a large being sized object or creature within 500ft. If it is a still object or willing creature, this attempt automatically succeeds. If it is a quick moving object or unwilling creature, make a melee type attack roll with a +3 to hit. On a hit, the object or creature is grabbed and restrained. A creature restrained in this way may attempts to break free with a DC 17 Strength Save. If a creature or object is restrained this way, roll the Intruding Tentacle attack at advantage (see the Intruding Tentacle unique mod below).

Unique Mods:

Intruding Tentacle

Cost: 3,000 Credits

Open Mod Slots Required: 1

Range: 500 ft

To Hit: + 3

On Hit: 1d4 piercing + variable

Description: An upgraded piercing hallow tentacle. Make a melee type attack against your target. On a hit the target takes 1d4 piercing damage and a bomb that is currently slotted to your ship is injected inside the target. The bomb explodes at the end of your turn and does max damage (the target auto fails save). Alternatively, a creature can be in the tenacle arm to invade the target on a hit.

Interceptor Class

Medium sized ships with a good balance of speed, armor, and mod slots. Max Passengers = 40.

<u>Entry Level</u>

Demo Derby

"My ship is ugly, yours is about to be."

Primary Weapon Type: Melee (Junk Front, comes with 2/2 junk front slots)
Cost: 3,500 Credits
AC: 14
HP: 90
Ariel Save Modifier: +1
Speed: 12,000
Brake Power: X 1
Mod Slots: 3

Unique Actions/Abilities:
Smash Attack
Range: 500 ft
To Hit: +1
On Hit: 1d6 + 1 Bludgeoning

Smash Attack w/ Afterburners *(this attack can and must be used in conjunction with use of afterburners)*
Range: 500 ft
To Hit: -1
On Hit: 1d8 + 2 Bludgeoning

Gather Junk
If the Demo Derby is where another ship has been destroyed this battle or in a previous battle, it can use an action to collect the left-over junk and add it to its junk front. The junk front can hold a total of 2 slots worth of junk (separate from mod slots). A destroyed small ship counts as 1 slot, a medium destroyed ship counts as 2 slots, and a large or bigger destroyed ship counts as 3 slots (see Junk in the Trunk unique mod below).

Junk Spiter

Cost: 500 Credits

Open mod slots required: 1

Description: Forward thruster jets that eject 1 slot of junk that comprises your junk front smasher, causing space debris to litter an area. Used as a reaction, this ability causes a ship to have disadvantage on a to hit attack against you or another ship/object/creature within 500 ft of you. If this mod is used and expends your last slot of junk, you may no longer use it or your smash attack until more junk is gathered to rebuild your junk front (see Gather Junk unique action above).

Junk in the Trunk

Cost: 500 Credits

Open Mod Slots Required: 1

Increase your available junk front slots from 2 to 3. If your junk front has 3 full slots of junk, add an additional +1 to hit, and an additional +1 damage to your smash attacks.

PP Newb

Pew Pew!

Primary Weapon Type: LR Projectile

Cost: 3,500 Credits

AC: 14

HP: 80

Ariel Save Modifier: +1

Speed: 12,000

Brake Power: X .5

Mod Slots: 5

Unique Actions/Abilities:

Newb Spam

Range/Area: 5,000 ft, 90-degree cone

To Hit: Variable -2

On Hit: Variable -2

Rapid spam fire a LR Projectile weapon that is equipped on your ship. Roll as if you were firing at a single target with that weapon and then subtract 2 from the to hit roll and apply it to all ships/creatures/objects in front of you in a 90-degree cone out to 5,000 ft. Subtract 2 (20) damage from you damage roll for everything hit this way. After using this action, all to hit attacks against you have advantage until the start of your next turn.

Newb Assist

Cost: 500 Credits

Open Mod Slots Required: 1

Description: A somewhat cheap targeting module made just for the PP Newb that attempts to correct a less than amateur pilots aim. When you miss with a to hit LR weapon attack, your next attack is made with advantage. This advantage carries into your next turn, but not the turn after that unless you miss again. This module does not grant advantage with the Newb Spam attack.

Thumper

Knock Knock!

Primary Weapon Type: Bomb

Cost: 3,500 Credits

AC: 14

HP: 90

Ariel Save Modifier: +1

Speed: 12,000

Brake Power: X .25

Mod Slots: 5

Unique Actions/Abilities:

Double Thump

Rather than releasing one bomb as an action, you may release two. Once this ability has been used you may not use it again until your next short or long rest.

Unique Mods:

Thump n' Run

Cost: 500 Credits

Open Mod Slots Required: 1

Description: Separate less powerful burst type afterburners that trigger when a bomb is released. When you release a bomb, gain 500 ft of free movement. Can stack if multiple bombs are released in a single turn (like with the Double Thump ability). This movement can also be applied to brake distance.

Hammerhead

A.K.A. Blockhead.

Primary Weapon Type: Melee (Hybrid Cobalt Block)

Cost: 5,500 Credits

AC: 15

HP: 110

Ariel Save Modifier: +2

Speed: 15,000

Brake Power: X 1

Mod Slots: 4

Unique Actions/Abilities:

Smash Attack

Range: 500 ft

To Hit: +2

On Hit: 1d8 + 2 Bludgeoning

Smash Attack w/ Afterburners *(this attack can and must be used in conjunction with use of afterburners)*

Range: 500 ft

To Hit: 0

On Hit: 1d10 + 3 Bludgeoning

Side Smack

Range: 500 ft

To Hit: +1

On Hit: 1d4 Bludgeoning

This attack is used with a bonus action rather than an action and can be used before or after a Smash Attack, but not if afterburners have been used this turn (including Smash Attack w/ Afterburners). Using this attack also means afterburners can not be used for the rest of the turn.

Magnetize Block

Cost: 1,300 Credits

Open Mod Slots Required: 1

Description: Magnetize the hybrid cobalt block through an internal electrical coil, attracting metallic objects. This makes it harder for metallic targets of your Smash Attack and Side Smack Attack to escape. When you use any attack with your hybrid cobalt block, add an additional +2 to hit. Immediately after a successful hit, the current through the coil reverses and the magnetic property of the block is momentarily gone, allowing for distance between you and the target so that you may smash at it again.

Interstellar Standard Interceptor

The standard in space battles for good reason.

Primary Weapon Type: LR Projectile

Cost: 5,500 Credits

AC: 15

HP: 100

Ariel Save Modifier: +2

Speed: 15,000

Brake Power: X .5

Mod Slots: 6

Unique Actions/Abilities:

XLR Projectile Pusher

The mod slots on the I.S.I are designed to supply LR Projectiles with slightly more power to increase velocity and thus maximum effective range. Increase the range of any slotted LR projectile by 2,500 ft.

Unique Mods:

Paired Enemy System

Cost: 2,000 Credits

Open Mod Slots Required: 1

Description: As a bonus action, you declare an enemy your paired enemy and the I.S.I.'s system locks on. Until that enemy is destroyed, you have advantage on all to hit attack rolls against it, and it has disadvantage on all to hit attack rolls against you. You have disadvantage on all to hit attack rolls against any enemy other than the chosen paired enemy, and the system can not be adjusted to a new enemy until the existing enemy is destroyed.

Postman

Special Delivery!

Primary Weapon Type: Bomb
Cost: 5,500 Credits
AC: 15
HP: 110
Ariel Save Modifier: +2
Speed: 15,000
Brake Power: X .25
Mod Slots: 6

Unique Actions/Abilities:
Rush Mail

Prime a bomb type weapon to be delivered while the ship is moving at afterburner speeds. May use afterburners as a bonus action rather than an action, but must use an action to use a slotted bomb type weapon this turn.

Unique Mods:
G.P. Hyper System
Cost: 1,500 Credits
Open Mod Slots Required: 1

Description: Go postal with this computer system add-on that can handle multiple functions at once. If you use an action to deliver a bomb on a turn, you may use a bonus action to fire a LR Projectile type weapon on this turn that would normally require an action.

Jumping Spider Predator

"Get it off of me!"

Primary Weapon Type: Melee (Graphene Legs)

Cost: 11,000 Credits

AC: 16

HP: 130

Ariel Save Modifier: +3

Speed: 18,000

Brake Power: X .5

Mod Slots: 5

Unique Actions/Abilities:

Leg Attack

Range: 500 ft

To Hit: +3

On Hit: 1d6 + 2 Piercing

Leg Attack w/ Afterburners *(this attack can and must be used in conjunction with use of afterburners)*

Range: 500 ft

To Hit: +1

On Hit: 1d8 + 3 Piercing

Attached Destruction

On a successful Leg Attack or Leg Attack w/Afterburners attack, the J.S. Predator is attached to its target. While attached in this way, all leg attacks made against the target are rolled at advantage. If you attached this turn with Leg Attack you may use your bonus action to make one more Leg Attack, but not if you attached with Leg Attack w/ afterburners. If you are attached in this way at the beginning of your turn, you may make two Leg Attacks with your action, and two more with your bonus action. If attached to a small target, it moves with you. If attached to a medium target, both you and the target have half movement speed and move with each other on each of your turns. If attached to a large or larger target, you move with it.

Jump Detach

You may detach from an object you are attached to with a bonus action. Gain 1,000 ft free movement when you detach this way.

Unique Mods:

Troop Injector

Cost: 1,000 Credits

Open Mod Slots Required: 1

Description: Inject an ally into a target as if they were venom from a bite. If the J.S. Predator is attached to a target (see Attached Destruction unique ability), you man use a bonus action to "bite" through the target and allow a creature to pass from the J.S. Predator into the target. This deals no damage, as mini nanite spiders quickly seal up the point of entry (to protect your infiltrating ally from the vacuum of space).

Friendly Spider Maglegs

Cost: 1,500 Credits

Open Mod Slots Required: 2

Description: Magnetic options to the back two legs of the J.S. Predator, meant to land on friendly large or larger ships and structures. As a bonus action, you may swing the back two graphene legs around to put forward these magnets and attach to a large or larger ship within 500 ft of you. While attached to a friendly ship or structure in this way, you move with it on its turns. If on your turn you hold your regular and bonus action, you may use them both to do a combined Jump Detach/Leg Attack at advantage on an enemy ship that comes within 1,000 ft of the friendly ship/structure you are currently attached to. The mag legs automatically swivel back around to the deadly graphene legs when you Jump Detach in this way. Otherwise, you may shoot any slotted LR Projectiles or Bombs as usual while attached to the friendly ship/structure.

Star King

The heavens are mine.

Primary Weapon Type: LR Projectile

Cost: 11,000 Credits

AC: 16

HP: 120

Ariel Save Modifier: +3

Speed: 18,000

Brake Power: X .25

Mod Slots: 7

Death Sentence

As an action fire all slotted LR Projectile weapons at once at a single target, rolling to hit and damage for each weapon separately. The target must be in range of each LR weapon to hit, or that particular weapon auto misses. Afterwards, make a cooling throw by rolling a d20 for each weapon fired this way. A weapon that rolls a 10 or higher can be used again on your next turn, while a weapon that rolls a 9 or lower is overheated and can not be used on your next turn and must re roll the d20 on that next turn to see if it cools down for your turn after that. An overheated weapon auto cools after 3 rounds if it has failed every d20 cooling roll (you can only fail a cooling throw for a particular weapon twice in a row). Death Sentence may be used ever turn with all LR Weapons that are not overheated.

Unique Mods:

Kings Guard

Cost: 1,200 Credits

Open Mod Slots Required: 1

Description: Divert enemy attacks by creating holograms of the Star King. As a bonus action, two identical other holograms appear and fly in your proximity. When an enemy attempts a to hit attack at you with the two holograms active, roll a d20. If you roll above a 10, the attack goes for one of the holograms instead. If an enemy attempts a to hit attack at you with only one hologram active, you must roll a 12 or higher to have the attack diverted to the hologram. A hologram has an AC of 15 and does also get the bonus to AC from movement just as you do. If a hologram receives any damage from a to hit attack, it disappears. If you are subject to damage from an Ariel Save type attack, the holograms appear to take the damage as well, but still remain.

Queen's Crown

Cost: 3,500 Credits

Open Mod Slots Required: 1

Range: 5,000 ft

To Hit: +4

On Hit: 1d10 + 2 Burning

Mod Weapon Type: LR Projectile

Ammo Capacity: Infinite

Ammo Cost: N/A

Description: A laser weapon made just for the Star King. Multiple lasers shoot forth that spiral and travel furthest from one another at about 2,500 ft but then gravitate back together to collide at 5,000 ft. If the to hit dice roll was 17 or higher (not including to hit modifiers) and the target is exactly 5,000 ft away from the Star King, this attack crits (roll 2d10 + 2 for damage) if the attack hit at all. If a natural 20 is rolled and the target is exactly 5,000 ft away, this attack hits regardless of the targets AC and double crits (roll 4d10 + 2 for damage). There may only be one Queens Crown installed on a Star King.

The Jester

Cost: 900 Credits

Open Mod Slots Required: 1

Description: Nothing better than the Jester to cool down the King after a harsh death sentence is passed. The Jester mod can be used to cool one chosen LR Projectile weapon after the death sentence action has been used.

Bird of War

"CAW CAW F*** I'M DEAD!"

Primary Weapon Type: Bomb

Cost: 11,000 Credits

AC: 16

HP: 120

Ariel Save Modifier: +3

Speed: 18,000

Brake Power: X .25

Mod Slots: 7

Unique Actions/Abilities

Ride the Wind

The Bird of War extends its wings and rides the blast from a bomb or similar type explosion. Whenever the bird of war would make an Ariel Save from an explosion on its turn, it instead takes no damage and is pushed outside the radius of whatever would have made it make an Ariel Save (this push distance counts as free movement). Whenever the Bird of War would make an Ariel Save from an explosion on a turn other than its own, it has advantage on that save, takes no damage on a success and is pushed outside the radius of whatever had it make the Ariel Save. If it fails an Ariel Save on a turn other than its own from an explosion, it only takes half damage, and is pushed half the distance out of the radius of whatever had it make the Ariel Save.

Talon Grab

Range: 500 ft

To Hit: +2

On Hit: 1d6 + 2 Piercing

Description: Rather than wheeled landing gear, the Bird of War has titanium talons. Use these talons to attack as a bonus action. On a hit, the target takes 1d4 + 2 Piercing Damage. If the hit target is small or smaller (by space battle standards), it makes a DC 15 Ariel Save. On a failed save, it is grappled by the

Bird of War. A target grappled this way has disadvantage on all Ariel Saves from bombs. A target may repeat this save on each of its turns, and frees itself on a success, not incurring opportunity attacks from the Bird of War if it chooses to fly away. The Bird of War may release the grappled target as a free action any time it wants. If a small or smaller friendly target wishes to be grappled, the Bird of War automatically grapples the target without dealing any damage.

Unique Mods:
Graphene Wing Blades
Cost: 1,700 Credits
Open Mod Slots Required: 2
Range: 1,000 ft
Ariel Save DC: 15
Damage: 6d4 Piercing
Mod Weapon Type: Other
Ammo Capacity: 1 Discharge
Ammo Cost: 300 Credits
Description: Pointed graphene spears that may be ejected from the Bird of War's wings as it spins and flips in all directions. Use as an action. All ships and creatures within a 1,000 radius make a DC 15 Ariel Save, taking 6d4 Piercing Damage on a failure, and half as much on a save. After this ability is used, the mod must be refilled with graphene spear ammo before it can be used again.

Pecking Beak
Cost: 1,500 Credits
Open Mod Slots Required: 1
Range: 500 ft
To Hit: + 1
On Hit: 1d4 Piercing
Weapon Mod Type: Melee (Hex Diamond Beak)
Description: As an action peck at a target with this upgraded beak mod. You may attempt to focus this attack on a particular weapon or part of that target, rolling at disadvantage if you choose to do so. If you hit while focusing on a particular weapon or other external part of your target, roll a d20 check with a DC of 20 minus the damage you just dealt to the target with the beak. Example: if you focused on a laser canon on your target, rolled disadvantage, hit and dealt 3 damage, your d20 DC is 17. If you succeed, your beak rips off that part of your target. If you have your target grappled with the Talon Grab, a regular Pecking Beak attack is made with advantage, and a Pecking Beak attack focused on a particular weapon or external part of the target is made without disadvantage.

Large sized ships that are slow, hulking masses of defense and destruction. Max passengers = 200.

Entry Level

Scrap Hunter

"If we can't find any, we'll just make some!"

Primary Weapon Type: Melee (Harpoon)

Cost: 4,500 Credits

AC: 15

HP: 140

Ariel Save Modifier: -2

Speed: 8,000

Brake Power: X 1

Mod Slots: 4

Unique Actions/Abilities:

Harpoon Attack

Range: 1,000 ft

To Hit: +1

On Hit: 1d8 + 2 Piercing

Description: Launch a short-range harpoon attached to a titanium cable at your target. On a hit, roll a d20 check with a DC of 20 minus the damage the harpoon just dealt. Example: If the harpoon just dealt 6 piercing damage, the DC is 14. On a success, the target is hooked by the harpoon. Special things can happen when a target is harpoon hooked (explained in other unique Actions/Abilities and in unique mods). A hooked target may try and escape by rolling an Ariel Save against the DC that was used to capture it +2, using its action to attempt to do so (if the target was hooked with a DC 14 like in the example before, the DC to escape is 16). The titanium cable may also be severed, with an AC of 16 and an HP of 65. The line gains AC bonus with movement just as the ship does, except for attacks made by an attached ship (since that ship and yours move together while it is hooked). To hit attacks are rolled at advantage against hooked targets. If a small or medium target is hooked, it moves with you. If a large or larger target is hooked, both yours and its movement speed are halved, and you move with one another on each other's turns.

Reel In

If a hooked target reaches 0 HP, you may use a bonus action to reel it in for looting after battle. Magnets or adhesive (depending on the target) then keep the target affixed to the side of the ship, allowing the harpoon to be free for other uses again.

Harpoon Swing

Range: 1,000

To Hit: -1

On Hit: 1d6 + 2 Slashing

Description: Must be at full stop to use this attack. As an action, spin around 360 degrees with the harpoon fully extended out. Roll a separate attack for all ships and creatures around the ship out to a range of 1,000 ft on a single axis plane, as the harpoon and its line attempts to slash at them.

Unique Mods:

Electric Line

Cost: 1,000 Credits

Open Mod Slots Required: 1

Description: Go fishing with electricity! This mod sends an electric current through the titanium line making it harder for hooked targets to escape. As a bonus action activate the electric line giving a hooked target disadvantage on an Ariel Save attempted escape on their next turn. This mod can be combined with other electric type mods.

Extended Line

Cost: 1,500 Credits

Open Mod Slots Required: 0 (replaces existing line)

Description: Extend the titanium cable by 500 feet. Harpoon Attack and Harpoon Swing now have a range of 1,500 ft.

Graphene Line

Cost: 1,800 Credits

Open Mod Slots Required: 0 (replaces existing line)

Description: Replace the titanium cable with a graphene cable. Cable AC is now 18 and HP is 80. A 1,500 ft extended variant is also available for 2,500 Credits.

Grump Clunker

"Get off my lawn!"

Primary Weapon Type: LR Projectile

Cost: 4,500 Credits

AC: 15

HP: 130

Ariel Save Modifier: -2

Speed: 8,000

Brake Power: X .5

Mod Slots: 6

Unique Actions/Abilities:

Feelin' Grumpy

Teach the kids a lesson with hap hazard LR Projectile attacks that throw a fit and hurt extra on hit. At the begging of your turn, declare that you are "Feelin' Grumpy". If you do this, you gain an extra attack with LR Projectile weapons this turn. Additionally, all LR projectile attacks this turn are rolled at disadvantage, but that disadvantage is disregarded and the attack crits if either of the d20 rolls to hit is a natural 18 or higher (if the attack hits at all).

Unique Mods:

Acidic Snot Converter

Cost: 1,200 Credits

Open Mod Slots Required: 1

Range: 1,000 ft

Ariel Save DC: 15

Damage: 2d4 Acid

Mod Weapon Type: Other

Ammo: Unlimited

Description: Convert used energy and fuel into acidic slime that the ship can eject at a single target. Choose a target within 1,000 ft of the old grump and eject the nasty byproduct as an action. The target makes an Ariel Save with a DC of 15, taking 2d4 acid damage on a failure, and half as much on a success.

Spanking Thruster

Cost: 1,000 Credits

Open Mod Slots Required: 1

Range: 500 ft

To Hit: +2

On Hit: 1d6 +2 Bludgeoning

Mod Weapon Type: Other

Description: Punish those who act up against you. If you take a total of 30 damage within a single battle, thrust the damaged part of your ship at a target within range as a bonus action. You may do this once per every 30 damage you take within a single space battle.

Dumper

You just got dumped on.

Primary Weapon Type: Bomb

Cost: 4,500 Credits

AC: 15

HP: 140

Ariel Save Modifier: -2

Speed: 8,000

Brake Power: X .25

Mod Slots: 6

Unique Actions/Abilities:

Dump

Release up to three bombs as an action in a single turn. If you do this, no bomb type weapons may be used on your next turn.

Unique Mods:

Slam Dump

Cost: 1,000 Credits

Open Mod Slots Required: 1

Range: Variable

To Hit: +1

On Hit: 1d6 +1 Bludgeoning

Description: A special bomb ejector that tosses out bombs with added umph. When you use a bomb that is slotted to the Dumper, select a target within range of that particular bomb and roll to hit. On a hit the target takes 1d6 +1 bludgeoning damage and then the bomb goes off. A target hit this way has disadvantage on the Ariel Save against the bomb. A bomb that does not hit a target in this way still goes off as normal. This ability may only be used once per turn.

Goliath Coconut Crab

Strongest grip in the galaxy.

Primary Weapon Type: Melee (Claw)

Cost: 6,500 Credits

AC: 17

HP: 170

Ariel Save Modifier: -1

Speed: 9,000

Brake Power: X 1

Mod Slots: 5

Unique Actions/Abilities:

Claw Attack

Range: 500 ft

To Hit: + 2

On Hit: 1d10 +3 Bludgeoning

Description: Grab at a close by target and crush with advanced hydraulic powered claws. If you use a Claw Attack as an action, you may use a bonus action to make another Claw Attack with the second claw. In a hit, roll a d2o check where the DC is 20 minus the damage you just dealt with the claw. Example: If you dealt 12 damage with a Claw Attack, the DC is 8. On a success, the target is grappled by the claw. The claw that has the target grappled no longer needs to make to hit rolls against the target (they auto hit). The other claw has advantage on attacks against a target that is grappled by the grappling claw. A target can be grappled by both claws at the same time. For a target to escape a single claw, it must succeed on a DC 18 Ariel Save on its turn, using its action to attempt to do so.

Unique Mods:

Reverse Hydraulic Ripper

Cost: 1,700 Credits

Open Mod Slots Required: 2

Range: 500 ft

To Hit: Conditional Auto Hit

On Hit: 2d12 + 4 Bludgeoning

Mod Weapon Type: Melee

Description: Tear apart a target with both claws. If a target is grappled by both claws of the Goliath C.C., use an action to do 2d12 + 4 bludgeoning damage to it.

Fire Spit

Cost: 1,200 Credits

Open Mod Slots: 1

Range: 500 ft

Ariel Save DC: 14

Damage: 1d6 Burning

Mod Weapon Type: Other

Description: Coconut Crabs on earth blow bubbles. In space they breath fire. As a bonus action, use a short-range blow torch inserted in the Goliath C.C.'s mouth to bring on the heat. A single target in range makes a DC 14 Ariel Save, taking 1d6 burning damage on a failure, and half as much on a success. Targets grappled by a claw make this save at disadvantage.

Carrier

A tried-and-true concept, boring as it may be.

Primary Weapon Type: LR Projectile

Cost: 6,500 Credits

AC: 17

HP: 160

Ariel Save Modifier: -1

Speed: 9,000

Brake Power: X .5

Mod Slots: 7

Unique Actions/Abilities:

Drone Mini Fleet

The Carrier comes equipped with five tiny drones, each one with one mod slot on it (taken from the overall mod slots on the Carrier, leaving it with two of its own). Each of these drones can travel up to 1,500 ft away from the Carrier with a speed of 4,000 ft and has an AC of 14 an, HP of 40. If a drone is destroyed, any mod that was attached to it is also destroyed. Until that drone is replaced (see unique mods below), the carrier also losses that mod slot. If the Carrier would move as if it were to go out of range of a drone, the drone automatically follows to remain in range. You direct these drones to do different things as described further in this Unique Actions/Abilities section.

Focus Fire

As an action, you direct any number of drones to fire upon a particular target. Roll to hit and damage for each drone individually.

Deploy

As a bonus action, you direct any number of drones to deploy.

Dock

As a bonus action, you direct any number of drones to return to inside the carrier. A docked drone may still attack, but only one on a single turn may do this as an action.

Unique Mods:

Replace Drone

Cost: 800 Credits

Open Mod Slots Required: 0 (replaces a destroyed drone)

Description: Replace a destroyed drone. A carrier may only have up to five drones at a time.

Upgrade Drone

Cost: 1,000 Credits

Mod Slots Required: 0 (see description)

Description: Upgrade one particular drone to have 2 mod slots. This may only be done once to a particular drone, but it is possible to upgrade all available drones in this way.

Upgrade Carrier

Cost: 500 Credits

Open Mod Slots Required: 0 (see description)

Description: Exchange a drone for a mod slot on the Destroyer. Example: if you purchase this mod once, your max drones drop to four, but the max mod slots on the destroyer itself increases to three. If done twice, max drones drop to three and mod slots on the destroyer itself increases to four, so on and so on. Reversing this is possible for 200 credits, but the new drone must also be paid for (see replace drone above).

Sploader

It blows stuff up… obviously.

Primary Weapon Type: Bomb

Cost: 6,500 Credits

AC: 17

HP: 170

Ariel Save Modifier: -1

Speed: 9,000

Brake Power: X .25

Mod Slots: 7

Spload-it

Bombs that are ejected from the Sploader pass through a process that douses them in added explosive materials before they are released upon their victims. Add 1d6 concussive damage to bombs used by the Sploader.

Unique Mods:

Spload Guard

Cost: 1,000 credits

Open Mod Slots Required: 1

Description: The Sploader blows stuff up, it shouldn't be the other way around. This mod puts an extra thin reactive layer of graphene on the outer layer of the Sploader. All explosion type Ariel Saves are made at advantage.

<u>Advanced</u>

Asteroid Eater

Naum Naum

Primary Weapon Type: Melee (Grind Maw)

Cost: 13,500 Credits

AC: 19

HP: 200

Ariel Save Modifier: 0

Speed: 10,000

Brake Power: X 1

Mod Slots: 6

Unique Actions/Abilities:

Grind Maw Attack

Range: 500 ft

To Hit: + 3

On Hit: 1d12 Bludgeoning + 1d12 Slashing + 1d12 Piercing

Description: The large spherical Asteroid Eater has one massive opening that leads to a funnel of spinning hex diamond death. Staring into it can only be described as looking into a beautiful kaleidoscope nightmare. Most ships don't stand a chance once the Asteroid Eater catches up with them. Small ships receive automatic crit damage when this attack action hits against them. When a ship reached 0 HP within the grind maw, their parts and pour souls within are eaten completely, to be separated into different materials/minerals for looting later.

Loot Materials

After a battle, roll a d4 for each small sized target, a d6 for each medium sized target, and a d10 for each large and bigger sized target that was eaten by the grind maw that battle. You gain 10 credits worth of materials for every value of 1 you rolled this way. Example: If the grind maw ate 1 small ships and 2 medium targets in a battle, you would roll 1d4 + 2d6, and then multiply that combine number by 10.

Unique Mods:

Hunger Thrusters

Cost: 2,500 Credits

Open Mod Slots Required: 1

Description: Asteroid Eater Hungry! The only thing that kept these puny meals safe before was their speed. NO MORE! This mod allows the grind maw to spin while the afterburners are active. Use afterburners as a bonus action. May only attack with the grind maw on this turn if afterburners are used this way.

Burper

Cost: 2,000 Credits

Open Mod Slots Required: 1

Description: Rather than save a recently ingested meal for parts later, burp them back out at your foes! If the grind maw has eaten a target this battle and an enemy is attempting to hit you with a LR Projectile, use a reaction to burp up the parts of the eaten target so the LR Projectile hits them and not you (hopefully). When you do this, roll a d20. On a roll of 14 and above, the LR projectile hits the burb debris and not you. On a 13 and lower, the LR Projectile continues on its course for the Asteroid Eater. You may decide to use this reaction before or after the GM declares the to hit roll from the LR Projectile. Once you have done this, you lose the parts of the eaten ship and do not Loot Materials for that particular ship at the end of battle.

Disco Ball Light Show

Disco isn't dead, you are.

Primary Weapon Type: LR Projectile

Cost: 13,500 Credits

AC: 19

HP: 190

Ariel Save Modifier: 0

Speed: 10,000

Brake Power: X .5

Mod Slots: 8

Unique Actions/Abilities:

Light Show

Range: 1,500 ft

Ariel Save DC: 17

Damage: Variable

Description: Must be at full stop to use this action. The outer shell of the D.B. Light Show starts to spin near the speed of light, creating added gravity. At the same time, all laser type LR Projectile weapons are fired from the top and bottom axis of the spinning ship. The added gravity bends the lasers around the ship creating a brilliant display of lights. As an action, roll damage for all laser weapons and add them together. All ships in range make a DC 17 Ariel Save, taking the full damage of the combines lasers on a failure, and half as much on a success. The D.B. light show and all ships in range have their movement speed halved until the start of your next turn. Once this ability has been used, it can not be used again until your next short or long rest.

Unique Mods:

Stayin' Alive

Cost: 2,000 Credits

Open Mod Slots Required: 1

Description: An extra hard, specially formed and shaped section of hex diamond that rotates around the D.B. Light Show for added defense. When a LR Weapon is fired upon the D.B. Light Show, use a reaction to add +3 to your AC. If the roll to hit misses when you do this and the shot fired was a laser type LR Weapon, the laser is reflected back upon the attacker with the same to hit roll that it used upon you, dealing damage instead to it.

Encore

Cost: 2,500 Credits

Open Mod Slots Required: 1

Description: The crowd wants more! You may use the Light Show action two times before your next short or long rest.

Big Bang

"We think this is how the universe started. We are certain this is how the battle ended."

Primary Weapon Type: Bomb

Cost: 13,500 Credits

AC: 19

HP: 200

Ariel Save Modifier: 0

Speed: 10,000

Brake Power: X .25

Mod Slots: 8

Unique Actions/Abilities:
Holiday Finale

As an action, release all remaining bombs slotted on the Big Bang (all bomb ammo) and put them wherever you want in accordance with their range capabilities. All DC Saves are rolled at disadvantage individually for all ships in range of each bomb, with damage being applied for each individual bomb as normal.

Unique Mods:
Hidden Reserve

Cost: Variable +500 Credits

Open Mod Slots Required: 1

Description: "Hey look I found one more!" This mod keeps one bomb available for use after the Holiday Finale has been used. After a Holiday Finale has been used and all bombs have been expended, you may use a bonus action to gain one bomb back as usable ammo from any bomb type that is slotted to the Big Bang. The cost of this mod is however much one particular bomb unit is +500 in Credits. After this mod has been purchased for the first time, the 500 credits is waved and only the cost of the particular bomb.

F.F. Separation

Cost: 2,000 Credits

Open Mod Slots Required: 1

Description: The Big Bang is known for causing destruction all around, but how does it survive its own wrath? With the Friendly Fire Separation mod of course! For every bomb used by the Big Bang, gain 500 ft of free movement that must be used immediately or lost.

General Mods

These are the mods that are available to any ship, provided that ship has enough mod slots available to slot a particular mod. Remember; a ship that lists LR Projectile as its primary weapon type must have at least one LR Projectile mod slotted, and a ship that lists Bomb as its primary weapon type must have at least one bomb type mod slotted. Ships that list a Melee type primary weapon already have that weapon installed upon being manufactured.

LR Projectile Mods

Long Rang Projectile type weapons. Two ranges are listed; the first is standard range, the second is extended range. Extended range attacks are to be rolled at disadvantage. Many LR Projectile Weapons have seemingly endless ammo. If a LR Projectile Weapon can run out of and requires ammo often, it will be listed in the mod stats and comes with full ammo when purchased.

Matter Canon

Cost: 500 Credits

Open Mod Slots Required: 1

Range: 6,000 ft/12,000 ft

To Hit: 0

On Hit: 1d6 +1 Piercing

Gatling Gun

Cost: 500 Credits

Open Mod Slots Required: 1

Range: 5,000 ft/10,000 ft

To Hit: +1

On Hit: 1d4 +1 Piercing

Mini Gatling Gun

Cost: 500 Credits:

Open Mod Slots Required: 1

Range: 3,500 ft/7,000 ft

To Hit: 0

On Hit: 1d4 Piercing

Additional: Can be fired as a bonus action.

Laser Canon

Cost: 700 Credits

Open Mod Slots Required: 1

Range: 8,000 ft/16,000 ft

To Hit: +2

On Hit: 1d8 Burning

SA Vulcan

Cost: 700 Credits

Open Mod Slots Required: 1

Range: 4,000 ft/8,000 ft

To Hit: +2

On Hit: 2d4 + 2 Piercing

SA Sidewinder Missile

Cost: 1,000 Credits

Open Mod Slots Required: 2

Range: 7,000 ft/14,000 ft

To Hit: +3

On Hit: 1d8 Concussive + 1d6 Burning

Ammo Type: Missile

Ammo Capacity: 2

Ammo Cost: 100 Credits Per Missile

ER Firefly

Cost: 900 Credits
Open Mod Slots Required: 2
Range: 3,500 ft/7,000 feet
To Hit: +2
On Hit: 1d4 Concussive + 1d6 Burning
Ammo Type: Mini Missile
Ammo Capacity: 4
Ammo Cost: 50 Credits Per Missile
Additional: Can be fired as a bonus action.

AC Rail Cannon

Cost: 1,200 Credits
Open Mod Slots Required: 2
Range: 10,000 ft/20,000 ft
To Hit: +2
On Hit: 1d8 Piecing + 4 Burning
Ammo Type: Uranium Slugs
Ammo Capacity: 20
Ammo Cost: 70 Credits Per Slug

Large Laser Cannon

Cost: 2,000 Credits
Open Mod Slots Required: 2
Range: 11,000 ft/22,000 ft
To Hit: +3
On Hit: 2d8 Burning

Bomb Mods

Bomb Type Weapons are shorter range than LR Projectile weapons and have targets in a blast radius make Ariel Saves as opposed to rolling to hit attacks, dealing full damage on failed saves and half as much on successful saves. Most bomb mods require bombs as ammo and come with full ammo when purchased. Bombs trigger at the end of your turn, giving you time to escape their blast radius. Careful not to trigger a bomb next to an ally.

Mini Bomb

Cost: 500 Credits
Open Mod Slots Required: 1
Range: 1,500 ft
Blast Radius: 500 ft
Ariel Save DC: 11
Damage: 1d6 Concussive
Ammo Capacity: 8
Ammo Cost: 10 Credits Per Bomb

Standard Space Bomb

Cost: 500 Credits
Open Mod Slots Required: 1
Range: 2,000 ft
Blast Radius: 1,000 ft
Ariel Save DC: 13
Damage: 1d8 Concussive
Ammo Capacity: 4
Ammo Cost: 25 Credits Per Bomb

Large Space Bomb

Cost: 800 Credits
Open Mod Slots Required: 1
Range: 2,000 ft
Blast Radius: 1,500 ft
Ariel Save DC: 15
Damage: 1d10 Concussive
Ammo Capacity: 2
Ammo Cost: 70 Credits Per Bomb

Mini Space Firebomb

Cost: 500

Open Mod Slots Required: 1

Range: 1,500 ft

Blast Radius: 500 ft

Ariel Save DC: 11

Damage: 1d4 Burning

Ammo Capacity: 8

Ammo Cost: 10 Credits Per Bomb

Standard Space Firebomb

Cost: 500 Credits

Open Mod Slots Required: 1

Range: 2,000 ft

Blast Radius: 1,000 ft

Ariel Save DC: 13

Damage: 1d6 Burning

Ammo Capacity: 4

Ammo Cost: 25 Credits Per Bomb

Large Space Firebomb

Cost: 800 Credits

Open Mod Slots Required: 1

Range: 2,000 ft

Blast Radius: 1,500 ft

Ariel Save DC: 15

Damage: 1d8 Burning

Ammo Capacity: 2

Ammo Cost: 70 Credits Per Bomb

Nuclear Bomb

Cost: 1,000 Credits

Open Mod Slots Required: 2

Range: 2,500 ft

Blast Radius: 5,500 ft

Ariel Save DC: 17

Damage: 1d12 Concussive + 1d8 Burning

Ammo Capacity: 2

Ammo Cost: 1400 Credits Per Bomb

Hydrogen Bomb

Cost: 6,000 Credits

Open Mod Slots Required: 3

Range: 10,000 ft

Blast Radius: 55,000 ft

Ariel Save: 22

Damage: 10d12 Concussive + 10d8 Burning

Ammo Capacity: 1

Ammo Cost: 4,000 Credits

Additional: A hydrogen bomb takes 18 seconds (3 rounds) to detonate.

Quark Bomb

Cost: 20,000 Credits

Open Mod Slots Required: 5

Range: 20,000 ft

Blast Radius: 425,000 ft

Ariel Save: 30

Damage: 80d12 Concussive + 80d8 Burning

Ammo Capacity: 1

Ammo Cost: 15,000 Credits

Additional: The Quark Bomb takes 10 minutes (100 rounds) to detonate.

Other Mods

Non weapon mods and weapon mods that don't fit in the LR Projectile or Bomb categories.

Low Power Space Over Shield

Cost: 800 Credits

Open Mod Slots Required: 1

Description: +1 to AC and Ariel Saves.

Medium Power Space Over Shield

Cost: 1,500 Credits

Open Mod Slots Required: 1

Description: +2 to AC and Ariel Saves.

High Power Space Over Shield

Cost: 2,800 Credits

Open Mod Slots Required: 1

Description: +3 to AC and Ariel Saves.

Small Jet Upgrade

Cost: 500 Credits

Open Mod Slots Required: 1

Description: Increase your ships speed by 1,000 feet.

Medium Jet Upgrade

Cost: 1,200 Credits

Open Mod Slots Required: 1

Description: Increase your ships speed by 5,000 feet.

Turbo Jet Upgrade

Cost: 2,500 Credits

Open Mod Slots Required: 1

Description: Increase your ships speed by 10,000 feet.

Electrify Space Melee

Cost: 1,000 Credits

Open Mod Slots Required: 1

Damage: 1d4 Electric

Description: Electrify your ships melee attacks, dealing an extra 1d4 electric damage on a hit.

Ignite Space Melee

Cost: 1,000 Credits

Open Mod Slots Required: 1

Damage: 1d4 Burning

Description: Ignite your ships melee attacks, dealing an extra 1d4 burning damage on a hit.

Acidify Space Melee

Cost: 1,000 Credits

Open Mod Slots Required: 1

Damage: 1d4 Acid

Description: Acidify your ships melee attacks, dealing an extra 1d4 acid damage on a hit.

Titanium Hull Reinforcing

Cost: 700 Credits

Open Mod Slots Required: 1

Description: Add 20 to your ships HP.

Hybrid Cobalt Hull Reinforcing

Cost: 1,300 Credits

Open Mod Slots Required: 1

Description: Add 40 to your ships HP.

Graphene Hull Reinforcing

Cost: 2,000 Credits

Open Mod Slots Required: 1

Description: Add 60 to your ships HP.

Enhanced Brake Power

Cost: 500 Credits

Open Mod Slots Required: 1

Description: Upgrade your ships brake power from X 1 to X .5, or from X .5 to X .25.

Extra Enhanced Brake Power

Cost: 1,200 Credits

Open Mod Slots Required: 1

Description: Upgrade your ships brake power from X 1 or X .5 to X .25.

Full Stop Forward Thrusters

Cost: 2,500 Credits

Open Mod Slots Required: 2

Description: Upgrade your ships brake power from X 1, X .5 or X .25 to full stop power. The cockpit is also upgraded with nano gel to protect those inside from momentum and G's that would normally kill a person when attempting to immediately stop from incredible fast speeds. If a ship full stops with these forward thrusters within 500 feet of another ship creature or object it was heading towards, that ship, creature, or object makes a DC 8 Ariel Save, taking 1d4 concussive damage on a failure and half as much on a success. Only one ship, creature, or object can take damage per turn in this way.

Invasion Pod

Cost: 500 Credits

Open Mod Slots Required: 1

Range: 500 ft

Description: A pod meant to hold one large or smaller creature that attaches to a target vessel and drills a hole in it, allowing the creature to invade the vessel. Used as a bonus action by any passenger aboard the ship it is slotted to. Auto hits a target in range, but a to hit roll may be required if aiming for a particular part of a target (GM's discretion). Increases Max Occupancy of the ship its slotted on by 1. Once it has been used, that mod slot is freed up. Can be re slotted after a battle so long as the vessel it invaded was not destroyed.

Large Amethyst Crystal (Mystic Amplifier)

Cost: 7,000 Credits

Open Mod Slots Required: 3

Description: A large shard of the Kidali Amethyst Mother Crystal that amplifies the abilities of the Mystic Class. Any mystic aboard a ship with this slotted multiplies Mystic Abilities range by 100, and damage by 10.

Psionic Sphere (Scion Amplifier)

Cost: 7,000 Credits

Open Mod Slots Required: 3

Description: A large semitransparent pod birthed by an elder tree that amplifies the abilities of the Sciot Class. Any Scion aboard a ship with this slotted multiplies Scion Abilities range by 100, and damage by 10.

Nano Reserves (Nonotek Amplifier)

Cost: 7,000 Credits

Open Mod Slots Required: 3

Description: A large reserve of billions of nanites that amplifies the abilities of the Nanotek Class. Any Nanotek aboard a ship with this slotted multiplies Nanotek Abilities range by 100, and damage by 10.

Emergency Life Support System

Cost: 500 Credits

Open Mod Slots Required: 1

Description: Nano foam expands to protect up to 5 creatures from the explosion of the ship this mod is slotted to for up to 100 damage. Protects from space for two rounds.

All Ball

Played in zero g within a sphere area. There is one goalie with a 5ft diameter ring as the goal. The goalie may move this goal anywhere around the surface of the spherical playing area, but not within it. The rest of the players attempt to put the ball through the ring. This game may either be played as every being for them self (including the goalie) played in several teams of two (with a free floater on the goalie side who tries to keep the ball away from other teams and the goal), or with two teams vs one another with one goal and goalie per team. The scores needed to win this game are variable but is most usually played to 3 for a short game, 10 for a medium game, and 20 for a long game. First being/team to score that number of points wins. If time expires for the game and that many points have not been scored, the goalie or team with the most points (depending on if the game was played as a free for all or with teams).

Any one being may use any attack or ability they wound normally use in a deadly battle against any of the other players, but do not worry. Guns will use non-lethal ammo, melee weapons will be fitted with special equipment, and the players themselves will wear special armor to emulate lethal effects while not actually experiencing death (but it still might hurt a little). Additionally, the elder tree will be dampening supernatural abilities so that they may also be used without actual lethal consequences. If a player drops to 0 HP in all ball, the player will be rendered stunned by their All Ball suit. A stunned player may either be healed by another player with healing capabilities to lift the stunned condition, or the field doctor can get them back in the game. A player may be revived by the field doctor 1 time in a short game, 3 times is a medium game, and 5 times in a long game. The field doctor acts on its own initiative, and is controlled by the GM.

At the beginning of every game, and after every goal is scored, the ball is placed in the center of the spherical playing area and a timer counts down from 3, at which point all players (but the goalie) attempt to go for the ball (re-roll initiative).

There will be several random floating structures such as flat rotating platforms, cubes, and other shapes held in that general area by the mind of the elder tree for players to spring off or use how they see fit.

If the ball goes out of bounds the players should still consider the game to be going, though the clock does stop and they themselves cannot move out of bounds. This is where the spectators have a chance to participate. A spectator who catches the ball may attempt to throw the ball to whatever player they wish (usually chosen by competing persuasion or performance checks made by all players). If a spectator throws the ball through the opposite side of the goal ring, the player/team with the most points losses a single point. If two or more players/teams are tied for most points, they all lose a single point.

Moving Around The Playing Area

As previously stated, a player may not move outside the playing area, even if they tried (the elder tree wont let them). Other than that, here is how moving around works within the arena:

- If a being type has a natural flying speed in regular or zero G conditions (such as Kidali, Vessa, and Xantoids), that flying speed is suppressed, and they move freely within the zero g playing area at their normal ground speed just like all the other being types.
- When moving around in 0-G, your speed is halved as if it is difficult terrain, as your All-Ball suit only has low powered thrusters to move you about.
- You may expend your full movement speed with a bonus action if you are kicking off the rim of the playing area, or off of one of the free-floating objects within the playing area placed and held there by the elder tree. When you do this, you must pick a straight line to move in. If your direction is not altered by your next turn, you will continue to head in that same direction at the same movement speed.
- You may expend your full movement speed with an action or bonus action if you kick off of another player. If the other player is willing, you both move in opposite directions at that point (the other player moves even if is not their turn). If the other player is not willing, they may make a str or dex save (their choice). Whatever number they rolled is subtracted from the movement speed you will move, rounded up to the nearest multiple of 5. If they roll 20 or higher on this save, they may choose for you and them to travel in any direction they choose within 15 feet of your positions. If they roll 5 or lower on this save, you may choose for the direction you both go at a maximum distance of your total movement speed.
- Supernatural Abilities such as Telekinesis and Fly may still move around a creature as it would in any other situation.

Interacting With The Ball

The "Ball" in All Ball is actually a seedling from the Elder Tree. It is roughly the same size as a volleyball, with a texture slightly rougher than that of an aspen tree's trunk. It not only seems immune to all types of damage, the elder tree itself has informed AIELA that it enjoys and needs to be "abused" in order to reach its full potential. In other words, don't be afraid to hit it as hard as you can with that great sword of yours. Here are the ways a player may interact with the ball, as well as some of its other characteristics:

- You may grab the ball if it is free floating as a bonus action.
- You may throw the ball as an action. When you do, you must roll a dex check for accuracy and a str check for velocity.
- The dex check when throwing the ball alters accuracy accordingly: 9 and below will go to either side of where you intended to throw the ball. 10-15 will have the ball go straight in the general direction you intended to throw it. 16-19 will be on target. 20 and above will add 1 for every value over 19 to any saving throw required to deflect or catch the ball if another opposing player attempts to do so.

- The str check when throwing the ball effects velocity, or how hard it is thrown. The strength check rolled is how far the ball will travel in feet when you throw it. If the ball is not interacted with or made to change course before the end of your next turn, it will continue to travel in 0-g space for that distance.
- A ball in motion remains considered in motion until it is interacted with in some way that would change its course or stop it outright.
- If a player wishes to catch a ball within 5-feet of them that is in motion, they may use an action, bonus action, or reaction to make a dex or str save (their choice) equal to the velocity it is traveling at, catching it on a save, and being knocked 5-feet in the direction the ball was traveling with the ball replacing their previous position on a failure. A creature that has been knocked back by failing on this save is considered prone and must expend half their movement speed on their next turn before they can move from their position again.
- A player may attempt to deflect the ball rather than catching it with an action, bonus action or reaction. When this happens, the DC for the dex or str save is reduced by 2. On a success, the ball is deflected back 5 feet in the opposite direction it was traveling in from the deflector. On a failure, the ball continues on its path.
- A player may attempt to strip the ball from another player using an action. When this happens, both players make a contesting roll, using one of the following skills of their choice: Acrobatics, Athletics, Slight of Hand. If the player attempting to strip the ball rolls higher, the ball becomes in their position. If the player with the ball rolls equal to or higher than the creature attempting to strip it, the ball remains in their possession.
- Rather than trying to conventionally acquire and throw the ball, a player may use an attack or ability on it. When attempting to do this, they must roll to hit the ball at an AC of 14 if it is still, and an AC equal to its current DC if it is in motion. On a hit the ball will move in a direction based of that attack roll accordingly: 14-15, the ball will move in a random direction forward in relation to where the attack came from. 16-19, the ball will move in the direction the attacker wanted it to go, so long as the attack came from roughly the other side of the ball (you can hit the ball with a bullet on one side and expect it to travel backwards in relation to the converted force). 20+, the ball will travel to the location the attacker wanted it to go like the previous example, but every value above 19 adds +1 to the potential Save DC to catch or deflect it. A player who successfully hits the ball also rolls for damage. That damage (plus an attack roll with a value of 20 or more) makes up the DC needed for another player to attempt to catch or deflect it. This value may not exceed 25.
- Other than supernatural ability attacks, supernatural abilities do not effect the ball, due to the influence of the elder tree (including area of effect abilities like fireball).

Besides these rules and behaviors of the game All Ball, anything goes! Feel free to just outright attack one another and see who is left standing to score a goal if that's your strategy!

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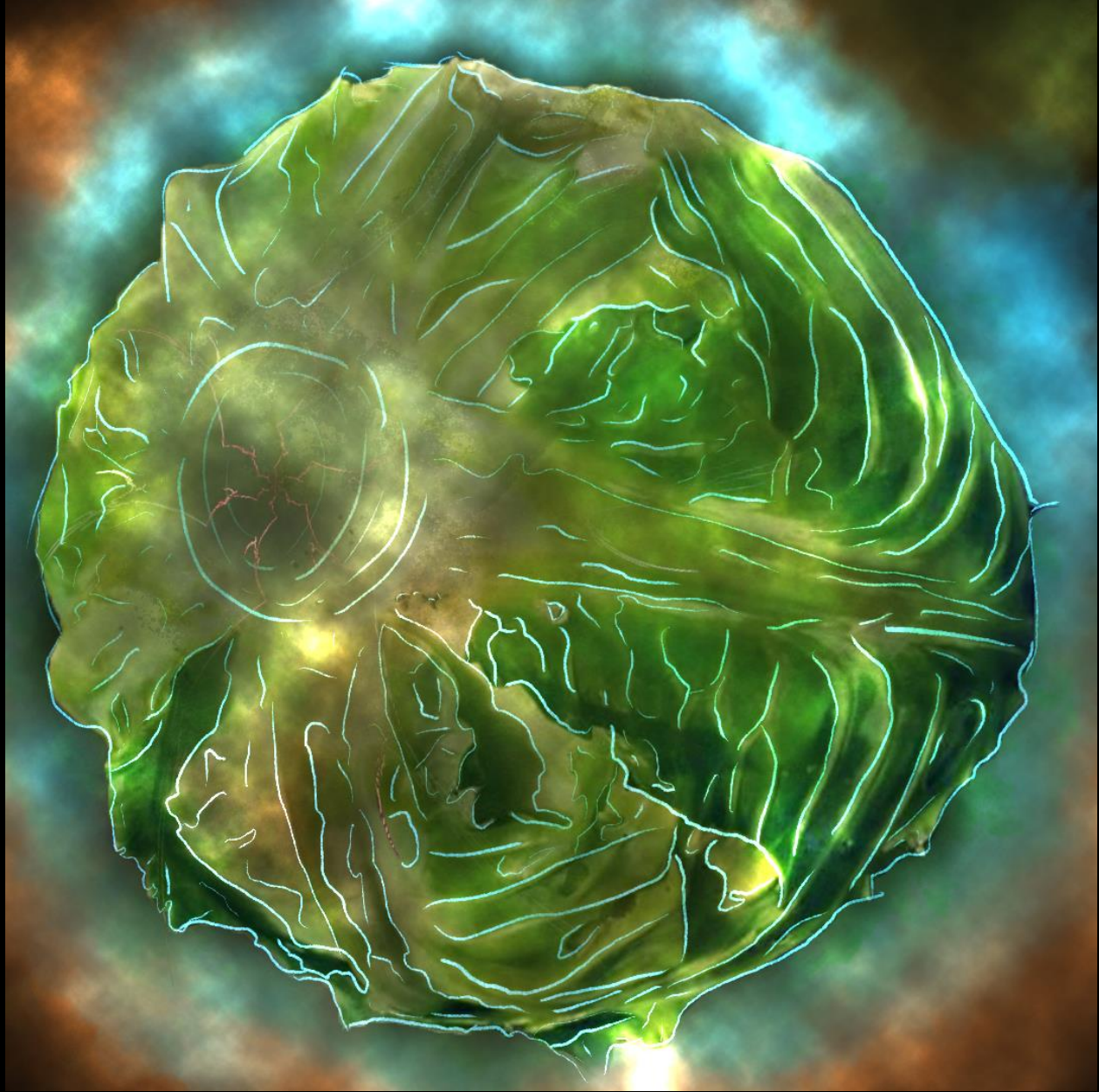
Supernatural Abilities

Nanotek (full)

- Extreme Hygroscopy
- Absorb Elements
- Corrosive Bolt
- Acid Splash
- Aid
- Alarm
- Alter Self
- Reanimate
- Animate Object
- Antilife Shell
- Flying Eye
- Portal
- Mimicking Hand
- Secure
- Ice Barrier
- Banishing Attack
- Banishment
- Nanoskin
- Malison
- Ground Tentacles
- Blade Barrier
- Blade of Despair
- Blade Wall
- Blight
- Blindness/Deafness
- Phasing
- Blur
- Call Lightning
- Chain Lighting
- Necrotic Touch
- Circle of Death
- Sphere of Protection
- Remote View
- Clone
- Cloud of Daggers
- Poison Cloud
- Particle Spray
- Cone of Cold
- Mechanimals
- Projectile Volley
- Contagion
- Continual Light
- Counter Ability

- Bonefire
- Manifest Homunculus
- Materialize/Dematerialize Water
- Animate Undead
- Alchemic Transmutation
- Cure Wounds
- Dancing Lights
- Dance Macabre
- Darkness
- Darkvision
- Daylight
- Death Ward
- Detect Extraordinary
- Detect Poison and Disease
- Through Phase
- Disguise Self
- Disintegrate
- Extremes Ward
- Undo Extraordinary
- Dust Devil
- Ground Tremor
- Groundbind
- Force Blast
- Enervation
- Enlarge/Reduce
- Enhanced Phasing
- Enhance Pace
- Eye Bite
- Repurpose
- Glow Mark
- False Life
- Quantum Step
- Slow Fall
- Feign Death
- Little Friend
- Detect Traps
- Finger of Death
- Fire Bolt
- Shield of Temperature
- Fire Storm
- Fireball
- Flame Ammo
- Flame Blade
- Flaming Sphere
- Petrify

- Floating Disk
- Flock of Little Friends
- Fly
- Fog Cloud
- Forcecage
- Impart Luck
- Freedom of Movement
- Freezing Sphere
- Friends
- Frost Blast
- Frostbite
- Gaseous Form
- Geas
- Gentle Repose
- Giant Insect
- Supplement Drive
- Glibness
- Globe of Invulnerability
- Condensed Rations
- Grasping Tether
- Gravity Fissure
- Gravity Sinkhole
- Grease
- Greater Invisibility
- Greater Restoration
- Leapflame
- Secure Area
- Guidance
- Gust
- Gust of Wind
- Splinters
- Harm
- Haste
- Heal
- Remote Replenishment
- Heat Metal
- Burning Rebuke
- Heroism
- Malaise
- Uncontrollable Laughter
- Hold Monster
- Hold Being
- Ice Knife
- Scan
- Coded Message
- Immolation
- Immovable Object
- Imprisonment
- Incendiary Cloud

- Infestation
- Inflict Wounds
- Insect Plague
- Investiture of Flame
- Investiture of Ice
- Investiture of Stone
- Investiture of Wind
- Invisibility
- Invulnerability
- Disinformation Screen
- Safepoint Recall
- Tesla Arc
- Kinetic Barrier
- Ethereal Form
- Restraint Field
- Liquid Traversal
- Aquatic Respiration
- Razor Wall
- Terrain Recombination Wall
- Sandstorm
- Cold Snap Barrier
- Force Field
- Heat Barrier
- Caustic Blast
- Vitality Drain
- Nanoservant
- Vision Adept
- Lazarus Reanimation
- Prefixed Quantum Recall
- Silicate Transmutation
- Call of the Void
- Advanced Nanoservant
- Dome of Sanctuary
- Pressure Wave
- Concussive Strike
- Sonic Sting
- Sonic Boom
- Tendril Strike
- Auditory Projection
- Emergency Combat Aura
- Utility Saucer
- Quantum Teleportation Ring
- Teleportation
- Telekinesis
- Electron Dynamo
- Cellular Reinforcement
- Silicate Transmorphing
- Rancid Discharge
- Kinetic Whirlwind

- Autonomous Projected Weapon
- Spike Field
- Wall Crawl
- Post-Mortem Reconciliation
- Vitality Containment
- Cryo Blast
- Cryo Disruptor
- Knockout Blast
- Synth
- Mute Screen
- Static Grip
- Reinforcement Protocol
- Overshielding
- Personal Defense Shield
- Form Reconfiguration
- Void Cloak
- Anti-Camouflage Sensor
- Ignition Strike
- Laser Beam
- Defense Grid
- Revival Protocol (Restorer)
- Containment Field
- Cleanse
- Reincarnation
- Radiation Ray
- Cyro-Ray
- Nero-disruption Ray
- Telepathic Nerolink
- Reanimation
- Pyrotechnic Disruptor
- Toxin Defense
- Energy Ward
- Programed Projection
- Pyrokinesis
- Warp Dash
- Duplication Projection
- Force Bolt
- Energy Field
- Elemental Discharge
- Reactive Energy Barrier
- Reactive Energy Barrier
- Holopresentation
- Vitality Well
- Execute
- Recompose
- Molecular Reassembly
- Toxic Gas
- Botanical Vitalization
- Hallucination

- Trespass
- Cryosphere
- Jamming Screen
- Concealment field
- Void Beam
- Force Razor
- Deception Projection
- Minor Projection
- Quantum Fortress
- Silent Signal
- Molecular Rebind
- Asteroid Belt
- Corrosive Bolt
- Silica-morph
- Pocket-Dimension Maze
- Geogrip
- Mass Molecular Reassembly
- Cosmic Weapon
- Cosmic Projectile
- Holorecord
- Distant Grasp
- Overshield
- Hydrofunnel
- Shroud of the Void
- Accelerant
- Creature-Radar
- Object-Radar
- Magnetic Grapple
- Tesla Bolt
- Shock Ammo
- Illuminate
- Hemomantic Rejuvenation
- Levitation
- Microdome
- Lock-Phase
- Leap
- Handheld Phasing
- Guise of the Void
- Corrosive Blast
- Materialize Lesser Beings
- Materialize Greater Beings
- Hologuardians
- Nutrient Syphon
- Space-Time Ripple
- Gravity Storm
- Force Wave
- Adrenal Stimuli
- Mass Compression
- Distracting Lightwave

- Neural Shielding
- Minor Restoration
- Mass Ranged Healing
- Mass Cure Wounds
- Boom Trap

Scion (full)

- Absorb Elements
- Fire Line
- Aid
- Alarm
- Animal Friendship
- Animal Messenger
- Reanimate
- Animate Object
- Attract/Repel
- Flying Eye
- Portal
- Mimicking Hand
- False Information
- Ice Barrier
- Astral Projection
- Prediction
- Awaken
- Bane
- Banishing Attack
- Banishment
- Beast Bond
- Beast Sense
- Ground Tentacles
- Blade Barrier
- Blade of Despair
- Blade Wall
- Blindness/Deafness
- Phasing
- Blur
- Pillars of Stone
- Boom Trap
- Burning Hands
- Call Lightning
- Call Emotions
- Catapult
- Induce Nap
- Cause Fear
- Chain Lighting
- Chaos Bolt
- Charm Creature
- Charm Being
- Chromatic Orb
- Sphere of Protection
- Remote View
- Cloud of Daggers
- Particle Spray
- Command
- Commune With Nature
- Compel Duel
- Compulsion
- Cone of Cold
- Confusion
- Call Elemental
- Call Elementals
- Projectile Volley
- Continual Light
- Control Flames
- Control Water
- Control Winds
- Counter Ability
- Bonfire
- Materialize/Dematerialize Water
- Animate Undead
- Alchemic Transmutation
- Mark of Madness
- Dancing Lights
- Dance Macabre
- Singularity
- Darkness
- Darkvision
- Daylight
- Delayed Blast Fireball
- Detect Evil and Good
- Detect Extraordinary
- Detect Poison and Disease
- Detect Thoughts
- Through Phase
- Disintegrate
- Extremes Ward
- Undo Extraordinary
- Dissonant Whispers
- Distort Value
- Dominate Beast
- Dominate Monster
- Dominate Being
- Elemental Breath
- Dream
- Dust Devil
- Ground Tremor

- Groundbind
- Seismic Disturbance
- Force Blast
- Elemental Affliction
- Elemental Weapon
- Encode Thoughts
- Induce Paranoia
- Entrall
- Erupting Earth
- Enhanced Phasing
- Enhance Pace
- Eye Bite
- Glow Mark
- False Life
- Quantum Step
- Fast Friends
- Fear
- Slow Fall
- Feeblemind
- Find Path
- Detect Traps
- Finger of Death
- Fire Bolt
- Shield of Temperature
- Fire Storm
- Fireball
- Flame Ammo
- Flame Blade
- Flaming Sphere
- Petrify
- Floating Disk
- Fly
- Fog Cloud
- Forcecage
- Foresight
- Impart Luck
- Freedom of Movement
- Freezing Sphere
- Friends
- Frost Blast
- Frostbite
- Gaseous Form
- Geas
- Gentle Repose
- Supplement Drive
- Glibness
- Globe of Invulnerability
- Condensed Rations
- Grasping Tether

- Gravity Fissure
- Gravity Sinkhole
- Grease
- Greater Invisibility
- Greater Restoration
- Leapflame
- Secure Area
- Guidance
- Gust
- Gust of Wind
- Splinters
- Hallucinatory Terrain
- Haste
- Heat Metal
- Burning Rebuke
- Heroism
- Uncontrollable Laughter
- Hold Monster
- Hold Being
- Gateway to Nothingness
- Hypnotic Pattern
- Ice Knife
- Scan
- Illusory Horror
- Coded Message
- Immolation
- Immovable Object
- Imprisonment
- Incendiary Cloud
- Incite Greed
- Protecta Intellecta
- Investiture of Flame
- Investiture of Ice
- Investiture of Stone
- Investiture of Wind
- Invisibility
- Invulnerability
- Disinformation Screen
- Ethereal Charge
- Demoralizing Reave
- Safepoint Recall
- Tesla Arc
- Kinetic Barrier
- Ethereal Form
- Cyclone
- Mind Fray
- Restraint Field
- Liquid Traversal
- Distortion Field

- Mind Meld
- Razor Wall
- Terrain Recombination Wall
- Sandstorm
- Cold Snap Barrier
- Force Field
- Heat Barrier
- Caustic Blast
- Disrupting Heckle
- Vision Adept
- Prefixed Quantum Recall
- Silicate Transmutation
- Call of the Void
- Dome of Sanctuary
- Temporal Pause
- Waterwave
- Pressure Wave
- Concussive Strike
- Sonic Sting
- Sonic Boom
- Tendril Strike
- Auditory Projection
- Utility Saucer
- Quantum Teleportation Ring
- Teleportation
- Merge of Consciousness
- Communal Link
- Telekinesis
- Euphoric disorientation
- Cerebral Discharge
- Spectral Burst
- Subliminal Impulse
- Electron Dynamo
- Ion Storm
- Cellular Reinforcement
- Silicate Transmorphing
- Kinetic Whirlwind
- Hazing Discharge
- Autonomous Projected Weapon
- Spike Field
- Plantmind Synthesis
- Post-Mortem Reconciliation
- Pre-sapient communication
- Vitality Containment
- Cryo Blast
- Temporal Dampening
- Cryo Disruptor
- Knockout Blast
- Literary Projection

- Talent Protocol
- Synth
- Hologram Projection
- Mute Screen
- Static Grip
- Reinforcement Protocol
- Overshielding
- Personal Defense Shield
- Seismic Discharge
- Basic Waterbending
- Psy-Blade
- Time-Space Ejection
- Quantum Signal
- Hallucinogenic Projection
- Anti-Camouflage Sensor
- Ignition Strike
- Spying
- Laser Beam
- Temporal Reprojection
- Defense Grid
- Extradimensional Escape
- Adaptive Response
- Containment Field
- Radiation Ray
- Cyro-Ray
- Nero-disruption Ray
- Telepathic Nerolink
- Pyrotechnic Disruptor
- Mind Blast
- Toxin Defense
- Energy Ward
- Holo-Projection
- Pyrokinesis
- Warp Dash
- Duplication Projection
- Force Bolt
- Energy Field
- Elemental Discharge
- Reactive Energy Barrier
- Holopresentation
- Stunlock
- Paingrip
- Execute
- Toxic Gas
- Botanical Vitalization
- Nightmare Projection
- Hallucination
- Trespass
- DANCE!

- Cryosphere
- Jamming Screen
- Concealment field
- Void Beam
- Geomancy
- Pocket-Dimension Mansion
- Force Razor
- Pocket-Dimension Sanctum
- Geomorph
- Neuralization
- Deception Projection
- Terrain Projection
- Minor Projection
- Brain Tether
- Neural Dampen
- Reality Time-Space Rewrite
- Quantum Fortress
- Asteroid Storm
- Silent Signal
- Braincage
- Molecular Rebind
- Asteroid Belt
- Corrosive Bolt
- Silica-morph
- Pocket-Dimension Maze
- Geogrip
- Mass Subliminal Impulse
- Advanced Projection
- Cosmic Weapon
- Cosmic Projectile
- Holorecord
- Possession Projection Vessel
- Distant Grasp
- Overshield
- Hydrofunnel
- Accelerant
- Object-Radar
- Creature-Radar
- Magnetic Grapple
- Tesla Bolt
- Shock Ammo
- Illuminate
- Levitation
- Microdome
- Lock-Phase
- Leap
- Handheld Phasing
- Mind Merge
- Teleportational Shunt

- Psychic Lash
- Corrosive Blast
- Materialize Lesser Beings
- Materialize Greater Beings
- Space-Time Ripple
- Gravity Storm
- Force Wave
- Adrenal Stimuli
- Psionic Shiv
- Mass Compression
- Distracting Lightwave
- Neural Shielding

Mystic (full)

- Extreme Hygroscopy
- Absorb Elements
- Aid
- Alter Self
- Animal Friendship
- Animal Messenger
- Reanimate
- Animate Object
- Antilife Shell
- Tendril Smack
- Astral Projection
- Prediction
- Aura of Life
- Aura of Purity
- Aura of Vitality
- Banishing Attack
- Banishment
- Beacon of Hope
- Beast Bond
- Beast Sense
- Malison
- Ground Tentacles
- Bolster
- Blight
- Blinding Attack
- Pillars of Stone
- Branding Attack
- Call Lightning
- Call Celestial
- Calm Emotions
- Cause Fear
- Ceremony
- Chaos Bolt

- Charm Creature
- Charm Being
- Necrotic Touch
- Circle of Death
- Sphere of Protection
- Poison Cloud
- Commune With Nature
- Call Elemental
- Call Minor Elementals
- Contagion
- Continual Light
- Control Water
- Control Weather
- Control Winds
- Counter Ability
- Bonfire
- Manifest Food and Water
- Materialize/Dematerialize
- Animate Undead
- Alchemic Transmutation
- Crown of Stars
- Mantel of Radiance
- Cure Wounds
- Dancing Lights
- Danse Macabre
- Singularity
- Darkness
- Darkvision
- Dawn
- Daylight
- Death Ward
- Destructive Wave
- Detect Evil and Good
- Detect Extraordinary
- Detect Poison and Disease
- Extremes Ward
- Undo Extraordinary
- Radiant Favor
- Empyrean Word
- Dominate Beast
- Dominate Monster
- Elemental Breath
- Loyal Item
- Dream
- Dreams to Fruition
- Haven of Nature
- Nature Craft
- Dust Devil
- Ground Tremor
- Groundbind
- Seismic Disturbance
- Elemental Affliction
- Elemental Weapon
- Enervation
- *Special*: Ensnaring Strike
- Entangle
- Erupting Earth
- Enhance Pace
- Eye Bite
- Glow Mark
- Faithful Hound
- False Life
- Quantum Step
- Fear
- Slow Fall
- Feign Death
- Find Path
- Detect Traps
- Finger of Death
- Fire Bolt
- Shield of Temperature
- Fire Storm
- Fireball
- Flame Blade
- Flame Strike
- Flaming Sphere
- Floating Disk
- Fly
- Fog Cloud
- Forbiddance
- Foresight
- Impart Luck
- Freedom of Movement
- Freezing Sphere
- Friends
- Frost Blast
- Frostbite
- Gaseous Form
- Giant Insect
- Supplement Drive
- Globe of Invulnerability
- Condensed Rations
- Grasping Tether
- Gravity Fissure
- Gravity Sinkhole
- Greater Restoration
- Leapflame
- Radiant Guardian

- Guardian of Nature
- Secure Area
- Guidance
- Radiant Bolt
- Gust
- Gust of Wind
- Splinters
- Hallow
- Harm
- Heal
- Healing Spirit
- Remote Replenishment
- Heat Metal
- Burning Rebuke
- Heroism
- Malaise
- Uncontrollable Laughter
- Hold Monster
- Hold Being
- Aura
- Radiant Weapon
- Ice Knife
- Scan
- Immolation
- Immovable Object
- Imprisonment
- Incendiary Cloud
- Incite Greed
- Infestation
- Inflict Wounds
- Insect Plague
- Investiture of Stone
- Investiture of Wind
- Invulnerability
- Environmental Animation
- Safepoint Recall
- Point-Defense Burst
- Kinetic Barrier
- Ethereal Form
- Cyclone
- Restraint Field
- Gravity Sphere
- Liquid Traversal
- Aquatic Respiration
- Distortion Field
- Mind Meld
- Hydro-Field
- Terrain Recombination Wall
- Sandstorm
- Light Barrier
- Cold Snap Barrier
- Vitality Drain
- Hydrowave
- Vision Adept
- Lazarus Reanimation
- Prefixed Quantum Recall
- Silicate Transmutation
- Call of the Void
- Dome of Sanctuary
- Temporal Pause
- Waterwave
- Pressure Wave
- Concussive Strike
- Sonic Sting
- Sonic Boom
- Auditory Projection
- Utility Saucer
- Starcrystal Sanctuary
- Quantum Teleportation Ring
- Teleportation
- Merge of Consciousness
- Communal Link
- Telekinesis
- Proximity Glyph
- Solar Blast
- Star Beam
- Ion Storm
- Autonomous Projected Weapon
- Astral Guardian
- Spike Field
- Plantmind Synthesis
- Post-Mortem Reconciliation
- Pre-sapient communication
- Cryo Blast
- Temporal Dampening
- Cryo Disruptor
- Knockout Blast
- Literary Projection
- Talent Protocol
- Radiation Screen
- Reinforcement Protocol
- Personal Defense Shield
- Seismic Discharge
- Basic Waterbending
- Void Cloak
- Time-Space Ejection
- Quantum Signal
- Anti-Camouflage Sensor

- Quantum-Storage Cube
- Spying
- Temporal Reprojection
- Defense Grid
- Radiant Discharge
- Extradimensional Escape
- Revival Protocol
- Adaptive Response
- Cleanse
- Reincarnation
- Radiation Ray
- Nero-disruption Ray
- Telepathic Nerolink
- Reanimation
- Consumable Purification
- Toxin Defense
- Cosmic Ward
- Energy Ward
- Sanctum Materialization
- Warp Dash
- Energy Field
- Elemental Discharge
- Reactive Energy Barrier
- Holopresentation
- Vitality Well
- Execute
- Recompose
- Toxic Gas
- Botanical Vitalization
- Supernatural Enthrallment
- Cosmic Steed
- Void field
- Void Beam
- Geomancy
- Pocket-Dimension Mansion
- Pocket-Dimension Sanctum
- Cosmic Guardian
- Starburn
- Geomorph
- Terrain Projection
- Minor Projection
- Reality Time-Space Rewrite
- Quantum Fortress
- Asteroid Storm
- Silent Signal
- Molecular Rebind
- Asteroid Belt
- Corrosive Bolt
- Silica-morph

- Geogrip
- Mass Subliminal Impulse
- Mass Ranged Healing
- Mass Cure Wounds
- Cosmic Weapon
- Cosmic Projectile
- Holorecord
- Possession Projection Vessel
- Guardian Well
- Distant Grasp
- Overshield
- Hydrofunnel
- Shroud of the Void
- Accelerant
- Object-Radar
- Creature-Radar
- Magnetic Grapple
- Tesla Bolt
- Shock Ammo
- Illuminate
- Hemomantic Rejuvenation
- Levitation
- Minor Restoration
- Microdome
- Loreseeker
- Metabolic Overload
- Handheld Phasing
- Teleportational Shunt
- Guise of the Void
- Corrosive Blast
- Materialize Lesser Beings
- Materialize Greater Beings
- Space-Time Ripple
- Gravity Storm
- Adrenal Stimuli
- Distracting Lightwave
- Neural Shielding
- Gateway to Nothingness
- Animal/Plant-Radar
- Little Friend
- Cone of Cold
- Nightmare Projection

Demolitionist (light)

- Hazop: Absorb Elements
- Hazop: Fire Line
- Hazop: Ice Barrier

- Boom Trap
- Burning Hands
- Chromatic Orb
- Poison Cloud
- Control Flames
- Delayed Blast Fireball
- Variable Trigger Mine
- Immolation
- Proximity Glyph
- Containment Field

Hunter (half)

- Absorb Elements
- Corrosive Blast
- Alarm
- Animal Friendship
- Animal Messenger
- Flying Eye
- Tamer: Awaken
- Beast Bond
- Beast Sense
- Blur
- Boom Trap
- Charm Creature
- Commune With Nature
- Compulsion
- Compel Duel
- Manifest Barrage
- Projectile Volley
- Continual Light
- Auto-Alert Ammo
- Bonfire
- Materialize/Dematerialize Water
- Dancing Lights
- Darkness
- Darkvision
- Daylight
- Detect Extraordinary
- Detect Poison and Disease
- Dominate Beast
- Loyal Item
- Haven of Nature
- Nature Craft
- Groundbind
- Ensnaring Strike
- Entangle
- Enhance Pace

- Glow Mark
- Faithful Hound
- Slow Fall
- Feign Death
- Find Path
- Detect Traps
- Shield of Temperature
- Flame Blade
- Floating Disk
- Fly
- Fog Cloud
- Impart Luck
- Freedom of Movement
- Friends
- Giant Insect (Tamer)
- Supplement Drive
- Condensed Rations
- Grasping Tether
- Grease
- Guidance
- Gust
- Gust of Wind
- Splinters
- Heroism
- Hold Monster
- Hold Being
- Hunters Mark
- Scan
- Infestation
- Environmental Animation
- Kinetic Barrier
- Restraint Field
- Gravity Sphere
- Liquid Traversal
- Aquatic Respiration
- Distortion Field
- Sandstorm
- Waterwave
- Pressure Wave
- Concussive Strike
- Sonic Sting
- Auditory Projection
- Rancid Discharge
- Kinetic Whirlwind
- Autonomous Projected Weapon
- Spike Field
- Wall Crawl
- Plantmind Synthesis
- Pre-sapient communication

- Retainment
- Knockout Blast
- Literary Projection
- Mute Screen
- Reinforcement Protocol
- Basic Waterbending
- Anti-Camouflage Sensor
- Consumable Purification
- Toxin Defense
- Energy Ward
- Force Bolt
- Toxic Gas
- Botanical Vitalization
- Geomorph
- Minor Projection
- Silent Signal
- Molecular Rebind
- Corrosive Bolt
- Holorecord
- Overshield
- Hydrofunnel
- Accelerant
- Object-Radar
- Creature-Radar
- Magnetic Grapple
- Shock Ammo
- Illuminate
- Levitation
- Microdome
- Leap
- Adrenal Stimuli
- Distracting Lightwave
- Animal/Plant-Radar
- Little Friend

Medic (half)

- Acid Splash
- Aid
- Aura of Life
- Aura of Purity
- Aura of Vitality
- Malison
- Bolster
- Blight
- Call Emotions
- Induce Map

- Cause Fear
- Necrotic Touch
- Poison Cloud
- Confusion
- Contagion
- Continual Light
- Cure Wounds
- Dancing Lights
- Danse Macabre
- Darkvision
- Death Ward
- Detect Poison and Disease
- Induce Paranoia
- Enhance Pace
- Repurpose
- Glow Mark
- False Life
- Feign Death
- Floating Disk
- Fly
- Fog Cloud
- Freedom of Movement
- Friends
- Frostbite
- Gaseous Form
- Gentle Repose
- Supplement Drive
- Condensed Rations
- Grease
- Greater Restoration
- Guidance
- Haste
- Heal (?)
- Remote Replenishment
- Heat Metal
- Heroism
- Uncontrollable Laughter
- Hold Monster
- Hold Being
- Scan
- Infestation
- Inflict Wounds
- Restraint Field
- Cold Snap Barrier
- Force Field
- Caustic Blast
- Vitality Drain
- Vision Adept
- Lazarus Reanimation

- Dome of Sanctuary
- Utility Saucer
- Subliminal Impulse
- Cellular Reinforcement
- Autonomous Projected Weapon
- Post-Mortem Reconciliation
- Emergency Stabilization
- Vitality Containment
- Knockout Blast
- Talent Protocol
- Static Grip
- Overshielding
- Anti-Camouflage Sensor
- Defense Grid
- Revival Protocol
- Containment Field
- Cleanse
- Radiation Ray
- Cyro-Ray
- Nero-disruption Ray
- Reanimation
- Consumable Purification
- Toxin Defense
- Mutagenic Strike
- Vitality Well
- Recompose
- Toxic Gas
- Hallucination
- DANCE!
- Silent Signal
- Molecular Rebind
- Corrosive Bolt
- Mass Ranged Healing
- Mass Cure Wounds
- Mass Regeneration
- Holorecord
- Overshield
- Accelerant
- Magnetic Grapple
- Illuminate
- Hemomantic Rejuvenation
- Levitation
- Minor Restoration
- Microdome
- Leap
- Metabolic Overload
- Corrosive Blast
- Nutrient Syphon
- Adrenal Stimuli

- Distracting Lightwave
- Neural Shielding
- Reincarnation

Tactician (half)

- Tactician
- Aid
- Secure
- False Information
- Prediction
- Bane
- Beacon of Hope
- Bolster
- Blindness/Deafness
- Blur
- Boom Trap
- Calm Emotions
- Induce Nap
- Ceremony
- Sphere of Protection
- Remote View
- Particle Spray
- Command
- Compel Duel
- Compulsion
- Confusion
- Continual Light
- Auto-Alert Ammo
- Counter Ability
- Bonefire
- Dancing Lights
- Darkness
- Darkvision
- Daylight
- Detect Evil and Good
- Detect Extraordinary
- Detect Poison and Disease
- Detect Thoughts
- Extremes Ward
- Undo Extraordinary
- Distort Value
- Groundbind
- Force Blast
- Encode Thoughts
- Induce Paranoia
- Enhance Ability
- Enthrall

- Enhance Pace
- Glow Mark
- Fast Friends
- Fear
- Slow Fall
- Find Path
- Detect Traps
- Flame Ammo
- Flame Blade
- Flaming Sphere
- Floating Disk
- Fly
- Fog Cloud
- Impart Luck
- Freedom of Movement
- Friends
- Geas
- Supplement Drive
- Grasping Tether
- Grease
- Greater Invisibility (shop)
- Guidance
- Gust
- Gust of Wind
- Splinters
- Heroism
- Uncontrollable Laughter
- Hold Monster
- Hold Being
- Hypnotic Pattern
- Scan
- Coded Message
- Protecta Intellecta
- Invisibility (Shop)
- Disinformation Screen
- Ethereal Charge
- Demoralizing Reave
- Kinetic Barrier
- Restraint Field
- Liquid Traversal
- Distortion Field
- Sandstorm
- Force Field
- Disrupting Heckle
- Waterwave
- Pressure Wave
- Concussive Strike
- Sonic Sting
- Tendril Strike

- Auditory Projection
- Utility Saucer
- Communal Link
- Telekinesis
- Euphoric disorientation
- Spectral Burst
- Subliminal Impulse
- Rancid Discharge
- Hazing Discharge
- Autonomous Projected Weapon
- Spike Field
- Pre-sapient communication
- Retainment
- Knockout Blast
- Literary Projection
- Talent Protocol
- Hologram Projection
- Mute Screen
- Reinforcement Protocol
- Overshielding
- Personal Defense Shield
- Basic Waterbending
- Quantum Signal
- Hallucinogenic Projection
- Anti-Camouflage Sensor
- Spying
- Defense Grid
- Adaptive Response
- Containment Field
- Radiation Ray
- Telepathic Nerolink
- Pyrotechnic Disruptor
- Toxin Defense
- Energy Ward
- Pyrokinesis
- Duplication Projection
- Holopresentation
- Toxic Gas
- Nightmare Projection
- Hallucination
- Jamming Screen
- Concealment field
- Geomorph
- Neuralization
- Deception Projection
- Minor Projection
- Brain Tether
- Silent Signal
- Molecular Rebind

- Advanced Projection
- Holorecord
- Distant Grasp
- Overshield
- Hydrofunnel
- Accelerant
- Object-Radar
- Creature-Radar
- Magnetic Grapple
- Illuminate
- Levitation
- Microdome
- Lock-Phase
- Leap
- Handheld Phasing
- Psychic Lash
- Adrenal Stimuli
- Psionic Shiv
- Distracting Lightwave
- Neural Shielding

Engineer (half)

- Acid Splash
- Alarm
- Flying Eye
- Portal
- Secure
- Banishing Attack
- Banishment
- Boom Trap
- Burning Hand
- Call Lightning
- Catapult
- Sphere of Protection
- Poison Cloud
- Cone of Cold
- Mechanimals
- Manifest Barrage
- *Special*: Mechanimal Max
- Continual Light
- Bonfire
- Materialize/Dematerialize Water
- Dancing Lights
- Darkness
- Darkvision
- Daylight
- Detect Extraordinary

- Dust Devil
- Groundbind
- Enhance Pace
- Glow Mark
- Faithful Hound
- Quantum Step
- Slow Fall
- Little Friend
- Manifest Greater Steed
- Manifest Steed
- Detect Traps
- Fire Bolt
- Shield of Temperature
- Flame Ammo
- Flame Blade
- Flaming Sphere
- Flock of Little Friends
- Fly
- Fog Cloud
- Freedom of Movement
- Frost Blast
- Frostbite
- Supplement Drive (mechanist)
- Grasping Tether
- Gravity Sinkhole
- Grease
- Greater Invisibility
- Leapflame
- Gust
- Gust of Wind
- Splinters
- Haste (Mechanist)
- Heat Metal
- Burning Rebuke
- Hold Monster
- Hold Being
- Ice Knife
- Scan
- Coded Message (Hologram)
- Immolation
- Immovable Object
- Invisibility
- Disinformation Screen
- Tesla Arc
- Kinetic Barrier
- Restraint Field
- Liquid Traversal
- Aquatic Respiration
- Distortion Field

- Terrain Recombination Wall
- Sandstorm
- Force Field
- Heat Barrier
- Caustic Blast
- Nanoservant
- Advanced Nanoservant
- Pressure Wave
- Concussive Strike
- Sonic Sting
- Sonic Boom
- Auditory Projection
- Utility Saucer
- Quantum Teleportation Ring
- Electron Dynamo
- Rancid Discharge
- Autonomous Projected Weapon
- Spike Field
- Wall Crawl
- Cryo Blast
- Retainment
- Cryo Disruptor
- Knockout Blast
- Hologram Projection
- Static Grip
- Reinforcement Protocol
- Overshielding
- Seismic Discharge
- Hallucinogenic Projection
- Ignition Strike
- Laser Beam
- Defense Grid
- Containment Field
- Radiation Ray
- Cyro-Ray
- Pyrotechnic Disruptor
- Toxin Defense
- Energy Ward
- Pyrokinesis
- Duplication Projection
- Holopresentation
- Toxic Gas
- Hallucination
- Trespass
- Jamming Screen
- Concealment field
- Void Beam
- Geomorph
- Deception Projection

- Minor Projection
- Silent Signal
- Molecular Rebind
- Corrosive Bolt
- Advanced Projection
- Holorecord
- Distant Grasp
- Overshield
- Hydrofunnel
- Accelerant
- Magnetic Grapple
- Tesla Bolt
- Shock Ammo
- Illuminate
- Levitation
- Microdome
- Lock-Phase
- Leap
- Handheld Phasing
- Corrosive Blast
- Materialize Lesser Beings
- Materialize Greater Beings
- Hologuardians
- Force Wave
- Mass Compression
- Distracting Lightwave

Agent (light)

- Assassin: Blindness/Deafness
- Disguise Self
- Greater Invisibility (shop)

Purchasable

- Banquet
- Greater Invisibility
- Invisibility
- Hardlight Ammo Materializer

Extreme Hygroscopy

Level: 8th
Execution Time: 1 Action
Range/Area: 30 ft cube
Duration: Instant
Attack/Save: CON Save

Damage/Effect: Necrotic

Class: Mystic, Nanotek

You draw the moisture from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. Creatures containing no moisture aren't affected, and plants/plant beings make this saving throw with disadvantage. A creature takes 12d8 necrotic damage on a failed save, or half as much damage on a successful one.

Non sentient plants in the area that aren't creatures, such as normal trees and shrubs, wither and die instantly.

Absorb Elements

Level: 1st

Execution Time: 1 Reaction (which you take when you take acid, freezing, burning, or electric damage)

Range/Area: Self

Duration: 1 Round

Attack/Save: None

Damage/Effect: Acid, Freezing, Burning, Electric

Class: Scion, Mystic, Nanotek, Engineer

Capture some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and this ability ends.

At Higher Levels. When you use this ability using a slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Acid Splash

Level: 0

Execution Time: 1 Action

Range/Area: 60 ft

Duration: Instant

Attack/Save: DEX Save

Damage/Effect: Acid

Class: Nanotek, Medic, Engineer

You hurl a bubble of acid. Choose one or two creatures you can see within range. If you choose two, they must be within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

Damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Fire Line

Level: 2nd

Execution Time: 1 Action

Range/Area: 30 ft ray from you (5 ft wide)

Duration: Instant

Attack/Save: DEX Save

Damage/Effect: Burning

Class: Scion

A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 burning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Aid

Level: 2nd

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 8 Hours

Attack/Save: None

Damage/Effect: Buff

Class: Tactician, Nanotek, Scion, Medic, Mystic

Bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

Alarm

Level: 1st

Execution Time: 1 Minute

Range/Area: 30 ft

Duration: 8 Hours

Attack/Save: None

Damage/Effect: Detection

Class: Hunter, Engineer, Scion, Nanotek

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the ability ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the chosen area. When you use this ability, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a siren for 10 seconds within 60 feet.

Alter Self

Level: 2nd

Execution Time: 1 Action

Range/Area: Self

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Shape Changing

Class: Nanotek, Mystic

You assume a different form. When you use this ability, choose one of the following options. While the ability effect lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. This natural weapon is a +1 weapon.

Animal Friendship

Level: 1st

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 24 Hours

Attack/Save: WIS Save

Damage/Effect: Charmed

Class: Hunter, Scion, Mystic

Convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, this attempt fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or one of your companions harms the target, the effect ends.

At Higher Levels. When you use this ability with a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

Animal Messenger

Level: 2nd
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 24 Hours
Attack/Save: None
Damage/Effect: Communication
Class: Hunter, Scion, Mystic

You use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description. You also speak a message of up to twenty-five words. The target beast travels for the duration toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described. The messenger conveys the message only to a creature matching the description you gave. If the messenger doesn't reach its destination before the effect ends, the message is lost, and the beast makes its way back to where you used this ability.

At Higher Levels. If you use this ability with a slot of 3rd level or higher, the duration increases by 48 hours for each slot level above 2nd.

Reanimate

Level: 3rd
Execution Time: 1 Minute
Range/Area: 10 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Creation
Class: Mystic, Nanotek, Scion

Create an undead servant. Choose a corpse of a Medium or Small creature within range. The creature must have enough remaining body parts to perform general functions such as tendons and muscle (GM's discretion). This ability imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a zombie (the GM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular room or hall. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must execute this abililty on the creature again before the current 24-hour period ends. This use of the ability reasserts your control over up to four creatures you have animated, rather than animating a new one.

At Higher Levels. When you use this ability with a slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse.

Animate Objects

Level: 5th
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Creation
Class: Nanotek, Scion, Mystic

Objects come to life at your command. Choose up to ten inorganic, non-sentient objects within range that are not being worn or carried. Medium targets count

as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the effect ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this ability if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular room or hall. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Animated Object Statistics

Size	HP	AC	Str	Dex	Attack
Tiny	20	18	4	18	+8 to hit, 1d4 + 4 damage
Small	25	16	6	14	+6 to hit, 1d8 + 2 damage
Medium	40	13	10	12	+5 to hit, 2d6 + 1 damage
Large	50	10	14	10	+6 to hit, 2d10 + 2 damage
Huge	80	10	18	6	+8 to hit, 2d12 + 4 damage

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The GM might rule that a specific object inflicts slashing or piercing damage based on its form.

At Higher Levels. If you use this ability using a slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

Antilife Shell

Level: 5th
Execution Time: 1 Action
Range/Area: Self (10 ft Radius Sphere)
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Protect
Class: Mystic, Nanotek

A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration.

The barrier prevents an affected creature from passing or reaching through. An affected creature can make attacks with ranged abilities and ranged or reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, this ability ends.

Attract/Repel

Level: 8th
Execution Time: 1 Hour
Range/Area: 60 ft (200 ft cube)
Duration: 10 Earth Days
Attack/Save: WIS Save
Damage/Effect: Mind
Class: Scion

Attract or repel creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as greys, or humans. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose attract or repel as the aura's effect.

Attract. The effect causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target.

Repel. The effect causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect. If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as false and forced upon their mind. In addition, a creature affected by this ability is allowed another Wisdom saving throw every 24 hours while the spell persists.

A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

Flying Eye

Level: 4th
Execution Time: 1 Action
Range: 30 ft
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Detection
Class: Engineer, Scion, Nanotek, Hunter

You create an invisible eye within range that hovers in the air for the duration.

You mentally receive visual information from the eye, which has all the vision stats you do out to 30 feet (example: if you have infrared vision so does the eye). The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Portal

Level: 5th
Execution Time: 1 Action
Range: 500 ft
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Teleportation
Class: Engineer, Scion, Nanotek

You create linked teleportation portals that remain open for the duration. Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A circular portal, 10 feet in diameter, opens over each point. If the portal would open in the space occupied by a creature, this ability fails, and the ability slot is expended.

The portals are two-dimensional rotating rings. Both rings hover inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal. When looking through one visible side, the exit point of the other is seen.

Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. The mist that fills each portal is opaque and blocks vision through it. On your turn, you can rotate the rings as a bonus action so that the active side faces in a different direction.

Mimicking Hand

Level: 5th
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Force, Manifest
Classes: Nanotek, Scion

You create a Large hand in an unoccupied space that you can see within range. The hand lasts for the duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, this ability ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space. When you use this ability and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your extraordinary ability modifier. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your extraordinary ability modifier.

Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

At Higher Levels. When you use this ability using a slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.

Secure

Level: 2nd
Execution Time: 1 Action
Range/Area: Touch
Duration: Until Undone or Broken
Attack/Save: None
Damage/Effect: Utility
Classes: Engineer, Nanotek, Tactician

Choose a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you use

this ability can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this effect for 1 minute. Otherwise, it is impassable until it is broken or undone by you (1 bonus action). The unlock ability suppresses this ability for 10 minutes.

While affected by this ability, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

False Information

Level: 2nd
Execution Time: 1 Action
Range/Area: Touch
Duration: 24 Hours
Attack/Save: None
Damage/Effect: Deception
Class: Tactician, Scion

You place an effect on a creature or an object you touch so that extraordinary abilities and scanners reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.

When you use this ability, choose one or both of the following effects. The effect lasts for the duration. If you use this ability on the same creature or object every day for 30 days, placing the same effect on it each time, the effect lasts until it is undone by you or some other ability.

False Aura. You change the way the target appears to extraordinary abilities and scanners. You can make a non-special item appear special or vice versa, as well as change the element or effect type of an item appear to be something else. When you use this effect on an object, you can make the false information apparent to any creature that handles the item.

Mask. You change the way the target appears to extraordinary abilities and scanners that detect creature types. You choose a creature type and other extraordinary abilities and scanners treat the target as if it were a creature of that type or of that alignment.

Ice Barrier

Level: 1st
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Hour
Attack/Save: None
Damage/Effect: Cold, Protect
Class: Nanotek, Scion

A protective thin layer of ice surrounds you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot.

Tendril Smack

Level: 1st
Execution Time: 1 Action
Range/Area: Self (10 ft radius)
Duration: Instant
Attack/Save: STR Save
Damage/Effect: Necrotic
Class: Mystic

Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Astral Projection

Level: 9th
Execution Time: 1 Hour
Range/Area: 10 ft
Duration: Special
Attack/Save: None
Damage/Effect: Teleportation
Class: Scion, Mystic

You and up to eight willing creatures within range project your astral bodies. The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age.

Your astral body resembles your material form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your physical body. As long as the tether remains intact, you can find your way back to your material body. If the cord is cut--something that can happen only when an effect specifically states that it does--your soul and body are separated, killing you instantly.

Your astral form can freely travel through the universe by way of flight (using a speed of 1000 ft) and does not require air to breath or warmth to survive as your material form might. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it.

The effect ends for you and your companions when you use your action to dismiss it. When the effect ends, the affected creature returns to its physical body, and it awakens.

The effect might also end early for you or one of your companions. A successful undo effect ability used against an astral or physical body ends the effect for that creature. If a creature's original body or its astral form drops to 0 hit points, the effect ends for that creature. If the effect ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

Prediction

Level: 2nd
Execution Time: 1 Minute
Range/Area: Self
Duration: Instant
Attack/Save: None
Damage/Effect: Foreknowledge
Class: Scion, Mystic, Tactician

You attempt to predict the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens:

Well, for good results

Woe, for bad results

Well and woe, for both good and bad results

Nothing, for results that aren't especially good or bad

The effect doesn't take into account any possible circumstances that might change the outcome, such as the use of additional abilities or the loss or gain of a companion.

If you use this ability two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

Aura of Life***

Leve: 4th
Execution Time: 1 Action
Range/Area: Self (30 ft radius)
Duration: 10 Minutes (F)

Attack/Save: None
Damage/Effect: Protect, Heal
Class: Mystic, Medic

Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the effect ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a non-hostile living creature regains 1 hit point when it starts its turn in the aura with 0 hit points.

Aura of Purity***

Level: 4ᵗʰ
Execution Time: 1 Action
Range/Area: Self (30 ft radius)
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Protect
Class: Mystic, Medic

Purifying energy radiates from you in an aura with a 30-foot radius.

Until the effect ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

Aura of Vitality***

Level: 3ʳᵈ
Execution Time: 1 Action
Range/Area: Self (30 ft radius)
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Heal
Class: Mystic, Medic

Healing energy radiates from you in an aura with a 30-foot radius.

Until the effect ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

Awaken

Level: 5ᵗʰ
Execution Time: 8 Hours
Range/Area: Touch
Duration: Instant
Attack/Save: None
Damage/Effect: Charm
Class: Scion

After spending the execution time, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a Verdalaithi. Your GM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree.

The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

Bane

Level: 1ˢᵗ
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Minute (F)
Attack/Save: CHA Save
Damage/Effect: Debuff
Class: Tactician, Scion

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes

an attack roll or a saving throw before this effect ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels. When you use this ability a slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Banishing Attack

Level: 5th

Execution Time: 1 Bonus Action

Range/Area: Self

Duration: 1 Minute (F)

Attack/Save: Weapon Attack Altering

Damage/Effect: Force, Banish

Class: Mystic, Nonotek, Scion, Engineer

The next time you hit a creature with a weapon attack before this spell ends, your weapon crackles with force, and the attack deals an extra 5d10 force damage to the target. Additionally, if this attack reduces the target to 50 hit points of fewer, you banish it to a nano prison or a worm bubble (depending on your class). While there, the target is incapacitated. It remains there until the effect ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Banishment

Level: 4th

Execution Time: 1 Action

Range/Area: 60 ft

Duration: 1 Minute (F)

Attack/Save: CHA Save

Damage/Effect: Banish

Class: Mystic, Nanotek, Scion, Engineer

You attempt to send one creature that you can see within range to a nano prison or a worm bubble (depending on your class). The target must succeed on a Charisma saving throw or be banished.

While there, the target is incapacitated. The target remains there until this effect ends, at which point

the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the effect ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

At Higher Levels. When you use this ability using a slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Nanoskin

Level: 2nd

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Protect, Buff

Class: Nanotek

You touch a willing creature. Until this effect ends, the target's skin has a crawling, nano-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

Beacon of Hope

Level: 3rd

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 1 Minute (F)

Attack/Save: None

Damage/Effect: Protect, Buff

Class: Mystic, Tactician

Bestow hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws and regains the maximum number of hit points possible from any healing.

Beast Bond

Level: 1st

Execution Time: 1 Action

Range/Area: Touch

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Communication, Buff

Class: Hunter, Scion, Mystic

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. This effect fails if the beast's Intelligence is 4 or higher. Until this effect ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

Beast Sense

Level: 2ⁿᵈ

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Communication

Class: Hunter, Scion, Mystic

You touch a willing beast. For the duration of this effect, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.

Malison

Level: 3ʳᵈ

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Minute (F)

Attack/Save: WIS Save

Damage/Effect: Debuff

Class: Mystic, Nanotek, Medic

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of this effect. When you use this ability, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.

- While cursed, the target has disadvantage on attack rolls against you.

- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.

- While the target is cursed, your attacks and abilities deal an extra 1d8 necrotic damage to the target.

A use of the ability "Cleanse" ends this effect.

At Higher Levels. If you use this ability using a slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a slot of 5th level or higher, the duration is 8 hours. If you use a slot of 7th level or higher, the duration is 24 hours. If you use a 9th level slot, the spell lasts until it is dispelled. Using a slot of 5th level or higher grants a duration that doesn't require concentration.

Ground Tentacles

Level: 4ᵗʰ

Execution Time: 1 Action

Range/Area: 90 ft (20 ft square)

Duration: 1 Minute (F)

Attack/Save: DEX Save

Damage/Effect: Bludgeoning, Control

Class: Mystic, Scion, Nanotek

Squirming tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until this effect ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your extraordinary ability save DC. On a success, it frees itself.

Blade Barrier

Level: 6th

Execution Time: 1 Action

Range/Area: 90 ft

Duration: 10 Minutes (F)

Attack/Save: DEX Save

Damage/Effect: Slashing, Protect

Class: Nanotek, Scion

You create a vertical wall of whirling, razor-sharp blades made from condensed air or nano particles (depending on class). The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

Blade of Disaster

Level: 9th

Execution Time: 1 Bonus Action

Range/Area: 60 ft

Duration: 1 Minute (F)

Attack/Save: Melee Ability Attack

Damage/Effect: Force

Class: Nanotek, Scion

You create a floating blade-shaped rift about 3 feet long in an unoccupied space you can see within range. The blade lasts for the duration. When you use this ability, you can make up to two melee ability attacks with the blade, each one against a creature,

loose object, or structure within 5 feet of the blade. On a hit, the target takes 4d12 force damage. This attack scores a critical hit if the number on the d20 is 18 or higher. On a critical hit, the blade deals an extra 8d12 force damage (for a total of 12d12 force damage).

As a bonus action on your turn, you can move the blade up to 30 feet to an unoccupied space you can see and then make up to two melee ability attacks with it again.

The blade can harmlessly pass through any barrier, including a Wall of Force.

Blade Ward

Level: 1st

Execution Time: 1 Action

Range/Area: Self

Duration: 1 Round

Attack/Save: None

Damage/Effect: Protect

Class: Scion, Nanotek

Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Bolster

Level: 1st

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 1 Minute (F)

Attack/Save: None

Damage/Effect: Buff

Class: Mystic, Tactician, Medic

You bolster up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before this effect ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you use this ability with a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Blight

Level: 4th

Execution Time: 1 Action

Range/Area: 30 ft

Duration: Instant

Attack/Save: CON Save

Damage/Effect: Necrotic

Class: Mystic, Medic, Nanotek

Necrotic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This ability has no effect on undead, or non-organics.

If you target a plant creature/being, it makes the saving throw with disadvantage, and the ability deals maximum damage to it.

If you target a normal plant that isn't a creature/being, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

At Higher Levels. When you use this ability with a slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Blinding Attack

Level: 3rd

Execution Time: 1 Bonus Action

Range/Area: Self

Duration: 1 Minute (F)

Attack/Save: CON Save

Damage/Effect: Radiant, Debuff

Class: Mystic

The next time you hit a creature with a melee weapon attack during this abilities duration, you weapon flares with a bright light, and the attack deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until this effect ends.

A creature blinded by this ability makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Blindness/Deafness

Level: 2nd

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 1 Minute

Attack/Save: CON Save

Damage/Effect: Debuff

Class: Tactician, Scion, Nanotek, Mystic

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, this effect ends.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Phasing

Level: 3rd

Execution Time: 1 Action

Range/Area: Self

Duration: 1 Minute

Attack/Save: None

Damage/Effect: Utility

Class: Nanotek, Scion

Roll a d20 at the end of each of your turns for the duration of this effect. On a roll of 11 or higher, your form becomes semitransparent and intangible. While in this form, you may move through physical objects (movement speed permitting). At the start of your next turn, and when this effect ends, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen

at random if more than one space is equally near). You can dismiss this ability as an action.

Blur

Level: 2nd

Execution Time: 1 Action

Range/Area: Self

Duration: 1 Minute (F)

Attack/Save: None

Damage/Effect: Deception, Protect

Class: Nanotek, Scion, Tactician, Hunter

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Pillars of Stone

Level: 6th

Execution Time: 1 Action

Range/Area: 120 ft (5 ft cylinder)

Duration: Instant

Attack/Save: DEX Save

Damage/Effect: Bludgeoning

Class: Mystic, Scion

Requires a mineral type floor/ground to execute. You cause up to six pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be

lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the extraordinary ability save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

At Higher Levels. When you use this ability with a slot of 7th level or higher, you can create two additional pillars for each slot level above 6th.

Boom Trap

Level: 0

Execution Time: 1 Action

Range/Area: Self

Duration: 1 Round

Attack/Save: Add on to Melee Attack

Damage/Effect: Concussive

Class: Hunter, Tactician, Engineer, Nanotek, Scion

As part of this action, you must make a melee attack with a weapon against one creature within that weapons range.

On a hit, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves be- fore then, it immediately takes 1d8 concussive damage, and this ability ends.

This abilities damage increases when you reach higher levels.

At higher level. At 5th level, the melee attack deals an extra 1d8 concussive damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Branding Attack

Level: 2nd

Execution Time: 1 Bonus Action

Range/Area: Self

Duration: 1 Minute (F)

Attack/Save: None

Damage/Effect: Radiant

Class: Mystic

The next time you hit a creature with a weapon attack before this ability ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it is invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the effect ends.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

Burning Hands

Level: 1st

Execution Time: 1 Action

Range/Area: Self (15 ft cone)

Duration: Instant

Attack/Save: DEX Save

Damage/Effect: Burning

Class: Scion, Engineer

A thin sheet of flames shoots forth from you. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 burning damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Call Lightning

Level: 3rd

Execution Time: 1 Action

Range/Area: 120 ft (60 ft cylinder)

Duration: 10 Minutes (F)

Attack/Save: DEX Save

Damage/Effect: Electric

Class: Scion, Engineer, Mystic, Naotek

The air begins to statically spark in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see within range directly above you.

When you use this ability, choose a point you can see. A bolt of lightning flashes down from the static air to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 electric damage on a failed save, or half as much damage on a successful one. On each of your turns until this ability ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are outdoors in stormy conditions when you use this ability, it gives you control over the existing storm instead of creating the static air. Under such conditions, this abilities damage increases by 1d10.

At Higher Levels. When you use this ability with a slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

Call Celestial

Level: 7th

Execution Time: 1 Minute

Range/Area: 90 ft

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Call

Class: Mystic

You call upon a celestial of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The celestial disappears when it drops to 0 hit points or when the ability ends.

The celestial is friendly to you and your companions for the duration. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it

defends itself from hostile creatures but otherwise takes no actions.

The GM has the celestial's statistics.

At Higher Levels. When you use this ability with a 9th-level slot, you summon a celestial of challenge rating 5 or lower.

Calm Emotions

Level: 2nd
Execution Time: 1 Action
Range/Area: 60 ft (20 ft sphere)
Duration: 1 Minute (F)
Attack/Save: CHA Save
Damage/Effect: Charm
Class: Scion, Tactician, Medic, Mystic

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this ability ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by an ability or if it witnesses any of its friends being harmed. When this ability ends, the creature becomes hostile again, unless the DM rules otherwise.

Catapult

Level: 1st
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Bludgeoning

Class: Engineer, Scion

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

Induce Nap

Level: 3rd
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 10 Minutes
Attack/Save: None
Damage/Effect: Mind
Class: Scion, Medic, Tactician

Up to three willing creatures of your choice that you can see within range fall unconscious for the duration. This effect ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this ability again until it finishes a long rest.

At Higher Levels. When you use this ability with a slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.

Cause Fear

Level: 1st
Execution Time: 1 Action
Range/Area: 60 ft

Duration: 1 Minute (F)

Attack/Save: WIS Save

Damage/Effect: Mind

Class: Scion, Mystic, Medic

You awaken the sense of mortality in one creature you can see within range. A non-organic, immortal, or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the effect ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Ceremony

Level: 1ˢᵗ

Execution Time: 1 Hour

Range/Effect: Touch

Duration: Instant (See Below)

Attack/Save: None

Damage/Effect: Buff

Class: Mystic, Tactician

You perform one of several religious ceremonies. When you use this ability, choose one of the following ceremonies, the target of which must remain within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has forcefully changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment.

Coming of Age. You touch one being who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.

Dedication. You touch one being who wishes to be dedicated to the service of general good. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to

the save. A creature can benefit from this rite only once.

Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means.

Investiture. You touch one willing being. Choose one 1st-level extraordinary ability you have prepared and expend a slot as if you were using that ability. The ability has no effect. Instead, the target can use this ability once without having to expend a slot. If the target doesn't use the ability within 1 hour, the invested ability is lost.

Wedding. You touch adult beings willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Chain Lightning

Level: 6ᵗʰ

Execution Time: 1 Action

Range/Area: 150 ft

Duration: Instant

Attack/Save: DEX Save

Damage/Effect: Electric

Class: Scion, Nanotek

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 electric damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you use this ability with a slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

Chaos Bolt

Level: 1st

Execution Time: 1 Action

Range/Area: 120 ft

Duration: Instant

Attack/Save: Ranged

Damage/Effect: Acid, Freezing, Burning, Force, Electric, Poison, Psychic, Concussive

Class: Scion, Mystic

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged ability attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below.

D8	Damage Type
1	Acid
2	Freezing
3	Burning
4	Force
5	Electric
6	Poison
7	Psychic
8	Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again.

A creature can be targeted only once by each casting of this ability.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

Charm Creature

Level: 4th

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 1 Hour

Attack/Save: WIS Save

Damage/Effect: Charm

Class: Hunter, Scion, Mystic

You attempt to charm a creature you can see within range. It must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the effect duration ends or until you or your companions do anything harmful to it. The charmed creature is friendly to you. When the effect ends, the creature knows it was charmed by you.

At higher levels. When you use this ability with a slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Charm Being

Level: 1st

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 1 Hour

Attack/Save: WIS Save

Damage/Effect: Charm

Class: Mystic, Scion

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the effect duration ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the effect ends, the creature knows it was charmed by you.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Necrotic Touch

Level: 0

Execution Time: 1 Action

Range/Area: 120 ft

Duration: 1 Round

Attack/Save: Ranged

Damage/Effect: Necrotic

Class: Mystic, Medic, Nanotek

Make a ranged ability attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This abilities damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Chromatic Orb

Level: 1st

Execution Time: 1 Action

Range/Area: 90 ft

Duration: Instant

Attack/Save: Ranged

Damage/Effect: Acid, Freezing, Burning, Electric, Poison, Concussive

Class: Scion

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged ability attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Circle of Death

Level: 6th

Execution Time: 1 Action

Range/Area: 150 ft (60 ft sphere)

Duration: Instant

Attack/Save: CON Save

Damage/Effect: Necrotic

Class: Mystic, Nanotek

A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you use this ability with a slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

Sphere of Protection

Level: 5th

Execution Time: 1 Action

Range/Area: Self (30 ft sphere)

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Protect

Class: Nanotek, Scion, Mystic, Tactician, Engineer

Energy radiates from you, distorting and diffusing other energies within 30 feet of you.

Until the effect ends, the sphere moves with you, centered on you. For the duration, each friendly creature in the area (including you) has advantage on saving throws against extraordinary abilities.

Additionally, when an affected creature succeeds on a saving throw made against a extraordinary ability effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throws.

Remote View

Level: 3rd

Execution Time: 10 Minutes

Range/Area: 1 Mile

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Detection

Class: Scion, Taction, Nanotek

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you use this ability, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

Clone

Level: 8th

Execution Time: 1 Hour

Range/Area: Touch

Duration: Instant

Attack/Save: None

Damage/Effect: Utility

Class: Nanotek

This ability grows an inert duplicate of a living, organic Medium creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.

Cloud of Daggers

Level: 2nd

Execution Time: 1 Action

Range/Area: 60 ft (5 ft cube)

Duration: 1 Minute (F)

Attack/Save: None

Damage/Effect: Slashing

Scion: Scion, Nanotek

You fill the air with spinning dagger like nanites or compressed air (depending on class) in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Poison Cloud

Level: 5th

Execution Time: 1 Action

Range/Area: 120 ft (20 ft sphere)

Duration: 10 Minutes (F)

Attack/Save: CON Save

Damage/Effect: Poison

Class: Mystic, Medic, Nanotek, Engineer

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the effect. Its area is heavily obscured.

When a creature enters the area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels. When you use this ability with a slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Particle Spray

Level: 1st

Execution Time: 1 Action

Range/Area: Self (15 ft cone)

Duration: 1 Round

Attack/Save: None

Damage/Effect: Blind

Class: Nanotek, Scion, Tactician

Tiny particles shoot forth at enemy eyes. Roll 6d10; the total is how many hit points of creatures this spell can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this effect is blinded until the end of your next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

Command

Level: 1st

Execution Time: 1 Action

Range/Area: 60 ft

Duration: 1 Round

Attack/Save: WIS Save

Damage/Effect: Mind

Class: Scion, Tactician

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. This ability has no effect if the target is undead, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the ability ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Commune with Nature

Level: 5th

Execution Time: 1 Minute

Range/Area: Self

Duration: Instant

Attack/Save: None

Damage/Effect: Environment, Utility

Class: Hunter, Mystic, Scion

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, this ability gives you knowledge of the

land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. This ability doesn't function where nature has been replaced by construction, such as in factories and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

> Terrain and bodies of water
> Prevalent plants, minerals, animals, or peoples
> Buildings

For example, you could determine the location of wildlife in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

Compelled Duel

Level: 1st
Execution Time: 1 Bonus Action
Range/Area: 30 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Mind
Class: Scion, Tactician, Hunter

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this ability doesn't restrict the target's movement for that turn.

The effect ends if you attack any other creature, if you use an ability that targets a hostile creature other than the target, if a creature friendly to you damages the target or uses a a harmful ability on it, or if you end your turn more than 30 feet away from the target.

Compulsion

Level: 4th
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Mind
Class: Scion, Tactician, Hunter

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this ability. Until the ability ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you.

Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

Cone of Cold

Level: 5th
Execution Time: 1 Action
Range/Area: Self (60 ft cone)
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Freezing
Class: Scion, Nanotek, Engineer, Mystic

A blast of cold air erupts from you. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this ability becomes a frozen statue until it thaws.

At Higher Levels. When you use this ability with a slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Confusion

Level: 4th

Execution Time: 1 Action

Range/Area: 90 ft (10 ft sphere)

Duration: 1 Minute (F)

Attack/Save: WIS Save

Damage/Effect: Mind

Class: Scion, Tactician, Medic

Assault and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw vs your ability save DC when you use this ability or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

> The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6) The creature doesn't move or take actions this turn.

7-8) The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10) The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Levels. When you use this ability with a slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

Mechanimals

Level: 3rd

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Manifest

Class: Engineer, Nanotek

You manifest mechanical beasts that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

One mech beast of challenge rating 2 or lower

Two mech beasts of challenge rating 1 or lower

Four mech beasts of challenge rating 1/2 or lower

Eight mech beasts of challenge rating 1/4 or lower

Each of these is considered a construct and not an actual beast, and it disappears/collapses (depending on class) when it drops to 0 hit points or when the effect ends.

These constructs are friendly to you and your companions. Roll initiative for the constructs as a group, which has its own turns. They obey any commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the beast mimicking construct statistics.

At Higher Levels. When you use this ability with certain higher-level slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Manifest Barrage

Level: 3rd

Execution Time: 1 Action

Range/Area: Self (60 ft cone)

Duration: Instant

Attack/Save: DEX Save

Damage/Effect: Variable, Manifest

Class: Hunter, Engineer

You throw a regular weapon or fire a piece of normal ammunition into the air to create a cone of identical weapons/ammo that shoot forward and then disappear. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 3d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition used as a component.

Call Elemental

Level: 5th

Execution Time: 1 Minute

Range/Area: 90 ft

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Call

Class: Mystic, Scion

You manifest an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the ability ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you manifest it.

The GM has the elemental's statistics.

At Higher Levels. When you use this ability with a slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

Mechanimal Max***

Level: 6th

Execution Time: 1 Minute

Range/Area: 30 ft

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Manifest

Class: Engineer ONLY (Drop from final list)

You manifest a mechanical construct that takes the form of a beast with a challenge rating 6 or lower. It appears in an unoccupied space that you can see within range. The construct breaks down when it drops to 0 hit points.

The construct is friendly to you and your companions. Roll initiative for the construct, which has its own turns. It obeys any commands that you issue to it (no action required by you). If you don't issue any commands to the construct creature, it defends itself from hostile creatures but otherwise takes no actions.

Call Minor Elementals

Level: 4th

Execution Time: 1 Minute

Range/Are: 90 ft

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Call

Calss: Scion, Mystic

You manifest elementals that appear in unoccupied spaces that you can see within range. You choose one the following options for what appears:

> One elemental of challenge rating 2 or lower
> Two elementals of challenge rating 1 or lower
> Four elementals of challenge rating 1/2 or lower

Eight elementals of challenge rating 1/4 or lower.

An elemental manifested by this ability disappears when it drops to 0 hit points or when this ability ends.

The manifested creatures are friendly to you and your companions. Roll initiative for the manifested creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

At Higher Levels. When use this ability with certain higher-level slots, you choose one of the manifesting options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Projectile Volley

Level: 5th
Execution Time: 1 Action
Range/Area: 150 ft
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Variable
Class: Hunter, Scion, Nanotek

You fire a piece of normal ammunition from a ranged weapon or throw a regular weapon into the air and choose a point within range.

Hundreds of duplicates of the ammunition or weapon fall in a volley from above and then disappear. Each creature in a 40-foot-radius. 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the ammunition or weapon.

Contagion

Level: 5th

Execution Time: 1 Action
Range/Area: Touch
Duration: 7 Days
Attack/Save: CON Save
Damage/Effect: Debuff
Class: Mystic, Nanotek, Medic

Your touch inflicts disease. Make a melee ability attack against a creature within your reach. On a hit, the target is poisoned.

At the end of each of the poisoned target's turns, the target must make a Constitution saving throw. If the target succeeds on three of these saves, it is no longer poisoned, and the effect ends. If the target fails three of these saves, the target is no longer poisoned, but choose one of the diseases below. The target is subjected to the chosen disease for the ability duration.

Since this ability induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and has vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion ability during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws.

In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Continual Light

Level: 2nd
Execution Time: 1 Action
Range/Area: Touch
Duration: Until Undone
Attack/Save: None
Damage/Effect: Light
Class: Mystic, Nantoek, Scion, Tactician, Hunter, Medic, Engineer

A light, equivalent in brightness to a regular LED, manifests on an object that you touch.

Control Flames

Level: 0
Execution Time: 1 Action
Range/Area: 60 ft (5 ft cube)
Duration: Instant
Attack/Save: None
Damage/Effect: Control
Class: Scion

You choose non ability created flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.

You instantaneously extinguish the flames within the cube.

You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.

You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.

If you use this ability multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Control Water

Level: 4th
Execution Time: 1 Action
Range/Area: 300 ft
Duration: 10 Minutes (F)
Attack/Save: STR Save
Damage/Effect: Bludgeoning, Control
Class: Scion, Mystic

Until this ability ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you use this ability. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the ability ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the abilities area, and the separated water forms a wall to either side. The trench remains until the ability ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other

unlikely directions. The water in the area moves as you direct it, but once it moves beyond the abilities area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your extraordinary ability save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the ability ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

Control Weather

Level: 8th
Execution Time: 10 Minutes
Range/Area: Self (5 mile sphere)
Duration: 8 Hours (F)
Attack/Save: None
Damage/Effect: Control
Class: Mystic

You take control of the weather within 5 miles of you for the duration. You must be outdoors to use this ability. Moving to a place where you don't have a clear path to the sky ends this ability early.

When you use this ability, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 × 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the ability ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

Temperature

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

Wind

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

Precipitation

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow

| 5 | Torrential rain, driving hail, or blizzard |

Control Winds

Level: 5th
Execution Time: 1 Action
Range/Area: 300 ft (100 ft)
Duration: 1 Hour (F)
Attack/Save: STR Save
Damage/Effect: Prone, Control
Class: Mystic, Scion

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you use this ability. The effect lasts for the abilities duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

Gusts. A wind picks up within the cube, continually blowing in a horizontal direction you designate. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that enter or leave the cube or pass through it have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

Downdraft. You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.

Updraft. You cause a sustained updraft within the cube, rising upward from the cube's bottom side. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

Auto-Alert Ammo

Level: 2nd
Execution Time: 1 Action
Range/Area: 5 ft (30 ft)
Duration: 8 Hours
Attack/Save: DEX Save
Damage/Effect: Piercing, Protect
Class: Hunter, Tactician

You plant four pieces of normal ammunition (arrows, crossbow bolts, or bullets) in the ground within range and infuse them with technology to protect an area.

Until the ability ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d6 piercing damage. The piece of ammunition is then destroyed. The ability ends when no ammunition remains.

When you use this ability, you can designate any creatures you choose, and this ability ignores them.

At higher levels. When you use this ability with a slot of 3rd level or higher, the amount of ammunition that can be affected increases by two for each slot level above 2nd.

Counter Ability

Level: 3rd
Execution Time: 1 Reaction
Range/Area: 60 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Negate
Class: Mystic, Scion, Nanotek, Tactician

You attempt to interrupt a creature in the process using a extraordinary ability. If the creature is using an ability of 3rd level or lower, its ability fails and has no effect. If it is using an ability of 4th level or higher, make an ability check, adding your extraordinary ability modifier to the roll. The DC equals 10 + the ability level. On a success, the creature's ability fails and has no effect.

At Higher Levels. When you use this ability with a slot of 4th level or higher, the interrupted ability has no effect if its level is less than or equal to the level of the ability slot you used.

Bonfire

Level: 0

Execution Time: 1 Action

Range/Area: 60 ft (5 ft cube)

Duration: 1 Minute (F)

Attack/Save: DEX Save

Damage/Effect: Burning, Manifest

Class: Scion, Engineer, Mystic, Nantek, Tactician, Hunter

You create a bonfire on ground that you can see within range. Until the ability ends, the bonfire fills a 5-foot cube. Any creature in the bonfire's space when you use this ability must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there.

The bonfire ignites flammable objects in its area that aren't being worn or carried.

The bonfire can maintain a temperature of 68 degrees Fahrenheit in a radius 15 feet from it, no matter the temperature outside this area.

This abilities damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Manifest Food and Water

Level: 3rd

Execution Time: 1 Action

Range/Area: 30 ft

Duration: Instant

Attack/Save: None

Damage/Effect: Manifest

Class: Mystic

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range,
enough to sustain up to fifteen beings for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Manifest Homunculus

Level: 6th

Execution Time: 1 Hour

Range/Area: Touch

Duration: Instant

Attack/Save: None

Damage/Effect: Manifest

Class: Nanotek

You cut yourself, taking 2d4 piercing damage that can't be reduced in any way. You then drip your blood onto mechanical/nano components (depending on class) components and touch them, transforming them into a special construct called a homunculus. The DM has the homunculus statistics. It is your faithful companion, and it dies if you die. Whenever you finish a long rest, you can spend up to half your Hit Dice. When you do so, roll each die and add your Constitution modifier to it. Your hit point maximum is reduced by the total, and the homunculus's hit point maximum and current hit points are both increased by it. This process can reduce you to no lower than 1 hit point. and the change to your and the homunculus's hit points ends when you finish your next long rest. The reduction to your hit point maximum can't be removed by any means before then, except by the homunculus's death. You can have only one homunculus at a time. If you use this ability while your homunculus lives, the ability fails.

Materialize/Dematerialize Water

Level: 1st

Execution Time: 1 Action

Range/Area: 30 ft (30 ft cube)

Duration: Instant

Attack/Save: None

Damage/Effect: Manifest

Class: Scion, Mystic, Nanotek, Engineer, Hunter

You either manifest or destroy water.

Manifest Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Animate Undead

Level: 6th
Execution Time: 1 Minute
Range/Area: 10 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Undeath
Class: Mystic, Scion, Nanotek

Choose up to three corpses of Medium or Small beings within range. Each corpse becomes a ghoul under your control. (The GM has game statistics for these creatures.)

As a bonus action on each of your turns, you can mentally command any creature you animated with this ability if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular room or hall. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must use this ability on the creature before the current 24-hour period ends. This use of

the ability reasserts your control over up to three creatures you have animated with this ability, rather than animating new ones.

At Higher Levels. When you use this ability with a 7th-level slot, you can animate or reassert control over four ghouls. When you use this ability with an 8th-level slot, you can animate or reassert control over five ghouls or two ghasts or wights. When you use this ability using a 9th-level slot, you can animate or reassert control over six ghouls, three ghasts or wights, or two mummies.

Alchemic Transmutation

Level: 5th
Execution Time: 1 Minute
Range/Area: 30 ft (5 ft cube)
Duration: Variable
Attack/Save: None
Damage/Effect: Transmutation
Class: Scion, Nanotek, Mystic

You use existing matter around you to create a nonliving object or vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this ability to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or Titanium	1 minute

Using any material created by this ability as another abilities material component causes that ability to fail.

At Higher Levels. When you use this ability with a slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

Mark of Madness

Level: 2nd
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Mind
Class: Scion

One being of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted mark appears on its forehead, and a madness glows in its eyes.

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the ability ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the ability ends.

Crown of Stars

Level: 7th
Execution Time: 1 Action
Range/Area: Self (120 ft)
Duration: 1 Hour
Attack/Save: Ranged
Damage/Effect: Radiant
Class: Mystic

Seven star-like motes of light appear and orbit your head until this ability ends. You can use a bonus action to send one of the motes streaking toward one creature or object within 120 feet of you. When you do so, make a ranged ability attack. On a hit. the

target takes 4d12 radiant damage. Whether you hit or miss, the mote is expended. This ability ends early if you expend the last mote. If you have four or more motes remaining, they shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you have one to three motes remaining, they shed dim light in a 30—foot radius.

At higher levels. When you use this ability with a slot of 8th level or higher, the number of motes created increases by two for each slot level above 7th.

Mantle of Radiance

Level: 3rd
Execution Time: 1 Action
Range/Area: Self (30 ft radius)
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Radiant, Buff
Class: Mystic

Radiant energy shines forth from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the ability ends, the aura moves with you, centered on you. While in the aura, each nonhostile creature in the aura (including you) deals an extra 1d4 radiant damage when it hits with a weapon attack.

This ability shines with bright light within its radius (30 ft).

Cure Wounds

Level: 1st
Execution Time: 1 Action
Range/Area: Touch
Duration: Instant
Attack/Save: None
Damage/Effect: Heal
Class: Nanotek, Medic, Mystic

A creature you touch regains a number of hit points equal to 1d8 + your ability modifier. This ability has no effect on undead, constructs or non-organics (unless your class has a feature that specifically states otherwise).

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Dancing Lights

Level: 0

Execution Time: 1 Action

Range/Area: 120 ft

Duration: 1 Minute (F)

Attack/Save: None

Damage/Effect: Utility

Class: Mystic, Scion, Nanotek, Engineer, Medic, Hunter, Tactician

You create up to four torch-sized lights within range, making them appear as torches, lanterns, LEDs or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely being like form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this ability, and a light winks out if it exceeds the abilities range.

Danse Macabre

Level: 5th

Execution Time: 1 Action

Range/Area: 60 ft

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Undeath

Class: Mystic, Nanotek, Scion, Medic

Threads of dark power leap from your fingers to pierce up to five Small or Medium corpses you can see within range. Each corpse immediately stands up and becomes undead zombies, and it gains a bonus to its attack and damage rolls equal to your extraordinary ability modifier. You can use a bonus action to mentally command the creatures you make with this ability, issuing the same command to all of them. To receive the command, a creature must be within 60 feet of you. You decide what action the creatures will take and where they will move during their next turn, or you can issue a general command, such as to guard a room or hall against your foes. If you issue no commands, the creatures do nothing except defend themselves against hostile creatures. Once given an order, the creatures continue to follow it until their task is complete.

The creatures are under your control until this ability ends, after which they become inanimate once more.

At higher level. When you use this ability with a slot of 6th level or higher, you animate up to two additional corpses for each slot level above 5th.

Singularity

Level: 8th

Execution Time: 1 Action

Range/Area: 150 ft (40 ft sphere)

Duration: 1 Minute (F)

Attack/Save: CON Save

Damage/Effect: Force, Gravity

Class: Mystic, Scion

Create a sphere centered on a point you choose within range. The sphere can have a radius of up to 40 feet. The area within this sphere is filled with darkness and crushing gravitational force.

For the duration, the affected area is difficult terrain. A creature with darkvision can't see through the darkness, and light can't illuminate nor escape it. No sound can be created within or pass through the area. Any creature or object entirely inside the sphere is immune to concussive damage, and creatures are deafened while entirely inside it.

Any creature that enters the affected area for the first time on a turn or starts its turn there must make a Constitution saving throw. The creature takes 8d10 force damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this damage is disintegrated. A

disintegrated creature and everything it is wearing and carrying, are reduced to a pile of fine gray dust.

Darkness

Level: 2nd

Execution Time: 1 Action

Range/Area: 60 ft (15 ft sphere)

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Control

Class: Mystic, Scion, Nanotek, Engineer, Tactician, Hunter

Darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision or infrared vision can't see through this darkness, and normal (non-ability) light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this abilities' area overlaps with an area of light created by an ability of 2nd level or lower, the ability that created the light is undone.

Darkvision

Level: 2nd

Execution Time: 1 Action

Range/Area: Touch

Duration: 8 Hours

Attack/Save: None

Damage/Effect: Buff

Class: Scion, Mystic, Nanotek, Medic, Tactician, Engineer, Hunter

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

Dawn

Level: 5th

Execution Time: 1 Action

Range/Area: 60 ft (30 ft radius 40 ft high cylinder)

Duration: 1 Minute (F)

Attack/Save: CON Save

Damage/Effect: Radiant

Class: Mystic

The light of dawn shines down on a location you specify within range. Until this ability ends, a 30-foot-radius.40-foot-high cylinder of bright light glimmers there. This light is sunlight (even if no sun is near or visible). When the cylinder appears, each creature in it must make a Constitution saving throw, taking 4d10 radiant damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw whenever it ends its turn in the cylinder. If you're within 60 feet of the cylinder, you can move it up to 60 feet as a bonus action on your turn.

Daylight

Level: 3rd

Execution Time: 1 Action

Range/Area: 60 ft (60 ft sphere)

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Control

Class: Mystic, Scion, Nanotek, Hunter, Tactician, Engineer

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this abilities area overlaps with an area of darkness created by an ability of 3rd level or lower, the ability that created the darkness is undone.

Death Ward

Level: 4th

Execution Time: 1 Action

Range/Area: Touch

Duration: 8 Hours

Attack/Save: None

Damage/Effect: Buff, Protect

Class: Medic, Mystic, Nanotek

You touch a creature and grant it a measure of protection from death.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the ability ends.

If the ability is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the ability ends.

Delayed Blast Fireball

Level: 7th

Execution Time: 1 Action

Range/Area: 150 ft (20 ft sphere)

Duration: 1 Minute (F)

Attack/Save: DEX Save

Damage/Effect: Burning

Class: Scion

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the ability ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes burning damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The abilities base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6.

If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the ability ends immediately, causing the bead to erupt in flame. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the ability ends, and the bead explodes.

The burning damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you use this ability with a slot of 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

Destructive Wave

Level: 5th

Execution Time: 1 Action

Range/Area: Self (30 ft radius)

Duration: Instant

Attack/Save: CON Save

Damage/Effect: Concussive, Radiant or Necrotic

Class: Mystic

You strike the ground, creating a burst of divine energy that ripples outward from you. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw or take 5d6 concussive damage, as well as 5d6 radiant or necrotic damage (your choice) and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

Detect Evil and Good

Level: 1st

Execution Time: 1 Action

Range/Area: Self (30 ft sphere)

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Detect

Class: Mystic, Scion, Tactician

For the duration, you know if there is an aberration, celestial, elemental, or undead within 30 feet of you, as well as where the creature is located. Similarly,

you know if there is a place or object within 30 feet of you that has been consecrated or desecrated.

This ability can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Extraordinary

*Level: 1*st
Execution Time: 1 Action
Range/Area: Self (30 ft sphere)
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Detect
Class: Mystic, Scion, Nanotek, Hunter, Engineer, Tactician

For the duration, you sense the presence of the extraordinary within 30 feet of you. If you sense something in this way, you can use your action to see a faint aura around any visible creature or object in the area that is extraordinary.

This ability can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease

*Level: 1*st
Execution Time: 1 Action
Range/Area: Self (30 ft sphere)
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Detect
Class: Medic, Nanotek, Mystic, Scion, Tactician, Hunter

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

This ability can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Thoughts

*Level: 2*nd
Execution Time: 1 Action
Range/Area: Self (30 ft sphere)
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Detect, Mind
Class: Scion, Tactician

For the duration, you can read the thoughts of certain creatures. When you use this ability and as your action on each turn until the ability ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature--what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, this ability ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, this ability ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this ability is particularly effective as part of an interrogation.

You can also use this ability to detect the presence of thinking creatures you can't see. When you use this ability or as your action during the duration, you can search for thoughts within 30 feet of you. This ability can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Through Phase

Level: 4th
Execution Time: 1 Action
Range/Area: 500 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Utility, Movement
Class: Scion, Nanotek

You quickly move yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45- degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you use this ability.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and this ability fails to teleport you.

Disguise Self

Level: 1st
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Hour
Attack/Save: None
Damage/Effect: Deception, Holograph
Class: Nanotek

You make yourself--including your clothing, armor, weapons, and other belongings on your person--look different until this ability ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the new appearance is up to you.

The changes wrought by this ability fail to hold up to physical inspection. For example, if you use this ability to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this ability to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your extraordinary ability save DC.

Disintegrate

Level: 6th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Force
Class: Scion, Nanotek

Choose a target. The target can be a creature, an object, or a creation of extraordinary force, such as the wall created by wall of force.

A creature targeted by this ability must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. The target is disintegrated if this damage leaves it with 0 hit points.

A disintegrated creature and everything it is wearing and carrying, except extraordinary items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or the extraordinary ability wish.

This ability automatically disintegrates a Large or smaller normal object or a creation of extraordinary

force. If the target is a Huge or larger object or creation of force, this ability disintegrates a 10-foot-cube portion of it. An extraordinary item is unaffected by this ability.

At Higher Levels. When you use this ability with a slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

Extremes Ward

Level: 5th
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Minute (F)
Attack/Save: CHA Save
Damage/Effect: Protect, Debuff
Class: Nanotek, Scion, Mystic, Tactician

Shimmering energy surrounds and protects you. For the duration, celestials, elementals, fiends, and undead have disadvantage on attack rolls against you.

You can end this ability early by using either of the following special functions.

Break Influence. As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

Dismissal. As your action, make a melee ability attack against a celestial, an elemental, or a fiend. On a hit, you attempt to drive the creature back to its home. The creature must succeed on a Charisma saving throw or be compelled to return back to its home (if it isn't there already).

Undo Extraordinary

Level: 3rd
Execution Time: 1 Action
Range/Area: 120 ft
Duration: Instant:
Attack/Save: None

Damage/Effect: Control
Class: Mystic, Scion, Nanotek, Tactician

Choose one creature, object, or extraordinary effect within range. Any ability of 3rd level or lower on the target ends. For each ability of 4th level or higher on the target, make an ability check using your extraordinary ability modifier. The DC equals 10 + the abilities level. On a successful check, that ability ends.

At Higher Levels. When you use this ability with a slot of 4th level or higher, you automatically end the effects of an ability on the target if that abilities level is equal to or less than the level of the ability slot you used.

Dissonant Whispers

Level: 1st
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: WIS Save
Damage/Effect: Psychic, Mind
Class: Scion

You mentally put whispers of terrible thoughts into the mind of one creature of your choice within range, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Distort Value

Level: 1st
Execution Time: 1 Minute
Range/Area: Touch
Duration: 8 Hours

Attack/Save: None

Damage/Effect: Deception

Class: Scion,Tactician

You use this ability on an object no more than 1 foot on a side, doubling the object's perceived value by adding illusionary flourish or reducing its perceived value by half with the help of illusionary dents and scratches. Anyone examining the object must roll an Investigation check against your extraordinary ability DC.

At Higher Levels. When you use this ability with a higher slot, you increase the size of the object by 1 foot per slot over 1st.

Radiant Favor

Level: 1ˢᵗ

Execution Time: 1 Bonus Action

Range/Area: Self

Duration: 1 Minute (F)

Attack/Save: None

Damage/Effect: Radiant

Class: Mystic

Until this ability ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

Empyrean Word

Level: 7ᵗʰ

Execution Time: 1 Bonus Action

Range/Area: 30 ft

Duration: Instant

Attack/Save: CHA Save

Damage/Effect: Debuff

Class: Mystic

Choose any number of creatures you can see within range. Each creature that can hear you must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 50 hit points or fewer: deafened for 1 minute

- 40 hit points or fewer: deafened and blinded for 10 minutes
- 30 hit points or fewer: blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer: killed instantly

Regardless of its current hit points, a celestial, an elemental, or a fiend that fails its save is compelled to go back to its place of origin (if it isn't there already) and can't leave for 24 hours by any means short of the extraordinary ability wish.

Dominate Beast

Level: 4ᵗʰ

Execution Time: 1 Action

Range/Area: 60 ft

Duration: 1 Minute (F)

Attack/Save: WIS Save

Damage/Effect: Charm

Class: Scion, Hunter, Mystic

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the ability. If the saving throw succeeds, the ability ends.

At Higher Levels. When you use this ability with a 5th-level slot, the duration is up to 10 minutes. When you use a 6th-level slot, the duration is up to 1 hour. When you use a slot of 7th level or higher, the duration is up to 8 hours.

Dominate Monster

Level: 8th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Hour (F)
Attack/Save: WIS Save
Damage/Effect: Charm
Class: Scion, Mystic

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the ability. If the saving throw succeeds, the ability ends.

At Higher Levels. When you use this ability with a 9th-level slot, the duration is up to 8 hours.

Dominate Being

Level: 5th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Charm
Class: Scion

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the ability. If the saving throw succeeds, the ability ends.

At Higher Levels. When you use this ability with a 6th-level slot, the duration is up to 10 minutes. When you use a 7th-level slot, the duration is up to 1 hour. When you use a slot of 8th level or higher, the duration is up to 8 hours.

Elemental Breath

Level: 2nd
Execution Time: 1 Bonus Action
Range/Area: Touch
Duration: 1 Minute (F)
Attack/Save: DEX Save
Damage/Effect: Acid, Freezing, Burning, Electric, Poison, Buff
Class: Scion, Mystic

You touch one willing creature and imbue it with the power to spew elemental energy from its mouth, provided it has one. Choose acid, freezing, burning, electric, or poison. Until this ability ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

At higher levels. When you use this ability with a slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Loyal Item

Level: 5th
Execution Time: 1 Minute
Range/Area: Touch
Duration: Until Undone
Attack/Save: None
Damage/Effect: Utility
Material Component: Kidali Crystal (any type)
Class: Mystic, Hunter

You rub a Kidali crystal on the surface of an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The ability leaves an invisible mark on its surface and invisibly inscribes the name of the item on the Kidali crystal you use as the material component. Each time you use this ability, you must use a different Kidali crystal.

At any time thereafter, you can use your action to speak the item's name and crush the Kidali crytal. The item begins to travel to you at near light speed until it is in your hand regardless of distance, and the ability ends.

If another creature is holding or carrying the item, crushing the Kidali crystal doesn't cause the item to travel to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment.

Undo Extraordinary or a similar effect successfully applied to the sapphire ends this abilities effect.

Dream

Level: 5th
Execution Time: 1 Minute
Range/Area: Self
Duration: 8 Hours
Attack/Save: WIS Save
Damage/Effect: Psychic, Mind
Class: Scion, Mystic

This ability shapes a creature's dreams. Choose a creature known to you as the target of this ability. Creatures that don't sleep, such as androids, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the ability. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the ability early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the ability, the messenger knows it, and can either end the trance (and the ability) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In

addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

Dreams to Fruition

Level: 7th
Execution Time: 10 Minutes
Range/Area: 20 ft
Duration: 6 Hours
Attack/Save: None
Damage/Effect: Mystic
Class: Mystic

You and up to eight willing creatures within range fall unconscious for the abilities duration and experience visions of another world/place. If the ability reaches its full duration, the visions conclude with each of you rapidly shooting back to your sleeping bodies and then back again to the location of the dream. The ability then ends with you mentally and physically transported to the place that was in the visions.

To use this ability, you must have a special/extraordinary item that originated from the place you wish to reach. Your destination in the other place is a safe location within 1 mile of where the special/extraordinary item was created. Alternatively, you can use this ability if one of the affected creatures was born in this other place, which causes your destination to be a safe location within 1 mile of where that creature was born.

The ability ends early on a creature if that creature takes any damage, and the creature isn't transported. If you take any damage, the ability ends for you and all other creatures, with none of you being transported.

Haven of Nature

Level: 5th
Execution Time: 10 Minutes
Range/Area: Touch

Duration: 24 Hours
Attack/Save: Variable
Damage/Effect: Variable, Protect
Class: Mystic, Hunter

You invoke nature to protect an area outdoors or underground. The area can be as small as a 30—foot cube or as large as a 90-foot cube. Buildings and other structures are excluded from the affected area. If you use this ability in the same area every day for a year, the effect lasts until undone. The ability creates the following effects within the area. When you use this ability, you can specify creatures as friends who are immune to the effects. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects. The entire warded area radiates extraordinary energy. An Undo Extraordinary ability used on the area, if successful, removes only one of the following effects, not the entire area. That abilities user chooses which effect to end. Only when all its effects are gone is this ability undone.

Solid Fog. You can fill any number of 5-foot squares on the ground with thick fog, making them heavily obscured. The fog reaches 10 feet high. In addition, every foot of movement through the fog costs 2 extra feet. To a creature immune to this effect, the fog obscures nothing and looks like soft mist, with motes of green light floating in the air.

Grasping Undergrowth. You can fill any number of 5-foot squares on the ground that aren't filled with fog with grasping weeds and vines, as if they were affected by an entangle ability. To a creature immune to this effect, the weeds and vines feel soft and reshape themselves to serve as temporary seats or beds.

Grove Guardians. You can animate up to four trees in the area, causing them to uproot themselves from the ground. These trees have the same statistics as an awakened tree, except they can't speak. If any creature not immune to this effect enters the warded area, the grove guardians fight until they have driven off or slain the intruders. The grove guardians also obey your spoken commands (no action required by you) that you issue while in the area. If you don't give them commands and no intruders are present, the grove guardians do

nothing. The grove guardians can't leave the warded area. When the ability ends, the trees take root again and if possible, and become non sentient once more.

Additional Effect. You can place your choice of one of the following magical effects within the warded area:

- A constant gust of Wind in two locations of your choice

- Spike growth in one location of your choice

- Wind wall in two locations of your choice

To a creature immune to this effect, the winds are a fragrant, gentle breeze, and the area of spike growth is harmless.

Nature Craft

Level: 0
Execution Time: 1 Action
Range/Area: 30 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Control
Class: Mystic, Hunter

You create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Dust Devil

Level: 2ⁿᵈ

Execution Time: 1 Action
Range/Area: 60 ft (5 ft cube)
Duration: 1 Minute (F)
Attack/Save: STR Save
Damage/Effect: Bludgeoning, Control
Class: Scion, Mystic, Nanotek, Engineer

Choose an unoccupied 5-foot cube of air that you can see within range. A force that resembles a dust devil appears in the cube and lasts for the duration.

Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Ground Tremor

Level: 1ˢᵗ
Execution Time: 1 Action
Range/Area: 10 ft
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Bludgeoning
Class: Scion, Mystic, Engineer, Nanotek

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Groundbind

Level: 2nd
Execution Time: 1 Action
Range/Area: 300 ft
Duration: 1 Minute (F)
Attack/Save: STR Save
Damage/Effect: Control, Debuff
Class: Hunter, Tactician, Scion, Nanotek, Mystic, Engineer

Choose one creature you can see within range. Yellow strips of energy loop around the creature. The target must succeed on a Strength saving throw, or its flying speed (if any) is reduced to 0 feet for the ability duration. An airborne creature affected by this ability safely descends at 60 feet per round until it reaches the ground or the effect ends.

Seismic Disturbance

Level: 8th
Execution Time: 1 Action
Range/Area: 500 ft
Duration: 1 Minute (F)
Attack/Save: DEX Save
Damage/Effect: Bludgeoning
Class: Mystic, Scion

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you use this ability and at the end of each turn you spend focusing on it, each creature on the ground in the area must make a Dexterity saving

throw. On a failed save, the creature is knocked prone.

This ability can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures. Fissures open throughout the abilities area at the start of your next turn after you use this ability. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the ability area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you use this ability and at the start of each of your turns until the ability ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Force Blast

Level: 0
Execution Time: 1 Action
Range/Area: 120 ft
Duration: Instant
Attack/Save: Ranged
Damage/Effect: Force
Class: Scion, Nanotek, Tactician

A beam of crackling energy streaks toward a creature within range. Make a ranged ability attack

against the target. On a hit, the target takes 1d10 force damage.

This ability creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Elemental Affliction

Level: 4th
Execution Time: 1 Action
Range/Area: 90 ft
Duration: 1 Minute (F)
Attack/Save: CON Save
Damage/Effect: Acid, Freezing, Burning, Electric, Concussive
Class: Scion, Mystic

Choose one creature you can see within range and choose one of the following damage types: acid, freezing, burning, electric, or concussive. The target must succeed on a Constitution saving throw or be affected by the ability for its duration. The first time each turn the affected target takes damage of the chosen type, the target takes an extra 2d6 damage of that type. Moreover, the target loses any resistance to that damage type until the ability ends.

At Higher Levels. When you use this ability with a slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Elemental Weapon

Level: 3rd
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Acid, Freezing, Burning, Electric, Concussive
Class: Scion, Mystic

A normal weapon you touch becomes an extraordinary weapon.

Choose one of the following damage types: acid, freezing, burning, electric, or concussive. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

At higher levels. When you use this ability with a slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

Encode Thoughts

Level: 0
Execution Time: 1 Action
Range/Area: Self
Duration: 8 Hours
Attack/Save: None
Damage/Effect: Mind
Class: Scion, Tactician

You pull a memory, an idea, or a message from your mind and transform it into a tangible string of glowing energy called a thought strand, which persists for the duration or until you use this ability again. The thought strand appears in an unoccupied space within 5 feet of you as a Tiny, weightless, semisolid object that can be held and carried like a ribbon. It is otherwise stationary.

If you use this ability while focusing on an ability that allows you to read or manipulate the thoughts of others (such as Detect Thoughts or Modify Memory), you can transform the thoughts or memories you read, rather than your own, into a thought strand.

Using this ability while holding a thought strand allows you to instantly receive whatever memory, idea, or message the thought strand contains (using Detect Thoughts on the strand has the same effect).

Induce Paranoia

Level: 3rd

Execution Time: 1 Action
Range/Area: 120 ft
Duration: 1 Minute (F)
Attack/Save: INT Save
Damage/Effect: Mind
Class: Scion, Medic, Tactician

You reach into the mind of one creature you can see and force it to make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the effect ends. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success. Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, extraordinary ability, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

Enervation

Level: 5th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Minute (F)
Attack/Save: DEX Save
Damage/Effect: Necrotic
Class: Mystic, Nanotek

A tendril of darkness reaches out from you, touching a creature you can see within range to drain life from it. The target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the ability ends. On a failed save, the target takes 4d8 necrotic damage, and until the ability ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The ability ends if you use your action to do anything else, if the target is ever outside the ability range, or if the target has total cover from you. Whenever the ability deals damage

to a target, you regain hit points equal to half the amount of necrotic damage the target takes.

At higher levels. When you use this ability with a slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Enhance Ability

Level: 2nd
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Buff
Class: Tacticain

You touch a creature and bestow upon it tactical enhancement. Choose one of the following effects; the target gains that effect until the ability ends.

Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Splendor. The target has advantage on Charisma checks.

Cunning. The target has advantage on Intelligence checks.

Wisdom. The target has advantage on Wisdom checks.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Enlarge/Reduce

Level: 2nd
Execution Time: 1 Action
Range/Area: 30 ft

Duration: 1 Minute (F)
Attack/Save: CON Save
Damage/Effect: Buff, Debuff
Class: Nanotek

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the ability has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category-- from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the ability ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category-- from Medium to Small, for example. Until the ability ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Ensnaring Strike

Level: 1ˢᵗ
Execution Time: 1 Bonus Action
Range/Area: Self
Duration: 1 Minute (F)
Attack/Save: STR Save
Damage/Effect: Piercing, Restrain
Class: Hunter

The next time you hit a creature with a weapon attack before this ability ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the vines until the ability ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel/disintegrate away.

While restrained by this ability, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your ability save DC. On a success, the target is freed.

At Higher Levels. If you use this ability with a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Entangle

Level: 1ˢᵗ
Execution Time: 1 Action
Range/Area: 90 ft (20 ft square)
Duration: 1 Minute (F)
Attack/Save: STR Save
Damage/Effect: Restrain
Class: Mystic, Hunter

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you use this ability must succeed on a Strength saving throw or be restrained by the entangling plants until the ability ends. A creature restrained by the plants can use its action to make a Strength check against your ability save DC. On a success, it frees itself.

When the ability ends, the abilities plants wilt away.

Enthrall

Level: 2ⁿᵈ
Execution Time: 1 Action

Range/Area: 60 ft
Duration: 1 Minute
Attack/Save: WIS Save
Damage/Effect: Mind
Class: Scion, Tacticain

Cause creatures of your choice that you can see within range to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the ability ends. The ability ends if you are incapacitated.

Erupting Earth

Level: 3rd
Execution Time: 1 Action
Range/Area: 120 ft (20 ft cube)
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Bludgeoning
Class: Mystic, Scion

This ability must be used on ground that consists of natural minerals such as dirt, rock, or sand. An attempt to use this ability on the metal floor of a space station for example will cause this ability to fail. Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels. When you use this ability with a slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

Enhanced Phasing

Level: 7th

Execution Time: 1 Action
Range/Area: Self
Duration: 8 Hours
Attack/Save: None
Damage/Effect: Utility
Class: Nanotek, Scion

All of your bodies molecules simultaneously condense and separate to a point that renders you completely transparent and intangible. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear, but everything looks gray with static, and you can't see anything more than 60 feet away.

You can only affect and be affected by other creatures under the effect of Phasing or Enhanced Phasing. Creatures that aren't phasing can't perceive you and can't interact with you, unless a special ability has given them the ability to do so.

You ignore all objects and effects, allowing you to move through objects you perceive.

When the ability ends, you immediately return to your usual natura form. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

At Higher Levels. When you use this ability with a slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you use this ability.

Enhance Pace

Level: 1st
Execution Time: 1 Bonus Action
Range/Area: Self
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Buff
Class: Scion, Mystic, Nanotek, Engineer, Hunter, Tactician, Medic

This ability allows you to move at an incredible pace. When you use this ability, and then as a bonus action on each of your turns until the ability, you can take the Dash action.

Eyebite

Level: 6th
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Mind, Debuff
Class: Scion, Mystic, Nanotek

For the ability duration, your eyes become an inky void imbued with dread. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the ability ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this use of eyebite.

Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Sickened. The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Repurpose

Level: 4th
Execution Time: 10 Minutes
Range/Area: 120 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Creation, Utility
Class: Nanotek, Engineer

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the ability is commensurate with the quality of the raw materials.

Creatures or extraordinary items can't be created or transmuted by this ability. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of tools used to craft such objects.

Glow Mark

Level: 1st
Execution Time: 1 Action
Range/Area: 60 ft (20 ft cube)
Duration: 1 Minute (F)
Attack/Save: DEX Save
Damage/Effect: Debuff
Class: Tactician, Scion, Nanotek, Engineer, Mystic, Hunter, Medic

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the ability is used makes a DEX Save against your ability save DC, becoming effected with the same glow on a failure. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Faithful Hound

Level: 4th
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 8 Hours
Attack/Save: Melee
Damage/Effect: Piercing, Protect, Manifest
Class: Mystic, Hunter, Nanotek, Engineer

You manifest a watchdog of sorts in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you use this ability, the hound starts barking loudly. The hound sees invisible creatures and can also see phasing creatures. It ignores illusions.

At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

False Life

Level: 1st
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Hour
Attack/Save: None
Damage/Effect: Buff
Class: Mystic, Scion, Nanotek, Medic

Bolstering yourself with a facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Quantum Step

Level: 5th
Execution Time: 1 Bonus Action
Range/Area: Self
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Teleport, Utility
Class: Mystic, Scion, Nanotek, Engineer

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the spell ends, you can use a bonus action to teleport in this way again.

Fast Friends

Level: 3rd
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Hour (F)
Attack/Save: WIS Save
Damage/Effect: Charm
Class: Scion, Tactician

When you use this ability, choose one humanoid within range that can see and hear you, and that can understand you. The creature must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed in this way, it undertakes to perform any services or activities you ask of it in a friendly manner, to the best of its ability.

You can set the creature new tasks when a previous task is completed, or if you decide to end its current task. If the service or activity might cause harm to the creature, or if it conflicts with the creature's normal activities and desires, the creature can make another Wisdom saving throw to try to end the effect. This save is made with advantage if you or your companions are fighting the creature. If the activity would result in certain death for the creature, the spell ends.

When the ability ends, the creature knows it was charmed by you.

At Higher Levels. When you use this ability with a slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Fear

Level: 3rd

Execution Time: 1 Action

Range/Area: Self (30 ft cone)

Duration: 1 Minute (F)

Attack/Save: WIS Save

Damage/Effect: Mind

Class: Scion, Tactician, Mystic

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this ability, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the ability ends for that creature.

Slow Fall

Level: 1st

Execution Time: 1 Action or 1 Reaction

Range/Area: 60 ft

Duration: 1 Minute

Attack/Save: None

Damage/Effect: Utility, Protect

Class: Scion, Tactician, Nanotek, Engineer, Mystic, Hunter

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the ability ends. If the creature lands before the ability ends, it takes no falling damage and can land on its feet, and the ability ends for that creature.

Feeblemind

Level: 8th

Execution Time: 1 Action

Range/Area: 150 ft

Duration: Instant

Attack/Save: INT Save

Damage/Effect: Psychic, Debuff

Class: Scion

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't use extraordinary abilities, activate extraordinary items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat its saving throw against this ability. If it succeeds on its saving throw, the ability ends.

The ability can also be ended by greater restoration, heal, or wish.

Feign Death

Level: 3rd

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Utility, Protect

Class: Nanotek, Medic, Hunter, Mystic

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death.

For the duration, or until you use an action to touch the target and dismiss the ability, the target appears dead to all outward inspection and to abilities used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you use the ability, or becomes diseased or

poisoned while under the ability effect, the disease and poison have no effect until the ability ends.

Little Friend

Level: 1st
Execution Time: 1 Hour
Range/Area: 10 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Utility
Class: Nanotek, Engineer, Hunter, Mystic

You gain the service of a natural or mechanical anima (depending on your class) l. Choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, your new friend has the statistics of the chosen form.

Your little friend acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A little friend can't attack, but it can take other actions as normal.

When the little friend drops to 0 hit points, it dies.

While your little friend is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your little friends eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the little friend has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your little friend. It disappears into a safe place to hide and awaits your call. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one little friend at a time.

Finally, when you use this ability with a range of touch, your little friend can deliver the ability as if it had used the ability. Your little friend must be within 100 feet of you, and it must use its reaction to deliver the ability when you use it. If the ability requires an attack roll, you use your attack modifier for the roll.

Manifest Greater Steed

Level: 4th
Execution Time: 10 Minutes
Range/Area: 30 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Manifest
Class: Engineer

You manifest a construct that assumes the form of a loyal, majestic mount. Appearing in an unoccupied space within range, the construct takes on a form you choose: a griffon, a pegasus, a peryton, a dire wolf, a rhinoceros, or a saber—toothed tiger, or other mythical creatures from other planets (GMs Discretion). The GM will have the chosen creatures stats. Additionally, if it has an Intelligence score of 5 or lower, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. You control the mount in combat. While the mount is within 1 mile of you, you can communicate with it. While mounted on it, you can make any ability you use that targets only you to also target the mount. The mount is destroyed when it reaches 0 hit points. Using this ability again while the mount is still functional fully repairs it and removes any status effects that are currently upon it. You can't have more than one mount bonded by this ability or manifest steed at the same time. If the mount is destroyed, it leaves behind any objects it was wearing or carrying.

Manifest Steed

Level: 2nd
Execution Time: 10 Minutes
Range/Area: 30 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Manifest
Class: Engineer

You manifest a construct that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff, or some other animal from another planet (GMs discretion). The steed has the statistics of the chosen form, though it is a construct. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any ability you use that targets only you to also target your steed. When the steed drops to 0 hit points, it is destroyed. Using this ability again with your steed/construct still functioning fully heals its HP and removes any current status effects from it. While your steed is within 1 mile of you, you can communicate with each other. You can't have more than one steed bonded by this ability at a time. If the steed is destroyed, it leaves behind any objects it was wearing or carrying.

Find Path

Level: 5th
Execution Time: 1 Minute
Range/Area: Self
Duration: 1 Day (F)
Attack/Save: None
Damage/Effect: Detect
Class: Hunter, Mystic, Scion, Tactician

This ability allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with.

For the duration, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

Detect Traps

Level: 2nd
Execution Time: 1 Action
Range/Area: 120 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Detect
Class: Scion, Tactician, Nanotek, Engineer, Mystic, Hunter

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this ability, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the ability would sense an area affected by the alarm ability, a device/symbol of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This ability merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

Finger of Death

Level: 7th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Necrotic
Class: Mystic, Nanotek, Scion

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.

An organic being killed by this ability rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

Fire Bolt

Level: 0
Execution Time: 1 Action
Range/Area: 120 ft
Duration: Instant
Attack/Save: Ranged
Damage/Effect: Burning
Class: Scion, Mystic, Nanotek, Engineer

You hurl a mote of fire at a creature or object within range. Make a ranged ability attack against the target. On a hit, the target takes 1d10 burning damage. A flammable object hit by this ability ignites if it isn't being worn or carried.

This abilities damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Shield of Temperature

Level: 4ᵗʰ
Execution Time: 1 Action
Range/Area: Self
Duration: 10 Minutes
Attack/Save: None
Damage/Effect: Burning, Freezing, Protect
Class: Nanotek, Scion, Mystic, Engineer, Hunter

Thin and wispy flames or large snowflake like particles wreathe your body for the duration (see below), shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the ability early by using an action to dismiss it.

The ability provides you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame or ice. The attacker takes 2d8 burning damage from a warm shield, or 2d8 freezing damage from a cold shield.

Fire Storm

Level: 7ᵗʰ
Execution Time: 1 Action
Range/Area: 150 ft
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Burning
Class: Scion, Mystic, Nanotek

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 burning damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this ability.

Fireball

Level: 3ʳᵈ
Execution Time: 1 Action
Range/Area: 150 ft (20 ft sphere)
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Burning
Class: Scion, Mystic, Nanotek

A bright streak flashes from you to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 burning damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you use this ability with a slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Flame Ammo

Level: 3rd
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Burning
Class: Nanotek, Engineer, Scion, Tactician

You touch a magazine or quiver containing bullets, arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition from the magazine or quiver, the target takes an extra 1d6 burning damage. The ability effect ends on the piece of ammunition when it hits or misses, and the ability ends when twelve pieces of ammunition have been shot from the magazine or drawn from the quiver.

At Higher Levels. When you use this ability with a slot of 4th level or higher, the number of pieces of ammunition you can affect with this ability increases by two for each slot level above 3rd.

Flame Blade

Level: 2nd
Execution Time: 1 Bonus Action
Range/Area: Self
Duration: 10 Minutes (F)
Attack/Save: Melee
Damage/Effect: Burning
Class: Nanotek, Engineer, Scion, Tactician, Mystic, Hunter

You create a fiery blade in your free hand. The blade is similar in size and shape to any single-handed sword you would like, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

You can use your action to make a melee ability attack with the fiery blade. On a hit, the target takes 3d6 burning damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you use this ability with a slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Flame Strike

Level: 5th
Execution Time: 1 Action
Range/Area: 60 ft (10 ft cylinder, 40 ft high)
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Burning, Radiant
Class: Mystic

A vertical column of radiant fire roars down from above in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 burning damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you use this ability with a slot of 6th level or higher, the burning damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

Flaming Sphere

Level: 2nd
Execution Time: 1 Action
Range/Area: 60 ft (5 ft sphere)
Duration: 1 Minute (F)
Attack/Save: DEX Save
Damage/Effect: Burning
Class: Scion, Nanotek, Mystic, Engineer, Tactician

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 burning damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the

sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Petrify

Level: 6th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Minute (F)
Attack/Save: CON Save
Damage/Effect: Petrify
Class: Nanotek, Scion

You attempt to turn one creature that you can see within range into stone. If the target's body is made of organic material, the creature must make a Constitution saving throw. On a failed save, it is restrained as its organic outer layer begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this ability must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this ability three times, the ability ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this ability for the entire possible duration, the creature is turned to stone until the effect is removed.

Floating Disk

Level: 1st
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Hour
Attack/Save: None
Damage/Effect: Utility
Class: Nanotek, Engineer, Scion, Tactician, Mystic, Hunter, Medic

This ability creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the ability ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the ability ends.

Flock of Little Friends

Level: 2nd
Execution Time: 1 Minute
Range/Area: Touch
Duration: 1 Hour
Attack/Save: None
Damage/Effect: Utility
Class: Engineer, Nanotek, Hunter, Mystic

You summon or mechanically make (depending on your class) three little friends that take animal forms of your choice. Each little friend uses the same rules and options as the Little Friends ability. If you already have a little friend made by the Little Friend

ability or similar means, then one fewer little friends are made by this ability.

Little friends made by this ability can communicate with you and share their visual or auditory senses while they are within 1 mile of you.

When you use an extraordinary ability with a range of touch, one of the little friends made by this ability can deliver the ability, as normal. However, you can cast a touch ability through only one little friend per turn.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, you conjure an additional familiar for each slot level above 2nd.

Fly

Level: 3rd
Execution Time: 1 Action
Range/Area: Touch
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Utility
Class: Nanotek, Engineer, Scion, Tactician, Mystic, Hunter, Medic

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the ability ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you use this ability with a slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Fog Cloud

Level: 1st
Execution Time: 1 Action
Range/Area: 120 ft (20 ft sphere)
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Control, Environment
Class: Scion, Tactician, Nanotek, Engineer, Mystic, Hunter, Medic

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Forbiddance

Level: 6th
Execution Time: 10 Minutes
Range/Area: Touch (40,000 square ft)
Duration: 1 Day
Attack/Save: None
Damage/Effect: Radiant, Control
Material Component: Kidali Crystal
Class: Mystic

You create a ward against extraordinary ability travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the gate ability, to enter the area.

In addition, the ability damages types of creatures that you choose when you cast it. Choose one or more of the following: celestials, elementals, fiends, and undead. When a chosen creature enters the abilities area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you use this ability).

When you use this ability, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the ability.

The ability area can't overlap with the area of another forbiddance ability. If you use forbiddance every day for 30 days in the same location, the ability lasts until it is undone, and the material components are consumed on the last usage.

Forcecage

Level: 7th

Execution Time: 1 Action

Range/Area: 100 ft (variable cube)

Duration: 1 Hour

Attack/Save: CHA Save

Damage/Effect: Control

Class: Scion, Nanotek

An immobile, invisible, cube-shaped prison composed of force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any extraordinary ability use into or out from the area.

When you use this ability, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by non-extraordinary means. If the creature tries to use teleportation or a similar ability to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that ability to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the ability or effect. The cage also blocks escape/entry by phasing.

This ability can't be undone by Undo Extraordinary.

Foresight

Level: 9th

Execution Time: 1 Minute

Range/Area: Touch

Duration: 8 Hours

Attack/Save: None

Damage/Effect: Buff, Debuff, Foreknowledge

Class: Scion, Mystic

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This ability immediately ends if you use it again before its duration ends.

Impart Luck

Level: 2nd

Execution Time: 1 Minute

Range/Area: Touch

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Buff, Protect

Class: Tactician, Scion, Nanotek, Mystic, Hunter

You impart latent luck to yourself or one willing creature you can see within range. When the chosen creature makes an attack roll, an ability check, or a saving throw before the ability ends, it can dismiss this ability on itself to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against the chosen creature, it can dismiss this ability on itself to roll a d20 and choose which of the d20s to use, the one it rolled or the one the attacker rolled.

If the original d20 roll has advantage or disadvantage, the creature rolls the additional d20 after advantage or disadvantage has been applied to the original roll.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Freedom of Movement

Level: 4th

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Buff

Class: Mystic, Hunter, Engineer, Nanotek, Tactician, Scion, Medic

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and abilities and other extraordinary effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from normal (non-extraordinary) restraints, such as handcuffs or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Freezing Sphere

Level: 6th
Execution Time: 1 Action
Range/Area: 300 ft (60 ft sphere)
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Freezing
Class: Scion, Mystic, Nanotek

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 freezing damage. On a successful save, it takes half as much damage.

If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your ability save DC to break free.

You can refrain from firing the globe after completing the ability, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range

of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal use of the ability. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

At Higher Levels. When you use this ability with a slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

Friends

Level: 0
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Mind
Class: Scion, Tactician, Mystic ,Hunter, Nanotek, Medic

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the ability ends, the creature realizes that you used this ability to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Frost Blast

Level: 1st
Execution Time: 1 Action
Range/Area: Self (15 ft cone)
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Freezing
Class: Mystic, Nanotek, Engineer, Scion

Freezing cold blasts from you in a 15-foot cone. Each creature in that area must make a Constitution saving throw, taking 2d8 freezing damage on a failed save, or half as much damage on a successful one.

The cold freezes non-extraordinary liquids in the area that aren't being worn or carried.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Frostbite

Level: 0
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Freezing
Class: Mystic, Nanotek, Engineer, Scion, Medic

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 freezing damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

The ability damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Gaseous Form

Level: 3rd
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Buff
Class: Nanotek, Scion, Mystic, Medic

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The ability ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to non- extraordinary damage, and it has advantage on Strength, Dexterity, and

Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or use extraordinary abilities.

Geas

Level: 5th
Execution Time: 1 Minute
Range/Area: 60 ft
Duration: 30 Days
Attack/Save: WIS Save
Damage/Effect: Psychic, Charmed
Class: Scion, Tactician, Nanotek

You place a command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. It must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the ability ends.

You can end the ability early by using an action to dismiss it. A remove curse, greater restoration, or wish ability also ends it.

At Higher Levels. When you use this ability with a slot of 7th or 8th level, the duration is 1 year. When you use this ability with a slot of 9th level, the ability lasts until it is ended by one of the abilities mentioned above.

Gentle Repose

Level: 2nd
Execution Time: 1 Action
Range/Area: Touch
Duration: 10 Days
Attack/Save: None
Damage/Effect: Protect
Class: Medic, Scion, Nanotek

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The ability also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this ability don't count against the time limit of abilities such as raise dead.

Giant Insect

Level: 4th
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Alter
Class: Nanotek, Medic, Mystic

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion.

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The GM has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it.

The GM might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

Supplement Drive

Level: 1st
Execution Time: 1 Minute
Range/Area: Touch
Duration: 8 Hours
Attack/Save: None
Damage/Effect: Buff
Class: Scion, Tactician, Medic, Nanotek, Mystic, Hunter

Choose a willing creature in range. For the duration, the target can add 1d8 to its initiative rolls.

Glibness

Level: 8th
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Hour
Attack/Save: None
Damage/Effect: Mind
Class: Scion, Nanotek

Until the ability ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, an ability/instrument that would determine if you are telling the truth indicates that you are being truthful.

Globe of Invulnerability

Level: 6th
Execution Time: 1 Action
Range/Area: Self (10 ft sphere)
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Protect
Class: Scion, Nanotek, Mystic

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any extraordinary ability of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the ability is cast using a higher level slot. Such an ability can target creatures and objects within the barrier, but the ability has no

effect on them. Similarly, the area within the barrier is excluded from the areas affected by such abilities.

At Higher Levels. When you use this ability with a slot of 7th level or higher, the barrier blocks abilities of one level higher for each slot level above 6th.

Variable Trigger Mine

Level: 3rd
Execution Time: 1 Hour
Range/Area: Touch
Duration: Until Triggered or Undone
Attack/Save: DEX Save
Damage/Effect: Acid, Freezing, Burning, Electric, Concussive, Variable
Class: Demolitionist

When you use this ability, you set a special type of mine that triggers a chosen effect (see below). You set it either on a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a bag, or a chest) to conceal the mine. The mine can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you used this ability, the mine is broken, and the ability ends without being triggered.

This special mine is nearly invisible and requires a successful Intelligence (Investigation) check against your ability save DC to be found.

You decide what triggers the mine when you use the ability. For mines set on a surface, the most typical triggers include touching or standing on the mine, removing another object covering the mine, approaching within a certain distance of the mine, or manipulating the object on which the mine is set. For mines set within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing the mine. Once a mine is triggered, this ability ends.

You can further refine the trigger so the mine activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the mine could be set to affect aberrations or grays), or

alignment. You can also set conditions for creatures that don't trigger the mine, such as those who say a certain password.

When you set the mine, choose explosive or a extraordinary ability mine.

Explosive Mine. When triggered, the mine erupts with extraordinary energy in a 20-foot-radius sphere centered on the mine. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, freezing, burning, electric, or concussive damage on a failed saving throw (your choice when you set the mine), or half as much damage on a successful one.

Extraordinary Ability Mine. You or someone else can store a prepared extraordinary ability of 3rd level or lower in the mine by using it as part of creating the mine. The ability must target a single creature or an area. The ability being stored has no immediate effect when cast in this way. When the mine is triggered, the stored ability is released. If the ability has a target, it targets the creature that triggered the mine. If the mine affects an area, the area is centered on that creature. If the mine manifests hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the ability requires focus, it lasts until the end of its full duration.

At Higher Levels. When you use this ability with a slot of 4th level or higher, the damage of an explosive mine increases by 1d8 for each slot level above 3rd. If you create a extraordinary ability mine, it can store any extraordinary ability of up to the same level as the slot you use for the variable trigger mine.

Condensed Rations

Level: 1st
Execution Time: 1 Action
Range/Area: Touch
Duration: Instant
Attack/Save: None
Damage/Effect: Healing
Class: Hunter, Mystic, Medic, Scion, Nanotek

Up to ten pill sized morsels appear in your hand, packed with vitamins, minerals, protein, and calories. A creature can use its action to eat one. Eating one of these morsels restores 1 hit point, and the provides enough nourishment to sustain a creature for one day.

The morsels lose their potency if they have not been consumed within 24 hours of using this ability.

Grasping Tether

Level: 4th
Execution Time: 1 Bonus Action
Range/Area: 30 ft
Duration: 1 Minute (F)
Attack/Save: DEX Save
Damage/Effect: Control, Manifest
Class: Hunter, Mystic, Engineer, Nanotek, Scion, Tactician

You manifest a tether from the ground in an unoccupied space of your choice that you can see within range. When you use this ability, you can direct the tether to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the tether.

Until the ability ends, you can direct the tether to lash out at the same creature or another one as a bonus action on each of your turns.

Gravity Fissure

Level: 6th
Execution Time: 1 Action
Range/Area: Self (100 ft line)
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Force, Gravity
Class: Nanotek, Mystic, Scion

You manifest a ravine of gravitational energy in a line originating from you that is 100 feet long and 5 feet wide. Each creature in that line must make a Constitution saving throw, taking 8d8 force damage on a failed save, or half as much damage on a successful one.

Each creature within 10 feet of the line but not in it must succeed on a Constitution saving throw or take 8d8 force damage and be pulled toward the line until the creature is in its area.

At Higher Levels. When you use this ability with a slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

Gravity Sinkhole

Level: 4th
Execution Time: 1 Action
Range/Area: 120 ft (20 ft sphere)
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Force, Gravity
Class: Nanotek, Mystic, Scion, Engineer

A 20-foot-radius sphere of crushing force forms at a point you can see within range and tugs at the creatures there. Each creature in the sphere must make a Constitution saving throw. On a failed save, the creature takes 5d10 force damage and is pulled in a straight line toward the center of the sphere, ending in an unoccupied space as close to the center as possible (even if that space is in the air). On a successful save, the creature takes half as much damage and isn't pulled.

At Higher Levels. When you use this ability with a slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

Grease

Level: 1st
Execution Time: 1 Action
Range/Area: 60 ft (10 ft square)
Duration: 1 Minute
Attack/Save: DEX Save
Damage/Effect: Control, Prone
Class: Medic, Engineer, Tactician, Nanotek, Hunter, Scion

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Greater Invisibility

Level: 4th
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Buff, Invisible
Class: Nanotek, Engineer, Scion

You or a creature you touch becomes invisible until the ability ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Greater Restoration

Level: 5th
Execution Time: 1 Action
Range/Area: Touch
Duration: Instant
Attack/Save: None
Damage/Effect: Healing
Material Component: Pinch of Stardust
Class: Nanotek, Medic, Mystic, Scion

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed extraordinary item
- Any reduction to one of the target's ability scores

- One effect reducing the target's hit point maximum

Leapflame

Level: 0
Execution Time: 1 Action
Range/Area: Self
Duration: Instant
Attack/Save: Add on to melee attack
Damage/Effect: Burning
Class: Nanotek, Scion, Mystic, Engineer

You brandish the weapon used in the ability casting and make a melee attack with it against one creature within range of that melee weapon. On a hit, the target suffers the weapon attack's normal effects, and you can cause flame to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes burning damage equal to your ability modifier.

At Higher Levels. At 5th level, the melee attack deals an extra 1d8 burning damage to the target on a hit, and the burning damage to the second creature increases to 1d8 + your ability modifier. Both damage rolls increase by 1d8 at 11th level (2d8 and 2d8) and 17th level (3d8 and 3d8).

Radiant Guardian

Level: 4th
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 8 Hours
Attack/Save: DEX Save
Damage/Effect: Radiant
Class: Mystic

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and bears the appearance of a star constellation.

Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The

creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

Guardian of Nature

Level: 4th
Execution Time: 1 Bonus Action
Range/Area: Self
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Buff, Nature
Class: Mystic

Transform into a powerful guardian. The transformation lasts until the ability ends. You choose one of the following forms to assume: Primal Beast or Great Tree.

Primal Beast. Bestial fur covers your body, your facial features become feral, and you gain the following benefits:

- Your walking speed increases by 10 feet.

- You gain darkvision with a range of 120 feet.

- You make Strength—based attack rolls with advantage.

- Your melee weapon attacks deal an extra 1d6 force damage on a hit.

Great Tree. Your skin appears barky, leaves sprout from your hair, and you gain the following benefits:

. You gain 10 temporary hit points.

- You make Constitution saving throws with advantage.

- You make Dexterity- and Wisdom-based attack rolls with advantage.

- While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.

Secure Area

Level: 6th

Execution Time: 10 Minutes
Range/Area: Touch (2500 square ft)
Duration: 24 Hours
Attack/Save: None
Damage/Effect: Control
Class: Nanotek, Scion, Mystic

You secure an area that affects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The secured area can be up to 20 feet tall, and shaped as you desire. You can secure several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are using the ability.

When you use this ability, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

Secure Area creates the following effects within the secured area.

Corridors. Fog fills all the corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.

Doors. All doors in the secured area are specially locked, as if sealed by the secure ability. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the minor illusion ability) to make them appear as plain sections of wall.

Stairs. Webs fill all stairs in the secured area from top to bottom, as the web spell. These strands regrow in 10 minutes if they are burned or torn away while Secure Area lasts.

Other Ability Effect. You can place your choice of one of the following extraordinary effects within the warded area of the stronghold.

Place dancing lights in four corridors. You can designate a simple program that the lights repeat as long as secure area lasts.

Place false mouth in two locations.

Place stinking cloud in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while secure area lasts.

Place a constant gust of wind in one corridor or room.

Place a suggestion in one location. You select an area of up to 5 feet square, and any creature that enters or passes through the area receives the suggestion mentally.

The whole warded area radiates extraordinary energy. An undo extraordinary used on a specific effect, if successful, removes only that effect.

You can create a permanently secured area structure by using this ability there every day for one year.

Guidance

Level: 0
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Buff
Class: Mystic, Hunter, Tactician, Scion, Medic, Nanotek

You touch one willing creature. Once before the ability ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The ability then ends.

Radiant Bolt

Level: 1st
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 1 Round
Attack/Save: Ranged
Damage/Effect: Radiant
Class: Mystic

A flash of light streaks toward a creature of your choice within range. Make a ranged ability attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Gust

Level: 0
Execution Time: 1 Action
Range/Area: 30 ft
Duration: Instant
Attack/Save: STR Save
Damage/Effect: Control
Class: Scion, Tactician, Engineer, Nanotek, Mystic, Hunter

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

Gust of Wind

Level: 2nd
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Minute (F)

Attack/Save: STR Save

Damage/Effect: Control

Class: Scion, Tactician, Engineer, Nanotek, Mystic, Hunter

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the ability duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the ability ends, you can change the direction in which the line blasts from you.

Splinters

Level: 1st

Execution Time: 1 Bonus Action

Range/Area: Touch

Duration: 1 Minute (F)

Attack/Save: None

Damage/Effect: Piercing, Buff

Class: Hunter, Mystic, Nanotek, Scion, Engineer, Tactician

Touch a willing creature. The next time that creature would hit another creature with a ranged weapon attack before the ability ends, this ability creates a rain of splinters that sprouts from the ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

At higher levels. If you use this ability with a slot of 2nd level or higher, the damage increases by 1d10

for each slot level above 1st (to a maximum of 6d10).

Hallow

Level: 5th

Execution Time: 24 Hours

Range/Area: Touch (60 ft sphere)

Duration: Until Undone

Attack/Save: CHA Save

Damage/Effect: Buff, Debuff, Protect

Class: Mystic

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the ability fails if the radius includes an area already under the effect another hallow ability. The affected area is subject to the following effects.

First, celestials, elementals, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect.

Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the GM. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific leader, or creatures of a specific sort, such as grays. When a creature that would be affected enters the ability's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area.

Courage. Affected creatures can't be frightened while in the area.

Darkness. Darkness fills the area. Normal light, as well as magical light created by an ability of a lower level than the slot you used to cast this ability, can't illuminate the area.

Daylight. Bright light fills the area. Darkness created by an ability of a lower level than the slot you used to cast this ability can't extinguish the light.

Energy Protection. Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.

Energy Vulnerability. Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing.

Everlasting Rest. Dead bodies interred in the area can't be turned into undead.

Quantum Interference. Affected creatures can't move or travel using teleportation.

Fear. Affected creatures are frightened while in the area.

Silence. No sound can emanate from within the area, and no sound can reach into it.

Tongues. Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

Hallucinatory Terrain

Level: 4th
Execution Time: 10 Minutes
Range/Area: 300 ft (150 ft cube)
Duration: 24 Hours
Attack/Save: None
Damage/Effect: Mind
Class: Scion

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your ability save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Harm

Level: 6th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Necrotic
Class: Nanotek, Mystic

You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

Haste

Level: 3rd
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Buff
Class: Nanotek, Scion, Medic

Choose a willing creature that you can see within range. Until the ability ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the ability ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Heal

Level: 6th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Heal
Class: Mystic, Nanotek

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This ability also ends blindness, deafness, and any diseases affecting the target. This ability has no effect on constructs or undead.

At Higher Levels. When you use this ability with a slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

Healing Spirit

Level: 2nd
Execution Time: 1 Bonus Action
Range/Area: 60 ft
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Heal
Class: Mystic

You call forth a spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. Until the ability ends, whenever you or a creature you can see moves into the spirits space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs, non-organics or undead. The spirit can heal a number of times equal to 1 + your ability modifier (minimum twice). After healing that number of times, the spirit disappears.

As a bonus action on your turn, you can move the Spirit up to 30 feet to a space you can see.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, the healing increases 1d6 for each slot level above 2nd.

Remote Replenishment

Level: 1st
Execution Time: 1 Bonus Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Heal
Class: Mystic, Medic, Nanotek

A creature of your choice that you can see within range regains hit points equal to 1d4 + your ability modifier. This ability has no effect on undead or constructs.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Heat Metal

Level: 2nd
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Minute
Attack/Save: None, CON Save
Damage/Effect: Burning, Debuff
Class: Nanotek, Engineer, Scion, Mystic

Choose a manufactured metal object, such as a metal weapon or a suit of metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 burning damage when you use this ability. Until the ability ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if

it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Burning Rebuke

Level: 1st
Execution Time: 1 Reaction
Range/Area: 60 ft
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Burning
Class: Nanotek, Engineer, Scion, Mystic

You point your finger, and the creature that damaged you is momentarily surrounded by flames. The creature must make a Dexterity saving throw. It takes 2d10 burning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Banquet

Level: 6th
Execution Time: 10 Minutes
Range/Area: 30 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Buff
Class: None

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison, and being frightened, and makes all Wisdom saving throws

with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

Heroism

Level: 1st
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Buff, Protect
Class: Scion, Tactician, Medic, Nanotek, Mystic, Hunter

A willing creature you touch is imbued with bravery. Until the ability ends, the creature is immune to being frightened and gains temporary hit points equal to your ability modifier at the start of each of its turns. When the ability ends, the target loses any remaining temporary hit points from this ability.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Malaise

Level: 1st
Execution Time: 1 Bonus Action
Range/Area: 90 ft
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Necrotic, Debuff
Class: Mystic, Nanotek

Choose a single creature that you can see within range. Until the ability ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you use this ability. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this ability ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

A Remove Curse cast on the target ends this ability early.

At Higher Levels. When you use this ability with a slot of 3rd or 4th level, you can maintain your focus on the ability for up to 8 hours. When you use a slot of 5th level or higher, you can maintain your focus on the ability for up to 24 hours.

Uncontrollable Laughter

Level: 1st
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Prone, Debuff
Class: Scion, Tactician, Medic, Nanotek, Mystic

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this ability affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the ability ends.

Hold Monster

Level: 5th
Execution Time: 1 Action
Range/Area: 90 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Control, Mind
Class: Scion, Tactician, Mystic, Hunter, Nanotek, Engineer, Medic

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This ability has no effect on undead. At the end of each of its turns, the

target can make another Wisdom saving throw. On a success, the ability ends on the target.

At Higher Levels. When you use this ability with a slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

Hold Being

Level: 2nd
Execution Time: 1 Action
Range/ Area: 60 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Control, Mind
Class: Scion, Tactician, Mystic, Hunter, Nanotek, Engineer, Medic

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the ability ends on the target.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Aura

Level: 8th
Execution Time: 1 Action
Range/Area: Self (30 ft sphere)
Duration: 1 Minute (F)
Attack/Save: CON Save
Damage/Effect: Buff, Debuff, Protect
Class: Mystic

Warm light washes out from you and coalesces in a soft radiance in a 30-foot radius around you. Creatures of your choice in that radius when you use this ability shed dim light in a 5-foot radius and have advantage on all saving throws, and other creatures

have disadvantage on attack rolls against them until the ability ends. In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the ability ends.

Radiant Weapon

Level: 5th
Execution Time: 1 Bonus Action
Range/Area: Touch
Duration: 1 Hour (F)
Attack/Save: CON Save
Damage/Effect: Radiant, Buff
Class: Mystic

You imbue a weapon you touch with radiance. Until the ability ends, the weapon emits bright light in a 30—foot radius and dim light for an additional 30 feet. In addition, weapon attacks made with it deal an extra 2d8 radiant damage on a hit. If the weapon isn't already an extraordinary weapon, it becomes one for the duration. As a bonus action on your turn, you can dismiss this ability and cause the weapon to emit a burst of radiance. Each creature of your choice that you can see within 30 feet of the weapon must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can make a Constitution saving throw, ending the effect on itself on a success.

Gateway to Nothingness

Level: 3rd
Execution Time: 1 Action
Range/Area: 150 ft (20 ft sphere)
Duration: 1 Minute (F)
Attack/Save: CHA Save
Damage/Effect: Freezing, Psychic
Class: Mystic, Scion

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with utter nothingness that would drive one mad attempting to contemplate. No light can illuminate the area, and creatures fully within the area are blinded.

The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 freezing damage. Any creature that ends its turn in the area must succeed on a CHA saving throw or take 2d6 Psychic damage.

Hypnotic Pattern

Level: 3rd
Execution Time: 1 Action
Range/Area: 120 ft (30 ft cube)
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Charm, Mind
Class: Scion, Taction

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this ability, the creature is incapacitated and has a speed of 0.

The ability ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Ice Knife

Level: 1st
Execution Time: 1 Action
Range/Area: 60 ft (5 ft sphere)
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Piercing, Freezing
Class: Scion, Nanotek, Engineer, Mystic

You create a shard of ice and fling it at one creature within range. Make a ranged ability attack against

the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 freezing damage.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the freezing damage increases by 1d6 for each slot level above 1st.

Scan

Level: 1st
Execution Time: 1 Minute
Range/Area: Touch
Duration: Instant
Attack/Save: None
Damage/Effect: Detection
Class: Nanotek, Engineer, Scion, Tactician, Mystic, Hunter, Medic

You choose one object that you must touch as you use this ability. If it is an extraordinary item or some other special-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges or mod slots it has, if any. You learn whether any ability is affecting the item and what they are. If the item was created by an ability, you learn which ability created it.

If you instead touch a creature, you learn what ability, if any, are currently affecting it.

Illusory Horror

Level: 8th
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save, INT Save
Damage/Effect: Acid, Freezing, Burning, Electric, Necrotic, Poison, Mind
Class: Scion

You create a Huge shadowy horror (appearing as you see fit) in an unoccupied space that you can see within range. The illusion lasts for the ability duration and occupies its space, as if it were a creature.

When the illusion appears, any of your enemies that can see it must succeed on a Wisdom saving throw or become frightened of it for 1 minute. If a frightened creature ends its turn in a location where it doesn't have line of sight to the illusion, it can repeat the saving throw, ending the effect on itself on a success.

As a bonus action on your turn, you can move the illusion up to 60 feet. At any point during its movement, you can cause it to put forth a blast of energy in a 60-foot cone originating from its space. When you create the horror, choose a damage type: acid, freezing, burning, electric, necrotic, or poison. Each creature in the cone must make an Intelligence saving throw, taking '7d6 damage of the chosen damage type on a failed save, or half as much damage on a successful one.

The illusion is tangible because of the shadow stuff used to create it, but attacks miss it automatically. it succeeds on all saving throws, and it is immune to all damage and conditions. A creature that uses an action to examine the horror can determine that it is an illusion by succeeding on an Intelligence (Investigation) check against your ability save DC. If a creature discerns the illusion for what it is, the creature can see through it and has advantage on saving throws against its intelligence saving throw attack.

Coded Message

Level: 1st
Execution Time: 1 Minute
Range/Area: Touch
Duration: 10 Days
Attack/Save: None
Damage/Effect: Communication, Mind
Class: Scion, Tactician, Nanotek

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. You may also use this ability while writing a message on a computer or some other electronic devise.

To you and any creatures you designate when you use this ability, the message appears normal, written in your hand (if not on computer), and conveys whatever meaning you intended when you wrote the text. To all others, the message appears as if it were written in an unknown script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language.

Should the ability be undone, the original script and the illusion both disappear.

Immolation

Level: 5th
Execution Time: 1 Action
Range/Area: 90 ft
Duration: 1 Minute (F)
Attack/Save: DEX Save
Damage/Effect: Burning
Class: Scion, Nanotek, Engineer, Mystic

Flames wreathe one creature you can see within range. The target must make a Dexterity saving throw. It takes 8d6 burning damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the ability duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 4d6 fire damage on a failed save, and the ability ends on a successful one. These flames can't be extinguished by non- extraordinary means.

If damage from this ability kills a target, the target is turned to ash.

Immovable Object

Level: 2nd
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Hour
Attack/Save: STR Save
Damage/Effect: Utility

Class: Scion, Nanotek, Mystic, Engineer

You touch an object that weighs no more than 10 pounds and cause it to become fixed in place. You and the creatures you designate when you use this ability can move the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this ability for 1 minute.

If the object is fixed in the air, it can hold up to 4,000 pounds of weight. More weight causes the object to fall. Otherwise, a creature can use an action to make a Strength check against your ability save DC. On a success, the creature can move the object up to 10 feet.

At Higher Levels. If you use this ability with a slot of 4th or 5th level, the DC to move the object increases by 5, it can carry up to 8,000 pounds of weight, and the duration increases to 24 hours. If you cast use this ability with a slot of 6th level or higher, the DC to move the object increases by 10, it can carry up to 20,000 pounds of weight, and the effect is permanent until undone.

Imprisonment

Level: 9th
Execution Time: 1 Minute
Range/Area: 30 ft
Duration: Until Undone
Attack/Save: WIS Save
Damage/Effect: Control
Class: Mystic, Scion, Nanotek

You create a restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the ability; if it succeeds, it is immune to this ability if you use it again. While affected by this ability, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Location abilities can't locate or perceive the target.

When you use this ability, you choose one of the following forms of imprisonment.

Burial. This option may only be chosen on a planet. The target is entombed far beneath earth in a sphere

of force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or phase to get into or out of it.

Chaining. This option may only be chosen if there is a surface to stand upon. Heavy chains, firmly rooted in the ground, hold the target in place. The target is restrained until the ability ends, and it can't move or be moved by any means until then.

Hedged Prison. The ability transports the target into a tiny wormhole pocket that is warded against teleportation and phasing. Inside the wormhole can be a confined structure or area of your choice.

Minimus Containment. This option requires a gemstone or similar object as a material component. The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or phasing. The gemstone can't be cut or broken while the ability remains in effect.

Slumber. The target falls asleep and can't be awoken.

Ending the Ability. During the use of this ability, in any of its versions, you can specify a condition that will cause the ability to end and release the target. The condition can be as specific or as elaborate as you choose, but the GM must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name or identity, but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points.

An undo extraordinary can end the ability only if it is used as a 9th-level ability, targeting either the prison or the chosen effect.

If you use this ability again while a creature is under the effect of a previous usage of this ability from you, that creature is immediately freed from the ability.

Incendiary Cloud

Level: 8th
Execution Time: 1 Action
Range/Area: 150 ft (20 ft sphere)
Duration: 1 Minute (F)
Attack/Save: DEX Save
Damage/Effect: Burning
Class: Scion, Nanotek, Mystic

A swirling cloud of smoke shot through with white-hot embers appears in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 burning damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the ability area for the first time on a turn or ends its turn there.

The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

Incite Greed

Level: 3rd
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Charm
Material Component: Kidali Crystal
Class: Mystic, Scion

When you use this ability, you present the Kidali Crystal used as the material component and choose any number of creatures within range that can see you. Each target must succeed on a Wisdom saving throw or be charmed by you until the ability ends, or until you or your companions do anything harmful to it. While charmed in this way, a creature can do nothing but use its movement to approach you in a safe manner. While an affected creature is within 5

feet of you, it cannot move, but simply stares greedily at the crystal you present.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

Infestation

Level: 0
Execution Time: 1 Action
Range/Area: 30 ft
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Poison
Class: Hunter, Nanotek, Mystic, Medic

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, up; 2, down; 3, right; or 4, left (on battle map). This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

At Higher Levels. The ability damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Inflict Wounds

Level: 1ˢᵗ
Execution Time: 1 Action
Range/Area: Touch
Duration: Instant
Attack/Save: Melee
Damage/Effect: Necrotic
Class: Mystic, Nanotek, Medic

Make a melee ability attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At Higher Levels. When you use this ability with a slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Insect Plague

Level: 5ᵗʰ
Execution Time: 1 Action
Range/Area: 300 ft (20 ft sphere)
Duration: 10 Minutes (F)
Attack/Save: CON Save
Damage/Effect: Piercing
Class: Hunter, Nanotek, Mystic

Swarming, biting locusts (or other likened insects) fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the ability area for the first time on a turn or ends its turn there.

At Higher Levels. When you use this ability with a slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

Protecta Intellecta

Level: 3ʳᵈ
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Protect
Class: Scion, Tactician

For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as advantage on Intelligence, Wisdom, and Charisma saving throws.

At Higher Levels. When you use this ability with a slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

Investiture of Flame

Level: 6th
Execution Time: 1 Action
Range/Area: Self
Duration: 10 Minutes (F)
Attack/Save: DEX Save
Damage/Effect: Burning, Protect
Class: Scion, Nanotek

Flames race across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the ability duration. The flames don't harm you. Until the ability ends, you gain the following benefits:

- You are immune to burning damage and have resistance to freezing damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 burning damage.
- You can use your action to create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 burning damage on a failed save, or half as much damage on a successful one.

Investiture of Ice

Level: 6th
Execution Time: 1 Action
Range/Area: Self (15 ft cone)
Duration: 10 Minutes (F)
Attack/Save: CON Save
Damage/Effect: Freezing, Protect
Class: Scion, Nanotek

Until the ability ends, ice rimes your body, and you gain the following benefits:

- You are immune to freezing damage and have resistance to burning damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 15-foot cone of freezing wind extending from you in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d6 freezing damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

Investiture of Stone

Level: 6th
Execution Time: 1 Action
Range/Area: Self (15 ft radius)
Duration: 10 Minutes (F)
Attack/Save: DEX Save
Damage/Effect: Prone, Protect
Class: Scion, Nanotek, Mystic

Until the ability ends, bits of rock spread across your body, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from non-extraordinary /non-extraordinary attacks.
- You can use your action to create a small earthquake on the ground in a 15-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this ability ends, and you are stunned until the end of your next turn.

Investiture of Wind

Level: 6th

Execution Time: 1 Action

Range/Area: Self (15 ft cube)

Duration: 10 Minutes (F)

Attack/Save: CON Save

Damage/Effect: Bludgeoning, Protect

Class: Scion, Mystic, Nanotek

Until the ability ends, wind whirls around you, and you gain the following benefits:

- Ranged weapon attacks made against you have disadvantage on the attack roll.
- You gain a flying speed of 60 feet. If you are still flying when the ability ends, you fall, unless you can somehow prevent it.
- You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

Invisibility

Level: 2nd

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Buff, Invisible

Class: Nanotek, Scion, Engineer

A creature you touch becomes invisible until the ability ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The ability ends for a target that attacks or uses a extraordinary ability.

At Higher Levels. When you use this ability with a slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Invulnerability

Level: 9th

Execution Time: 1 Action

Range/Area: Self

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Protect

Class: Mystic, Scion, Nanotek

You are immune to all damage until the ability ends.

Disinformation Screen

Level 2nd

Execution Time: 1 Action

Range/Area: 60 ft (15 ft sphere)

Duration: Instant

Attack/Save: CHA Save

Damage/Effect: Control

Class: Engineer, Nanotek, Tactician, Scion

You create a zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the effect ends, any creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the effect and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Ethereal Charge

Level: 1st

Execution Time: 1 Bonus Action

Range/Area: Self

Duration: 1 Minute (F)

Attack/Save: Melee

Damage/Effect: Force

Class: Scion, Tactician

You move like the wind. Until the effect ends, your movement doesn't provoke opportunity attacks.

Once before the effect ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

Demoralizing Reave

Level:1st

Execution Time: 1 Action

Range/Area: Self

Duration: Instant

Attack/Save: Melee

Damage/Effect: Psychic

Class: Scion, Tactician

The next time you hit with a melee weapon attack during this Effect's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the effect ends. As an action, the creature can make a Wisdom check against your save DC to steel its resolve and end this effect.

Environmental Animation

Level: 5th

Execution Time: 1 Action

Range/Area: 120 ft

Duration: 1 Minute (F)

Attack/Save: DEX/STR Save, Ranged

Damage/Effect: Bludgeoning, Slashing

Class: Mystic, Hunter

You instill basic programing and mobility into the plants and rocks of the surrounding area to rouse them against your enemies. Choose a point you can see within range. This causes trees, rocks, and grasses in a 60-foot cube centered on that point to become animated until the spell ends.

Grasses and Undergrowth: Any area of ground in the cube that is covered by grass or undergrowth is difficult terrain for your enemies.

Trees: At the start of each of your turns, each of your enemies within 10 feet of any tree in the cube must succeed on a Dexterity saving throw or take 4d6 slashing damage from whipping branches.

Roots and Vines: At the end of each of your turns, one creature of your choice that is on the ground in the cube must succeed on a Strength saving throw or become restrained until the spell ends. A restrained creature can use an action to make a Strength (Athletics) check against your spell save DC, ending the effect on itself on a success.

Rocks: As a bonus action on your turn, you can cause a loose rock in the cube to launch at a creature you can see in the cube. Make a ranged spell attack against the target. On a hit, the target takes 3d8 bludgeoning damage, and it must succeed on a Strength saving throw or fall prone.

Safepoint Recall

Level: 6th

Execution Time: 1 Action

Range/Area: 5 ft

Duration: Instant

Attack/Save: None

Damage/Effect: Teleportation

Class: Mystic, Nanotek, Scion

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary. If you cast this spell without first preparing a sanctuary, the ability has no effect.

You must designate a sanctuary by executing this ability within a location, such as a fortress, dedicated to or strongly linked to your faction. If you attempt to execute the ability in this manner in an area that

isn't dedicated to your faction, the ability has no effect.

Point-Defense Burst

Level: 0
Execution Time: 1 Action
Range/Area: 5 ft
Duration: Instantaneous
Attack/Save: CON Save
Damage/Effect: Radiant, Defense
Class: Mystic

Burning radiance erupts from you. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 radiant damage.

The abilities' damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Tesla Arc

Level: 1st
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Minute (F)
Attack/Save: Ranged
Damage/Effect: Electric
Class: Scion, Nanotek, Engineer

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged Supernatural Ability attack against that creature. On a hit, the target takes 1d12 Electric damage, and on each of your turns for the duration, you can use your action to deal 1d12 Electric damage to the target automatically. The ability ends if you use your action to do anything else. The ability also ends if the target is ever outside the abilities' range or if it has total cover from you.

At Higher Levels. When you cast this ability using a slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Kinetic Barrier

Level: 3rd
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 1 Minute (F)
Attack/Save: STR Save
Damage/Effect: Bludgeoning
Class: Hunter, Engineer, Tactician, Mystic, Scion, Nanotek

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bullets, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Massive objects thrown or fired from siege weapons, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

Ethereal Form

Level: 6th
Execution Time: 1 Minute
Range/Area: 30 ft
Duration: 8 Hours
Attack/Save: None
Damage/Effect: Buff
Class: Nanotek, Scion, Mystic

You and up to ten willing creatures you can see within range assume an intangible form. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from normal weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation.

If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

Cyclone

Level: 7th
Execution Time: 1 Action
Range/Area: 300 ft (10 ft Cylinder)
Duration: 1 Minute (F)
Attack/Save: DEX/STR Save
Damage/Effect: Bludgeoning
Class: Mystic, Scion

A cyclone howls down to a point that you can see on the ground within range. The cyclone is a 10-foot-radius, 30-foot-high cylinder centered on that point. Until the effect ends, you can use your action to move the cyclone up to 30 feet in any direction along the ground. The cyclone sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the cyclone or that the cyclone enters its space, including when the cyclone first appears. A creature takes 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the cyclone until the spell ends. When a creature starts its turn restrained by the cyclone, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves

with the cyclone and falls when the effect ends unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your save DC. If successful, the creature is no longer restrained by the whirlwind and is hurled 3d6 × 10 feet away from it in a random direction.

Mind Fray

Level: 9th
Execution Time: 1 Action
Range/Area: 120 ft (30 ft sphere)
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Psychic
Class: Scion

Drawing on the deepest fears of a group of creatures, you create an illusion in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the effect ends for that creature.

Restraint Field

Level: 2nd
Execution Time: 1 Action
Range/Area: 60 ft (20 ft Cube)
Duration: 1 Hour (F)
Attack/Save: DEX Save
Damage/Effect: Restrained
Class: Nanotek, Scion, Mystic, Tactician, Hunter, Engineer, Medic

You materialize a 20-foot cube of obstruction. The area is difficult terrain and has lightly obscures line of sight.

If the effect isn't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured field collapses on itself, and the ability ends at the start of your next turn. Field layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the field or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the field can use its action to make a Strength check against your save DC. If it succeeds, it is no longer restrained.

The field is highly flammable. Any 5-foot cube of the field exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Gravity Sphere

Level: 4th

Execution Time: 1 Action

Range/Area: 90 ft (5 ft Radius Sphere)

Duration: 1 Minute (F)

Attack/Save: STR Save

Damage/Effect: Restrained

Class: Mystic, Scion

You materialize a sphere of intense artificial gravity. The sphere can hover but no more than 10 feet off the ground. The sphere remains for the abilities' duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside the sphere. A Huge or larger creature succeeds on the saving throw automatically, and a Large or smaller creature can choose to fail it. On a failed save, a creature is engulfed and restrained by the sphere. At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on itself on a success.

The sphere can restrain as many as four Medium or smaller creatures or one Large creature. If the sphere restrains a creature that causes it to exceed this capacity, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, a cliff, or other drop-off, it safely descends until it is hovering 10 feet above the ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw.

When the effect ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls.

Liquid Traversal

Level: 3rd

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Movement

Class: Nanotek, Scion, Mystic, Hunter, Engineer, Tactician

You gain the ability to move across any liquid surface--such as water, acid, mud, snow, quicksand, etc.--as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the effect carries the target to the surface of the liquid at a rate of 60 feet per round.

Aquatic Respiration

Level: 3rd

Execution Time: 1 Action

Range: 30 ft

Duration: 24 Hours

Attack/Save: None

Damage/Effect: Buff

Class: Mystic, Hunter, Nanotek, Engineer

This ability grants up to ten willing creatures you can see within range the ability to breathe underwater until the ability ends. Affected creatures also retain their normal mode of respiration.

Distortion Field

Level: 2nd

Execution Time: 1 Action

Range: Self (10 ft Radius Sphere)

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Deafen, Warding

Class: Scion, Mystic, Hunter, Tactician, Engineer

A strong force field (20 miles per hour) wraps around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the abilities' duration.

The force field has the following effects:
- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the force field.

Mind Meld

Level: 2nd

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Buff, Warding

Class: Scion, Mystic

You merge minds with another willing creature to provide a defensive barrier to them. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The effect ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the ability is cast again on either of the connected creatures. You can also dismiss the ability as an action. This ability requires a pair of opal rings worth at least 500 credits each, which you and the target must wear for the duration.

Hydro-Field

Level: 3rd

Execution Time: 1 Action

Range/Area: 60 ft

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Control, Warding

Class: Mystic

You create a field of compressed water on the ground at a point you can see within range. You can make the field up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The field dissipates when the ability ends. The field's space is difficult terrain.

Any ranged weapon attack that enters the field's space has disadvantage on the attack roll, and burning damage is halved if the fire effect passes through the field to reach its target. Abilities that deal freezing damage that pass through the field cause the area of the field they pass through to freeze solid (at least a 5-foot-square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit

points destroys it. When a section is destroyed, the field's water doesn't refill it.

Razor Wall

Level: 6th
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 10 Minutes (F)
Attack/Save: DEX Save
Damage/Effect: Piercing, Control
Class: Nanotek, Scion

You create a wall of tough, pliable, tangled wire bristling with extremely sharp razors and barbs. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you use this ability using a slot of 7th level or higher, both types of damage increase by 1d8 for each slot level above 6th.

Terrain Recombination Wall

Level: 5th
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Control

Class: Mystic, Scion, Nanotek, Engineer

You recombine the silicate molecules within a point of choosing into a wall. The wall is 6 inches thick and is composed of ten 10-foot- by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion.

If you maintain your concentration on this ability for its whole duration, the wall becomes a permanent structure. Otherwise, the wall dematerializes when the ability ends.

Sandstorm

Level: 3rd
Execution Time: 1 Action
Range/Area: 90 ft
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Blinded

Class: Mystic, Nanotek, Scion, Engineer, Hunter, Tactician

You materialize a wall of swirling particles on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick, and it vanishes when the ability ends. It blocks line of sight but not movement. A creature is blinded while in the wall's space and must spend 3 feet of movement for every 1 foot it moves there.

Light Barrier

Level: 5th

Execution Time: 1 Action

Range/Area: 120 ft

Duration: 10 Minutes (F)

Attack/Save: CON Save

Damage/Effect: Radiant, Blinded

Class: Mystic

A compressed wall of bright light appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, but creatures and objects can pass through it. It emits bright light out to 120 feet and dim light for an additional 120 feet.

When the wall appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature that ends its turn in the wall's area takes 4d8 radiant damage.

Until the Extraordinary Ability ends, you can use an action to launch a beam of light from the wall at one creature you can see within 60 feet of it. Make a ranged spell attack. On a hit, the target takes 4d8 radiant damage. Whether you hit or miss, reduce the length of the wall by 10 feet. If the wall's length drops to 0 feet, the Extraordinary Ability ends.

At Higher Levels. When you use this ability using a slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Cold Snap Barrier

Level: 6th

Execution Time: 1 Action

Range/Area: 120 ft

Duration: 10 Minutes (F)

Attack/Save: DEX Save

Damage/Effect: Freezing, Control

Class: Mystic, Scion, Nanotek, Medic

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 10d6 freezing damage, or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to burning damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. That creature takes 5d6 freezing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you use this ability using a slot of 7th level or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6, for each slot level above 6th.

Force Field

Level: 5th

Execution Time: 1 Action

Range/Area: 120 ft

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Control, Warding

Class: Scion, Tactician, Nanotek, Engineer, Medic

A transparent wall of force materializes at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by conventional means. A disintegrate ability destroys the wall instantly, however.

Heat Barrier

Level: 4th

Execution Time: 1 Action

Range/Area: 120 ft

Duration: 1 Minute (F)

Attack/Save: DEX Save

Damage/Effect: Burning

Class: Scion, Nanotek, Engineer

You ignite a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you use this ability, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you use this ability using a slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Caustic Blast

Level: 4th

Execution Time: 1 Action

Range/Area: 150 ft (20 ft Radius Sphere)

Duration: Instant

Attack/Save: DEX Save

Damage/Effect: Acid

Class: Nanotek, Engineer, Scion, Medic

A 20-foot-radius-blast of deadly acid explodes from a point of your choosing within range. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and another 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

At Higher Levels. When you use this ability using a slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.

Disrupting Heckle

Level: 0

Execution Time: 1 Action

Range/Area: 60 ft

Duration: Instant

Attack/Save: WIS Save

Damage/Effect: Psychic

Class: Tactician, Scion

You unleash a string of disrupting thoughts at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4

psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This abilities' damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Vitality Drain

Level:3rd

Execution Time: 1 Action

Range/Area: Self

Duration: 1 Minute (F)

Attack/Save: Melee

Damage/Effect: Necrotic

Class: Nanotek, Medic, Mystic

The touch of your void-wreathed hand can siphon life force from others to heal your wounds. Make a melee attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the ability ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Nanoservant

Level: 1st

Execution Time: 1 Action

Range/Area: 60 ft

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Control

Class: Nanotek, Engineer

You materialize an invisible, mindless, shapeless, mass of nanites that performs simple tasks at your command until the ability ends. The nanite servant materializes in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength

of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a humanoid servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the ability ends.

Hydrowave

Level: 8th

Execution Time: 1 Minute

Range/Area: Sight

Duration: 6 Rounds (F)

Attack/Save: STR Save

Damage/Effect: Bludgeoning

Class: Mystic

A wall of water materializes into existence at a point you choose within range. You can make the wall up to 300 feet long, 300 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d10.

When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your save DC to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

Vision Adept

Level: 6th

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Detection

Class: Nanotek, Medic, Mystic, Scion

For the duration, the effected creature has truesight, able to see in all light wavelengths including X-ray and Infrared up to 120 feet.

Lazarus Reanimation

Level: 9th

Execution Time: 1 Hour

Range/Area: Touch

Duration: Instant

Attack/Save: None

Damage/Effect: Healing

Class: Medic, Nanotek, Mystic

Materials: Large shard of azurite mother crystal worth 25,000 credits.

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the target creature is willing, the creature is restored to life with all its hit points.

This ability closes all wounds, neutralizes any poison, cures all diseases, and lifts any malisons affecting the creature when it died. The ability regenerates damaged or missing organs and limbs.

The ability can even provide a new body if the original no longer exists, provided you have the materials to replace it, in which case you must speak the creature's name. The creature then appears the reconstituted body.

Prefixed Quantum Recall

Level: 6th

Execution Time: 1 Action

Range/Area: 10 ft

Duration: 1 Round

Attack/Save: None

Damage/Effect: Teleportation

Class: Scion, Nanotek, Mystic

You create a Quantum entanglement link between a Large or larger inanimate object within range and another object, at any distance, on the same planet or craft. You must have seen or touched the destination object at least once before. For the duration, any creature can step into the target object and exit from the destination object by using 5 feet of movement.

Silicate Transmutation

Level: 5th

Execution Time: 1 Action

Range/Area: 120 ft (40 ft Cube)

Duration: Until Cleansed

Attack/Save: DEX Save

Damage/Effect: Bludgeoning

Class: Nanotek, Scion, Mystic

You choose an area of stone or mud that you can see that fits within a 40-foot cube and is within range and choose one of the following effects.

Transmute Rock to Mud. silicate rock of any sort in the area becomes an equal volume of thick, flowing mud that remains for the abilities' duration.

The ground in the abilities' area becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you use the ability must make a Strength saving

throw. A creature must also make the saving throw when it moves into the area for the first time on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud.

If you use the ability on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Transmute Mud to Rock. silicate mud or quicksand in the area no more than 10 feet deep transforms into soft stone for the abilities' duration. Any creature in the mud when it transforms must make a Dexterity saving throw. On a successful save, a creature is shunted safely to the surface in an unoccupied space. On a failed save, a creature becomes restrained by the rock. A restrained creature, or another creature within reach, can use an action to try to break the rock by succeeding on a DC 20 Strength check or by dealing damage to it. The rock has AC 15 and 25 hit points, and it is immune to poison and psychic damage.

Call of the Void

Level: 0
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: WIS Save
Damage/Effect: Necrotic
Class: Mystic, Scion, Nanotek

You mar the mind of a creature in range will the howl of the void. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The abilities' damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Advanced Nanoservant

Level: 3rd
Execution Time: 1 Minute
Range/Area: 90 ft
Duration: 8 Hours
Attack/Save: None
Damage/Effect: Utility
Class: Nanotek, Engineer

You touch one Tiny, non-nanotech object that isn't attached to another object or a surface and isn't being carried by another creature. The target animates and sprouts little arms and legs, becoming a nano-creature under your control until the ability ends or the creature drops to 0 hit points. See the stat block for its statistics.

As a bonus action, you can mentally command the creature if it is within 120 feet of you. (If you control multiple creatures with this spell, you can command any or all of them at the same time, issuing the same command to each one.) You decide what action the creature will take and where it will move during its next turn, or you can issue a simple, general command, such as to fetch a key, stand watch, or stack some books. If you issue no commands, the servant does nothing other than defend itself against hostile creatures. Once given an order, the servant continues to follow that order until its task is complete.

When the creature drops to 0 hit points, it reverts to its original form, and any remaining damage carries over to that form.

At Higher Levels. When you use this ability using a slot of 4th level or higher, you can animate two additional objects for each slot level above 3rd.

Dome of Sanctuary

Level: 3rd
Execution Time: 1 Minute
Range/Area: 60 ft
Duration: Self (10 ft Radius Sphere)
Attack/Save: None
Damage/Effect: Utility
Class: Mystic, Scion, Nanotek, Medic

A 10-foot-radius immobile dome of monomolecular force materializes around and above you and remains stationary for the duration. The ability ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The ability fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you use this ability can move through it freely. All other creatures and objects are barred from passing through it. Supernatural Abilities and other special effects can't extend through the dome or be used through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the ability ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Temporal Pause

Level: 9th

Execution Time: 1 Action

Range/Area: Self

Duration: Instant

Attack/Save: None

Damage/Effect: Control

Class: Scion, Mystic

By tapping into the flow of the space-time continuum, you briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This ability ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the ability ends if you move to a place more than 1,000 feet from the location where you cast it.

Waterwave

Level: 3rd

Execution Time: 1 Action

Range/Area: 120 ft

Duration: Instant

Attack/Save: DEX Save

Damage/Effect: Bludgeoning

Class: Scion, Mystic, Hunter, Tactician

You compress water molecules into a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then evaporates.

Pressure Wave

Level: 1st

Execution Time: 1 Action

Range/Area: Self (15 ft Cube)

Duration: Instant

Attack/Save: CON Save

Damage/Effect: Concussive

Class: Scion, Mystic, Nanotek, Tactician, Engineer, Hunter

A wave of compressed air molecules sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 Concussive damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the abilities' effect, and the ability emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you use this ability using a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Concussive Strike

Level: 1st

Execution Time: 1 Bonus Action

Range/Area: Self

Duration: 1 Minute (F)

Attack/Save: STR Save

Damage/Effect: Concussive

Class: Scion, Mystic, Nanotek, Tactician, Engineer, Hunter

The first time you hit with a melee weapon attack during this abilities' duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 Concussive damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Sonic Sting

Level: 0

Execution Time: 1 Action

Range/Area: 5 ft

Duration: Instant

Attack/Save: CON Save

Damage/Effect: Concussive

Class: Scion, Mystic, Nanotek, Tactician, Engineer, Hunter

You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 Concussive damage.

The abilities' damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Sonic Boom

Level: 3rd

Execution Time: 1 Action

Range/Area: 90 ft

Duration: Instant

Attack/Save: CON Save

Damage/Effect: Concussive

Class: Scion, Mystic, Nanotek, Engineer

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 Concussive damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you use this ability, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Tendril Strike

Level: 0

Execution Time: 1 Action

Range/Area: 30 ft

Duration: Instant

Attack/Save: Melee

Damage/Effect: Piercing

Class: Scion, Nanotek, Tactician

You lash out with a whip-like created tendril. Make a melee attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

This abilities' damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Auditory Projection

Level: 0

Execution Time: 1 Action

Range/Area: 30 ft

Duration: Instant

Attack/Save: None

Damage/Effect: Control

Class: Scion, Tactician, Mystic, Hunter, Nanotek, Engineer

You project a minor auditory illusion. This illusion manifests itself as one of the below option within range:
- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.
- If you use this ability multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Emergency Combat Aura

Level: 6ᵗʰ

Execution Time: 1 Action

Range/Area: Self

Duration: 10 Minutes (F)

Attack/Save: Add on to Melee Attack

Damage/Effect: Buff

Class: Nanotek

You endow yourself with endurance and martial prowess. Until the ability ends, you can't use extraordinary abilities, and you gain the following benefits:
- You gain 50 temporary hit points. If any of these remain when the effect ends, they are lost.
- You have advantage on attack rolls that you make

with weapons.
- When you hit a target with a weapon attack, that target takes an extra 2d12 force damage.
- You have proficiency with all armor, shields, and weapons.
- You have proficiency in Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

Immediately after the ability ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

Utility Saucer

Level: 1ˢᵗ

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Movement, Utility

Class: Scion, Nanotek, Tactician, Engineer, Medic, Mystic

You create a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration and can lift up to 500 pounds. If more weight is placed on it, the ability ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. If can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet away from the disk (typically because it can't move around an obstacle to follow you), the ability ends.

Starcrystal Sanctuary

Level: 7th
Execution Time: 1 Hour
Range/Area: 120 ft
Duration: 24 Hours
Attack/Save: CHA Save
Damage/Effect: Creation, Utility, Radiant
Material: Kidali Crystal
Class: Mystic

Shunt a Kidali crystal shrine from the nearest Mother crystal onto the ground you can see within range. The shrine must fit within an unoccupied cube of space, up to 120 feet on each side. The shrine remains until the ability ends. It requires 1 Mother Crystal Shard matching the crystal the shrine is being summoned from worth 50 Credits.

You make all decisions about the shrine's appearance. The interior is enclosed by a floor, walls, and a roof, with one door granting access to the interior and as many windows as you wish. Only you and any creatures you designate when you execute the ability can open or close the door.

The shrine's interior is an open space with an idol or altar at one end. You decide whether the shrine is illuminated and whether that illumination is bright light or dim light.

The shrine opposes types of creatures you choose when you use this ability. Choose one or more of the following: (*insert creature types here*) If a creature of the chosen type attempts to enter the shrine, that creature must make a Charisma saving throw. On a failed save, it can't enter the temple for 24 hours. Even if the creature can enter the shrine, the aura there hinders it; whenever it makes an attack roll, an ability check, or a saving throw inside the shrine, it must roll a d4 and subtract the number rolled from the d20 roll.

In addition, the sensors created by Foresight and Knowledge abilities can't appear inside the shrine, and creatures within can't be targeted.

Finally, whenever any creature in the shrine regains hit points from an ability of 1st level or higher, the creature regains additional hit points equal to your Wisdom modifier (minimum 1 hit point).

The Shrine can't be dissipated or destroyed by conventional means or abilities but is destroyed instantly by disintegration effects.

Using this ability on the same spot every day for a year makes this effect permanent.

Quantum Teleportation Ring

Level: 5th
Execution Time: 1 Minute
Range/Area: 10 ft
Duration: 1 Round
Attack/Save: None
Damage/Effect: Teleportation
Class: Scion, Nanotek, Mystic, Engineer

As you execute the ability, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation ring of your choice whose sigil sequence you know. Drawing the circle and sigils requires a special nanochalk worth 500 credits, which is expended on use. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination ring or in the nearest unoccupied space if that space is occupied.

Many major locations have permanent teleportation rings built somewhere within their confines. Each such circle includes a unique sigil sequence--a string of geometrical symbols arranged in a particular pattern. When you first gain this ability, you learn the sigil sequences for two destinations of your choice determined by the GM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can build a permanent teleportation ring by executing this ability in the same location every day for one Earth year. You need not use the circle to teleport when you use the ability in this way.

Teleportation

Level: 7ᵗʰ

Execution Time: 1 Action

Range/Area: 10 ft

Duration: Instant

Attack/Save: None

Damage/Effect: Teleportation

Class: Scion, Nanotek, Mystic

This ability instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls…

Familiarity	Mishap	Similar	Off Target	On Target
Permanent circle	-	-	-	01-100
Associated object	-	-	-	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False destination	01-50	51-100	-	-

Familiarity. "Permanent circle" means a permanent teleportation ring whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months. "Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you use the ability. "Seen casually" is someplace you have seen more than once but with which you aren't especially familiar. "Viewed once" is a place you have seen once. "Description" is a place whose location and appearance you know through someone else's description, such as a map.

False destination. A place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target. You and your group (or the target object) appear where you want to.

Off Target. You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is 1d10 × 1d10 percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area. You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another Nanotek's laboratory or in a chemistry supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the ability has no range limit, you could conceivably wind up anywhere in the universe!

Mishap. The abilities' unpredictable quantum physics results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Merge of Consciousness

Level: 8ᵗʰ

Execution Time: 1 Action

Range/Area: Unlimited

Duration: 24 Hours

Attack/Save: None

Damage/Effect: Communication

Class: Scion, Mystic

You create a telepathic link between yourself and a willing creature with which you are familiar. The creature can be anywhere in the same galaxy as you. The ability ends if you or the target are no longer on the same plane.

Until the effect ends, you and the target can instantaneously share words, images, sounds and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The ability enables a creature with an Intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

Communal Link

Level: 5th

Execution Time: 1 Action (F)

Range/Area: 30 ft

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Communication

Class: Mystic, Scion, Tactician

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this ability.

Until the ability ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance.

Telekinesis

Level: 5th

Execution Time: 1 Action

Range/Area: 60 ft

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Control

Class: Scion, Nanotek, Mystic, Tactician

You gain the ability to move or manipulate creatures or objects by thought. When you use the ability, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the ability.

Creature. You can try to move a Huge or smaller creature. Make an ability check with your casting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this ability. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object. You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this ability. If the object is worn or carried by a creature, you must make an ability check with your casting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this ability.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Euphoric disorientation

Level: 1st

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 1 Minute (F)

Attack/Save: WIS Save

Damage/Effect: Mind
Class: Scion, Tactician

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this ability affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target had advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

Cerebral Discharge

Level: 5th
Execution Time: 1 Action
Range/Effect: 120 ft (20 ft Radius Sphere)
Duration: Instant
Attack/Save: INT Save
Damage/Effect: Psychic, Mind
Class: Scion

You choose a point within range and cause psychic energy to explode there. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one.

After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

Proximity Glyph

Level:7th
Execution Time: 1 Minute

Range/Area: Touch (60 ft Radius Sphere)
Duration: Until Cleansed or Triggered
Attack/Save: Varies (See Below)
Damage/Effect: Necrotic
Class: Mystic

When you use this ability, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you use this ability, the glyph is broken, and the ability ends without being triggered.

The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it.

You decide what triggers the glyph when you use the ability. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph.

You can further refine the trigger so the effect is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect Greys or Kadali). You can also specify creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the ability ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

Death. Each target must make a Constitution saving throw, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful save.

Discord. Each target must make a Constitution saving throw. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks.

Fear. Each target must make a Wisdom saving throw and becomes frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able.

Hopelessness. Each target must make a Charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.

Insanity. Each target must make an Intelligence saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The GM controls its movement, which is erratic.

Pain. Each target must make a Constitution saving throw and becomes incapacitated with excruciating pain for 1 minute on a failed save.

Sleep. Each target must make a Wisdom saving throw and falls unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

Stunning. Each target must make a Wisdom saving throw and becomes stunned for 1 minute on a failed save.

Spectral Burst

Level: 0
Execution Time: 1 Action
Range/Area: 5 ft
Duration: Instant

Attack/Save: DEX Save
Damage/Effect: Force
Class: Scion, Tactician
You create a momentary circle of spectral energy that sweeps around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d6 force damage.

This abilities' damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Hardlight Ammo Materializer

Level: 5ᵗʰ
Execution Time: 1 Bonus Action
Range/Area: Touch
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Buff
Class: ITEM
You transmute your ammo bag so it produces an endless supply of hardlight ammunition.

On each of your turns until the ability ends, you can use a bonus action to make two attacks with a weapon that uses ammunition from the effected ammo bag. Each time you make such a ranged attack, your ammo bag replaces the piece of ammunition you used with a similar piece of hardlight ammunition. Any pieces of ammunition created by this ability disintegrate when the ability ends. If the ammo bag leaves your possession, the ability ends.

Solar Blast

Level: 8ᵗʰ
Execution Time: 1 Action
Range/Area: 150 ft (60 ft Radius Sphere)
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Radiant
Class: Mystic

Brilliant sunlight erupts in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Void Creatures have disadvantage on this saving throw

A creature blinded by this ability makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

This ability dispels any darkness in its area that was created by an ability.

Star Beam

Level: 6th
Execution Time: 1 Action
Range/Area: Self (60 ft Line)
Duration: 1 Minute (F)
Attack/Save: CON Save
Damage/Effect: Radiant
Class: Mystic

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this ability. Void creatures have disadvantage on this saving throw.

You can create a new line of radiance as your action on any turn until the ability ends.

For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

Subliminal Impulse

Level: 2nd
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 8 Hours (F)
Attack/Save: WIS Save
Damage/Effect: Control, Mind
Class: Scion, Tactician, Medic

You suggest a course of activity (limited to a sentence or two) and influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a knife, immolate itself, or do some other obviously harmful act ends the effect.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the ability ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a Soldier give her Rifle to the first beggar she meets. If the condition isn't met before the ability expires, the activity isn't performed.

If you or any of your companions damage the target, the ability ends.

Electron Dynamo

Level: 4th
Execution Time: 1 Action
Range/Area: 150 ft (60 ft sphere)
Duration: 1 Minute (F)
Attack/Save: STR Save
Damage/Effect: Bludgeoning, Electric
Class: Scion, Nanotek, Engineer

A 20-foot-radius sphere of whirling electrons springs into existence centered on a point you choose within range. The sphere remains for the abilities' duration. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage. The sphere's space is difficult terrain.

Until the extraordinary ability ends, you can use a bonus action on each of your turns to cause a bolt of electricity to leap from the center of the sphere toward one creature you choose within 60 feet of the center. Make a ranged attack. You have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 electric damage.

Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to hearing.

At Higher Levels. When you use this ability using a slot of 5th level or higher, the damage increases for each of its effects by 1d6 for each slot level above 4th.

Ion Storm

Level: 9th

Execution Time: 1 Action

Range/Area: Sight

Duration: 1 Minute (F)

Attack/Save: CON Save

Damage/Effect: Acid, Concussive, Electric, Bludgeoning, Freezing, Debuff, Control

Class: Mystic, Scion

You whirl a catastrophic cacophony of subatomic distress, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 concussive damage and becomes deafened for 5 minutes.

Each round you maintain focus on this ability, the storm produces different effects on your turn.

Round 2. Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage.

Round 3. You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature

must make a Dexterity saving throw. The creature takes 10d6 electric damage on a failed save, or half as much damage on a successful one.

Round 4. Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.

Round 5–10. Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 freezing damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining focus on abilities. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area.

Cellular Reinforcement

Level: 4th

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Buff

Class: Nanotek, Scion, Medic

This ability turns the flesh of a willing creature you touch as hard as steel. Until the extraordinary ability ends, the target has resistance to bludgeoning, piercing, and slashing damage.

Silicate Transmorphing

Level: 4th

Execution Time: 1 Action

Range/Area: Touch

Duration: Instant

Attack/Save: None

Damage/Effect: Control

Class: Nanotek, Scion

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large

rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Rancid Discharge

Level: 3rd
Execution Time: 1 Action
Range/Area: 90 ft (20 ft Radius Sphere)
Duration: 1 Minute (F)
Attack/Save: CON Save
Damage/Effect: Control
Class: Nanotek, Engineer, Tactician, Hunter

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Kinetic Whirlwind

Level: 5th
Execution Time: 1 Action
Range/Area: 30 ft
Duration: Instant
Attack/Save: Melee
Damage/Effect: Force
Class: Scion, Nanotek, Hunter

You flourish the weapon used in the execution and then vanish to strike like the wind. Choose up to five creatures you can see within range. Make a melee attack against each target. On a hit, a target takes 6d10 force damage.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

Hazing Discharge

Level: 4th
Execution Time: 1 Bonus Action
Range/Area: Self (15 ft cone)
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Psychic
Class: Scion, Tactician

The next time you hit a creature with a melee weapon attack during this abilities' duration, your weapon pierces both body and mind, and the attack deals an extra 4d6 psychic damage to the target. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.

Autonomous Projected Weapon

Level: 2nd
Execution Time: 1 Bonus Action
Range/Area: 60 ft
Duration: 1 Minute
Attack/Save: Melee
Damage/Effect: Force
Class: Nanotek, Scion, Engineer, Tactician, Hunter

You create a floating, translucent weapon within range that lasts for the duration or until you use this ability again. When you use the ability, you can make a melee attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your casting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

At Higher Levels. When you use this ability using a slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

Astral Guardians

Level: 3rd

Execution Time: 1 Action

Range/Area: Self (15 ft Radius Sphere)

Duration: 10 Minutes (F)

Attack/Save: WIS Save

Damage/Effect: Radiant, Necrotic

Class: Mystic

You summon ephemeral beings to protect you. They flit around you to a distance of 15 feet for the duration.

When you use this ability, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage or 3d8 necrotic damage (your choice). On a successful save, the creature takes half as much damage.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Spike Field

Level: 2nd

Execution Time: 1 Action

Range/Area: 150 ft (20 ft Radius Sphere)

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Control, Piercing

Class: Hunter, Mystic, Nanotek, Engineer, Tactician, Scion

The ground in a 20-foot radius centered on a point within range warps and sprouts hard spikes. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The alteration of the ground is camouflaged to look natural. Any creature that can't see the area at the time the ability is used must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Wall Crawl

Level: 2nd

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Buff

Class: Nanotek, Engineer, Hunter

Until the ability ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Plantmind Synthesis

Level: 3rd

Execution Time: 1 Action

Range/Area: Self

Duration: 10 Minutes

Attack/Save: None

Damage/Effect: Communication

Class: Scion, Mystic, Hunter

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the abilities area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration,

causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the GM's discretion. The ability doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no ability to influence it.

This ability can cause the plants created by the entangle ability to release a restrained creature.

Post-Mortem Reconciliation

Level: 3rd

Execution Time: 1 Action

Range/Area: 10 ft

Duration: 10 Minute (F)

Attack/Save: None

Damage/Effect: Communication

Class: Mystic, Scion, Nanotek, Medic

You reignite the neurochemical reactions of a corpse's brain of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and some degree of in-tact brain matter. The ability fails if the corpse was the target of this ability within the last 10 days.

Until the ability ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This ability doesn't return the creature's consciousness to its body, only an echo based on existing brain connections. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Pre-sapient communication

Level: 1st

Execution Time: 1 Action

Range/Area: 10 ft

Duration: 10 Minutes

Attack/Save: None

Damage/Effect: Communication

Class: Hunter, Mystic, Scion, Tactician

You gain the ability to comprehend and verbally communicate with non-sapient animals for the duration. The knowledge and awareness of many animals is limited by their intelligence, but at minimum, animals can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade an animal to perform a small favor for you, at the GM's discretion.

Emergency Stabilization

Level: 0

Execution Time: 1 Action

Range/Area: Touch

Duration: Instant

Attack/Save: None

Damage/Effect: Healing

Class: Medic

You touch a living creature that has 0 hit points. The creature becomes stable. This ability has no effect on mechanicals or other non-biological beings.

Vitality Containment

Level: 6th

Execution Time: 1 Reaction

Range/Area: 60 ft

Duration: 8 Hours

Attack/Save: None

Damage/Effect: Buff

Class: Medic, Scion, Nanotek

This ability snapes up the neurochemical energies of the consciousness of a sapient as it dies and traps it inside the tiny cage (worth 1000 credits) you use for the material component. It remains inside the cage until the ability ends or until you destroy the cage,

which ends the ability. While you have a consciousness inside the cage, you can exploit it in any of the ways described below. You can use a trapped consciousness up to six times. Once you exploit a consciousness for the sixth time, it is released, and the ability ends.

Steal Life. You can use a bonus action to drain vigor from the consciousness and regain 2d8 hit points.

Query Consciousness. You ask the consciousness a question (no action required) and receive a brief telepathic answer, which you can understand regardless of the language used. The consciousness knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

Borrow Experience. You can use a bonus action to bolster yourself with the Consciousness' life experience, making your next attack roll, ability check, or saving throw with advantage. If you don't use this benefit before the start of your next turn, it is lost.

Eyes of the Dead. You can use an action to name a place the sapient saw in life, which creates an invisible sensor somewhere in that place if it is on the planet you're currently on. The sensor remains for as long as you focus, up to 10 minutes (as if you were focusing on an ability). You receive visual and auditory information from the sensor as if you were in its space using your senses. A creature that can see the sensor sees a translucent image of the tormented sapient whose consciousness you caged.

Cryo Blast

Level: 2nd
Execution Time: 1 Action
Range/Area: 90 ft (5 ft Radius Sphere)
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Freezing
Class: Scion, Nanotek, Engineer, Mystic
A blast of intense subzero energy erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 freezing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you use this ability using a slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Retainment

Level: 1st
Execution Time: 1 Minute
Range/Are: Touch
Duration: 8 Hour
Attack/Save: None
Damage/Effect: Manifest
Class: Hunter, Engineer, Tactician
You create a circle with a 5-foot radius on the ground or the floor. When you finish executing the ability, the rope disappears and the circle becomes a trap.

The trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your save DC to be discerned.

The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the effect's radius. That creature must succeed on a Dexterity saving throw or be hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the ability ends.

A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your save DC. On a success, the restrained effect ends.

After the trap is triggered, the ability ends when no creature is restrained by it.

Temporal Dampening

Level: 3rd

Execution Time: 1 Action

Range/Area: 120 ft (40 ft Cube)

Duration: 1 Minute (F)

Attack/Save: WIS Save

Damage/Effect: Control, Debuff

Class: Mystic, Scion

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this ability for the duration.

An affected target's speed is halved, it takes a −2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or special items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to execute an ability with an execution time of 1 action, roll a d20. On an 11 or higher, the ability doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the ability. If it can't, the ability is wasted.

A creature affected by this ability makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

Cryo Disruptor

Level: 3rd

Execution Time: 1 Action

Range/Area: 150 ft (40 Ft Cylinder)

Duration: 1 Minute (F)

Attack/Save: DEX Save

Damage/Effect: Control, Debuff

Class: Mystic, Scion, Engineer, Nanotek

Until the ability ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the abilities' area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature starts its turn in the abilities' area and is focusing on an ability, the creature must make a successful Constitution saving throw against your save DC or lose focus.

Induce Slumber

Level: 1st

Execution Time: 1 Action

Range/Area: 90 ft (20-foot Radius Sphere)

Duration: 1 Minute

Attack/Save: None

Damage/Effect: Sleep, Control

Class: Scion, Medic, Tactician, Hunter, Mystic, Nanotek, Engineer

This ability sends creatures into a deep sleep. Roll 5d8; the total is how many hit points of creatures this ability can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this ability falls unconscious until the effect ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Non-biological creatures aren't affected by this ability.

At Higher Levels. When you use this ability using a slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Literary Projection

Level: 2nd

Execution Time: 1 Action

Range/Area: Sight

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Communication

Class: Hunter, Mystic, Scion, Tactician

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the abilities' duration. The words dissipate when the ability ends. A strong wind can disperse the clouds and end the effect early.

Talent Protocol

Level: 4ᵗʰ

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Buff

Class: Scion, Tactician, Medic, Mystic

You deepen a creature's understanding of its own talent. You touch one willing creature and give it expertise in one skill of your choice; until the ability ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill.

You must choose a skill in which the target is proficient and that isn't already benefiting from an effect, such as Expertise, that doubles its proficiency bonus.

Synth

Level: 7ᵗʰ

Execution Time: 12 Hours

Range/Area: Touch

Duration: 8 Hours (F)

Attack/Save: None

Damage/Effect: Control, Utility

Class: Nanotek, Scion

You shape an illusory duplicate of one beast or humanoid that is within range for the entire execution time of the ability. The duplicate is a creature, partially real and formed from synthetic materials, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the synth uses all the statistics of the creature it duplicates, except that it is a construct.

The synth is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The synth lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended slots.

If the synth is damaged, you can repair it in an alchemical laboratory, using rare composite materials worth 1000 credits per hit point it regains. The synth lasts until it drops to 0 hit points, at which point it is destroyed

If you use this ability again, any synth you created with this ability is instantly destroyed.

Hologram Projection

Level: 1ˢᵗ

Execution Time: 1 Action

Range/Area: 60 ft (15-foot Cube)

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Control, Utility

Class: Engineer, Tactician, Scion

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes

location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, as things can pass through it. A creature that uses its action to examine the image can determine that it is a hologram with a successful Intelligence (Investigation) check against your save DC. If a creature discerns the hologram for what it is, the creature can see through the image.

Mute Screen

Level: 2nd
Execution Time: 1 Action
Range/Area:120 ft (30-foot Radius Sphere)
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Control, Debuff
Class: Scion, Nanotek, Hunter, Tactician

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to concussive damage, and creatures are deafened while entirely inside it. Using a ability that includes a auditory component is impossible there.

Radiation Screen

Level: 3rd
Execution Time: 1 Action
Range/Area: 120 ft (30-foot Radius Sphere)
Duration: 10 Minutes (F)
Attack/Save: CON Save
Damage/Effect: Radiant, Debuff
Class: Mystic

Dim, greenish light spreads within a 30-foot-radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the spell ends.

When a creature moves into the effect's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 radiant damage, and it suffers one level of exhaustion and emits a dim, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible. The light and any levels of exhaustion caused by this spell go away when the ability ends.

Static Grip

Level: 0
Execution Time: 1 Action
Range/Area: Touch
Duration: Instant
Attack/Save: Melee
Damage/Effect: Electric
Class: Scion, Nanotek, Engineer, Medic

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal or is made of metal itself. On a hit, the target takes 1d8 electric damage, and it can't take reactions until the start of its next turn.

The abilities' damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Reinforcement Protocol

Level: 0
Execution Time: 1 Bonus Action
Range/Area: Touch
Duration: 1 Minute
Attack/Save: Melee
Damage/Effect: Bludgeoning, Buff
Class: Hunter, Mystic, Nanotek, Engineer, Scion, Tactician

A Simple melee weapon, such as club or bostaff you are holding is imbued with power. For the duration, you can use your Extraordinary Ability modifier instead of Strength for the attack and damage rolls

of melee attacks using that weapon, and the weapon's damage die becomes a d8. The ability ends if you use it again or if you let go of the weapon.

Overshielding

Level: 1st
Execution Time: 1 Bonus Action
Range/Area: 60 ft
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Buff, Warding
Class: Nanotek, Engineer, Scion, Tactician, Medic

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Personal Defense Shield

Level: 1st
Execution Time: 1 Reaction
Range/Area: Self
Duration: 1 Round
Attack/Save: None
Damage/Effect: Warding
Class: Nanotek, Scion, Mystic, Tactician

A transparent barrier of energy appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from Auto-hit attacks

Seismic Discharge

Level: 2nd
Execution Time: 1 Action
Range/Area: 60 ft (10-foot Radius Sphere)
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Concussive
Class: Scion, Mystic, Engineer

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 concussive damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A non-supernatural object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels. When you use this ability using a slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Form Reconfiguration

Level: 9th
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Shapechanging
Class: Nanotek

You fully assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Extraordinary Ability trait.

Your game statistics are replaced by the statistics of the chosen creature, though you retain your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before

you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features from your class, being, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The GM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

During this abilities' duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with one exception: if your new form has more hit points than your current one, your hit points remain at their current value.

Basic Waterbending

Level: 0
Execution Time: 1 Action
Range/Area: 30 ft (5-foot Cube)
Duration: Instant
Attack/Save: None
Damage/Effect: Control
Class: Scion, Mystic, Tactician, Hunter

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

> You instantaneously move or otherwise change the flow of the water as you direct,

up to 5 feet in any direction. This movement doesn't have enough force to cause damage.

You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.

You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.

You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you use this ability multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Void Cloak

Level: 4th
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Necrotic, Buff
Class: Nanotek, Mystic

Crackling shadows wreathe your body until the ability ends, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light.

Until the ability ends, you have resistance to radiant damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the shadows sear that creature, dealing it 2d8 necrotic damage.

Psy-Blade

Level: 2nd
Execution Time: 1 Bonus Action
Range/Area: Self
Duration: 1 Minute (F)

Attack/Save: Melee

Damage/Effect: Psychic

Class: Scion

You weave together threads of psychic energy to create a sword in your hand. This sword lasts until the ability ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the ability persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you use this ability using a 3rd- or 4th-level slot, the damage increases to 3d8. When you use it using a 5th- or 6th-level slot, the damage increases to 4d8. When you use it using a slot of 7th level or higher, the damage increases to 5d8.

Time-Space Ejection

Level: 7th

Execution Time: 1 Action

Range/Area: Touch

Duration: Instant

Attack/Save: None

Damage/Effect: Deception

Material Component: Cosmic Lens made of Diamon/Ruby/Sapphire dust worth at least 50000 Credits

Class: Scion, Mystic

By means of this ability, a willing creature or an object can be hidden away, safe from detection. When you use the ability and touch the target, it becomes invisible and can't be targeted by detection abilities or perceived through sensors.

If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older.

You can set a condition for the ability to end automatically. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when Cthulhu awakens." This ability also ends if the target takes any damage.

Quantum Signal

Level: 3rd

Execution Time: 1 Action

Range/Area: Unlimited

Duration: 1 Round

Attack/Save: None

Damage/Effect: Communication

Class: Scion, Tactician, Mystic

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The ability enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

Hallucinogenic Projection

Level: 5th

Execution Time: 1 Action

Range/Area: 30 ft

Duration: 8 Hours

Attack/Save: CHA Save

Damage/Effect: Control

Class: Scion, Engineer, Tactician

This ability allows you to change the visually perceived appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this ability.

The ability disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The ability lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this ability fail to hold up to physical inspection. For example, if you use this ability to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head. If you use this ability to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your save DC. If it succeeds, it becomes aware that the target is disguised.

Anti-Camouflage Sensor

Level: 2nd

Execution Time: 1 Action

Range/Area: Self

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Detection

Class: Hunter, Nanotek, Scion, Tactician, Mystic, Medic

For the duration, you see invisible creatures and objects as if they were visible. Extradimensional creatures and objects appear ghostly and translucent.

Quantum-Storage Cube

Level: 4th

Execution Time: 1 Action

Range/Area: Touch

Duration: Instant

Attack/Save: None

Damage/Effect: Utility

Material Component: Exquisite Chest measuring 3-2-2 feet worth 50000 Credits and a tiny replica worth 500 Credits

Class: Mystic

You hide a chest, and all its contents, in a pocked Dimension. You must touch the chest and the miniature replica that serves as a material component for the ability. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains in the pocket dimension, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the pocket dimension by using an action and touching both the chest and the replica.

After 60 days, there is a cumulative 5 percent chance per day that the abilities' effect ends. This effect ends if you use this ability again, if the smaller replica chest is destroyed, or if you choose to end the ability as an action. If the ability ends and the larger chest is in the pocket dimension, it is irretrievably lost.

Ignition Strike

Level: 1st

Execution Time: 1 Bonus Action

Range/Area: Self

Duration: 1 Minute (F)

Attack/Save: Melee

Damage/Effect: Burning

Class: Scion, Engineer, Nanotek

The next time you hit a creature with a melee weapon attack during the abilities' duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 burning damage to the target and causes the target to ignite in flames. At the start of each of its turns until the ability ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 burning damage. On a successful save, the ability ends. If the target or a creature within 5 feet of it uses an action to put out

the flames, or if some other effect douses the flames (such as the target being submerged in water), the ability ends.

At Higher Levels. When you use this ability using a slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

Spying

Level: 5th
Execution Time: 10 Minutes
Range/Area: Self
Duration: 10 Minutes (F)
Attack/Save: WIS Save
Damage/Effect: Detection, Utility
Material Component: Quartz Projection Crystal worth at least 10000 Credits
Class: Scion, Mystic, Tactician

You can see and hear a particular creature you choose that is in the same galaxy as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're using this ability, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge	Save Modifier
Secondhand (you've heard of the target)	+5
Firsthand (you have met the target)	0
Familiar (you know the target well)	-5

Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

On a successful save, the target isn't affected, and you can't use this ability against it again for 24 hours.

On a failed save, the ability creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you can choose a location you have seen before as the target of this ability. When you do, the sensor appears at that location and doesn't move.

Laser Beam

Level: 2nd
Execution Time: 1 Action
Range/Area: 120 ft
Duration: Instant
Attack/Save: Ranged
Damage/Effect: Burning
Class: Scion, Nanotek, Engineer

You create three beams of intense heat and target them at targets within range. You can target them at one target or several.

Make a ranged ability attack for each beam. On a hit, the target takes 2d6 burning damage.

At Higher Levels. When you use this ability using a slot of 3rd level or higher, you create one additional beam for each slot level above 2nd.

Temporal Reprojection

Level: 6th
Execution Time: 1 Action
Range/Area: 30 ft
Duration: Instant
Attack/Save: WIS Save
Damage/Effect: Control
Class: Scion, Mystic

Reality shudders around up to five creatures of your choice that you can see within range. An unwilling creature must succeed on a Wisdom saving throw to resist this ability. You teleport each affected target

to an unoccupied space that you can see within 120 feet of you. That space must be on the ground or on a floor.

Defense Grid

Level: 1st
Execution Time: 1 Bonus Action
Range/Area: 30 ft
Duration: 1 Minute
Attack/Save: WIS Save
Damage/Effect: Buff, Warding
Class: Nanotek, Scion, Mystic, Engineer, Tactician, Medic

You ward a creature within range against attack. Until the ability ends, any creature who targets the warded creature with an attack or a harmful ability must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or ability. This ability doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack, uses a ability that affects an enemy, or deals damage to another creature, this ability ends.

Radiant Discharge

Level: 0
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Radiant
Class: Mystic

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The abilities' damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Extradimensional Escape

Level: 2nd
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Hour
Attack/Save: None
Damage/Effect: Utility
Class: Mystic, Scion

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the ability ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and abilities can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the ability ends.

Revival Protocol

Level: 3rd
Execution Time: 1 Action
Range/Area: Touch
Duration: Instant
Attack/Save: None
Damage/Effect: Healing
Material Component: Defibrillation Shiv worth at least 500 Credits
Class: Medic, Mystic, Nanotek

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This ability can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Adaptive Response

Level: 0
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Buff
Class: Tactician, Medic, Scion

You touch one willing creature. Once before the ability ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw - The ability then ends.

Containment Field

Level: 4th
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Minute (F)
Attack/Save: DEX Save
Damage/Effect: Control
Class: Mystic, Nanotek, Scion, Tactician, Engineer, Medic

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration.

Nothing--not physical objects, energy, or other ability effects--can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

A disintegrate ability targeting the globe destroys it without harming anything inside it.

Cleanse

Level: 3rd
Execution Time: 1 Action
Range/Area: Touch
Duration: Instant
Attack/Save: None
Damage/Effect: Buff
Class: Mystic, Medic, Nanotek

At your touch, all malisons affecting one creature or object end. If the object is a cursed item, its curse remains, but the ability breaks its owner's attunement to the object so it can be removed or discarded.

Reincarnation

Level: 5th
Execution Time: 1 Hour
Range/Area: Touch
Duration: Instant
Attack/Save: None
Damage/Effect: Healing
Material Component: Genome-Mapped Nanite-Oil worth at least 1000 Credits
Class: Mystic, Nanotek, Medic

You touch a dead sapient or a piece of a dead sapient. Provided that the creature has been dead no longer than 10 days, the ability generates a new adult body for it and then reinstitutes the consciousness of the original being to enter that body. If the target's consciousness isn't free or willing to do so, the ability fails.

The new body is molded semi-procedurally, which likely causes the creature's being to change. The GM rolls a d100 and consults the following table to determine what form the creature takes when restored to life, or the GM chooses a form.

d100	Race
01-10	Human
11-20	Android
21-30	Kidali
31-40	Tvahjarta
41-50	Xantoid
51-60	Senesia
61-70	Vessa
71-80	Verdalaithi
81-90	Tardigrade
91-99	Cyborg (roll again for Original Being)
100	Grey

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original being for the new one and changes its racial traits accordingly.

Radiation Ray

Level: 1ˢᵗ
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant:
Attack/Save: Ranged
Damage/Effect: Poison, Debuff
Class: Nanotek, Mystic, Scion, Engineer, Medic, Tactician

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

At Higher Levels. When you use this ability using a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Cyro-Ray

Level: 0
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: Ranged
Damage/Effect: Freezing
Class: Scion, Nanotek, Engineer, Medic

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged attack against the target. On a hit, it takes 1d8 freezing damage, and its speed is reduced by 10 feet until the start of your next turn.

The abilities' damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Nero-disruption Ray

Level: 2ⁿᵈ
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Minute (F)
Attack/Save: CON Save
Damage/Effect: Debuff
Class: Nanotek, Scion, Mystic, Medic

A black beam of enervating energy springs toward a creature within range. Make a ranged attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the extraordinary ability ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the ability. On a success, the ability ends.

Telepathic Nerolink

Level: 5ᵗʰ
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Hour

Attack/Save: None
Damage/Effect: Communication
Class: Scion, Tactician, Mystic, Nanotek

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this ability.

Until the ability ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other dimensions.

Reanimation

Level: 5ᵗʰ
Execution Time: 1 Hour
Range/Area: Touch
Duration: Instant
Attack/Save: None
Damage/Effect: Healing
Material Component: diamond Kidali Crystal worth at least 5000 Credits
Class: Medic, Mystic, Nanotek

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's consciousness is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This ability also neutralizes any poisons and cures diseases that affected the creature at the time it died. This ability doesn't, however, remove malisons or similar effects; if these aren't first removed prior to using the ability, they take effect when the creature returns to life. The ability can't return an undead creature to life.

This ability closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival--its head, for instance--the ability automatically fails.

Coming back from the dead is an ordeal. The target takes a −4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a

long rest, the penalty is reduced by 1 until it disappears.

Pyrotechnic Disruptor

Level: 2ⁿᵈ
Execution Time: 1 Action
Range/Area: 60 ft (5-foot Cube)
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Blinded, Debuff
Class: Scion, Tactician, Engineer, Nanotek

Choose an area of flame that you can see and that fits within a 5-foot cube within range. You can extinguish the fire in that area, and you create either fireworks or smoke when you do so.

Flashbang. The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn.

Smokescreen. Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

Consumable Purification

Level: 1ˢᵗ
Execution Time: 1 Action
Range/Area: 10 ft (5-foot Radius Sphere)
Duration: Instant
Attack/Save: None
Damage/Effect: Utility
Class: Mystic, Medic, Hunter

All food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Mind Blast

Level: 9ᵗʰ
Execution Time: 1 Action

Range/Area: 90 ft

Duration: Instant

Attack/Save: INT Save

Damage/Effect: Psychic, Debuff

Class: Scion

You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected.

Each target must make an Intelligence saving throw. On a failed save, a target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned. If a target is killed by this damage, its head explodes, assuming it has one.

A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

Toxin Defense

Level: 2nd

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Buff

Class: Medic, Hunter, Mystic, Nanotek, Engineer, Scion, Tactician

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Cosmic Ward

Level: 1st

Execution Time: 1 Action

Range/Area: Touch

Duration: 10 Minutes (F)

Attack/Save: None

Damage/Effect: Buff, Debuff, Warding

Material Component: Powdered Uranium

Class: Mystic

Until the ability ends, one willing creature you touch is protected against certain types of creatures: extradimensional, celestials, elementals, void, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Energy Ward

Level: 3rd

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour (F)

Attack/Save: WIS Save

Damage/Effect: Buff, Warding

Class: Scion, Nanotek, Engineer, Tactician, Hunter, Mystic

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, freezing, burning, electric, or concussive.

Holo-Projection

Level: 7th

Execution Time: 1 Action

Range/Area: 500 Miles

Duration: 1 Day

Attack/Save: None

Damage/Effect: Control

Material Component: Small self-replica Worth 50 Credits

Class: Scion

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and

sounds like you but is intangible. If the illusion takes any damage, it disappears, and the ability ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion as things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Programed Projection

Level: 6th
Execution Time: 1 Action
Range/Area: 120 ft (30-foot Cube)
Duration: Until Cleansed
Attack/Save: None
Damage/Effect: Control, Utility
Material Component: Projector Nanites worth 250 Credits
Class: Nanotek

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing,

it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase.

Physical interaction with the image reveals it to be an illusion as things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Pyrokinesis

Level: 0
Execution Time: 1 Action
Range/Area: Self
Duration: 10 Minutes
Attack/Save: Ranged
Damage/Effect: Burning
Class: Scion: Nanotek, Engineer, Tactician

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The ability ends if you dismiss it as an action or if you use it again.

You can also attack with the flame, although doing so ends the ability. When you use this ability, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged attack. On a hit, the target takes 1d8 burning damage.

This abilities' damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sanctum Materialization

Level:4th

Execution Time: 10 Minutes

Range/Area: 120 ft (5-to-100-foot Cube)

Duration: 24 Hours

Attack/Save: None

Damage/Effect: Control

Class: Mystic

You make an area within range cosmically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The ability lasts for the duration or until you use an action to dismiss it.

When you use the ability, you decide what sort of security the ability provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by Mystic abilities can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by Mystic abilities.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

Using this ability on the same spot every day for a year makes this effect permanent.

At Higher Levels. When you use this ability using a slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th. Thus, you could protect a cube that can be up to 200 feet on one side by using a slot of 5th level.

Warp Dash

Level: 2nd

Execution Time: 1 Bonus Action

Range/Area: Self

Duration: Instant

Attack/Save: None

Damage/Effect: Movement

Class: Scion, Nanotek, Mystic

Briefly surrounded by silvery ripple, you teleport up to 30 feet to an unoccupied space that you can see.

Duplication Projection

Level: 2nd

Execution Time: 1 Action

Range/Area: Self

Duration: 1 Minute

Attack/Save: None

Damage/Effect: Deception, Warding

Class: Nanotek, Scion, Engineer, Tactician

Three illusory duplicates of yourself appear in your space. Until the ability ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the abilities' duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The ability ends when all three duplicates are destroyed.

A creature is unaffected by this ability if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Force Bolt

Level: 1st

Execution Time: 1 Action

Range/Area: 120 ft

Duration: Instant

Attack/Save: None

Damage/Effect: Force

Class: Scion, Nanotek, Hunter

You create three glowing darts of force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you use this ability using a slot of 2nd level or higher, the ability creates one more dart for each slot level above 1st.

Energy Field

Level: 9th

Execution Time: 1 Action

Range/Area: 60 ft (varies)

Duration: 10 Minutes

Attack/Save: CON Save, DEX save

Damage/Effect: Burning, Acid, Electric, Poison, Freezing, Restrained, Petrified, Blinded

Class: Mystic, Nanotek, Scion

A shimmering, multicolored plane of light forms a vertical opaque wall--up to 90 feet long, 30 feet high, and 1 inch thick--centered on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the ability fails, and your action and the slot are wasted.

The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you use the ability can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or become blinded for 1 minute.

The wall consists of seven layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must make a Dexterity saving throw or be affected by that layer's properties as described below.

The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell. Anti-energy fields have no effect on the wall, and Cleanse can affect only the violet layer.

1. Red. The creature takes 10d6 burning damage on a failed save, or half as much damage on a successful one. While this layer is in place, non-energy ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 freezing damage to it.

2. Orange. The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, energy ranged attacks can't pass through the wall. The layer is destroyed by a strong wind.

3. Yellow. The creature takes 10d6 electric damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 force damage to it.

4. Green. The creature takes 10d6 poison damage on a failed save, or half as much damage on a successful one. A Trespass ability, or another ability of equal or greater level that can open a portal on a solid surface, destroys this layer.

5. Blue. The creature takes 10d6 freezing damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 burning damage to it.

6. Indigo. On a failed save, the creature is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the ability ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the creature collects three of a kind. While this layer is in

place, abilities can't be used through the wall. The layer is destroyed by bright light shed by a Daylight ability or a similar ability of equal or higher level.

7. Violet. On a failed save, the creature is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another dimension of the GM's choosing and is no longer blinded. This layer is destroyed by a Cleanse ability or a similar ability of equal or higher level that can end abilities and extraordinary effects.

Elemental Discharge

Level: 7ᵗʰ
Execution Time: 1 Action
Range/Area: Self (60-foot-Cone)
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Acid, Freezing, Burning, Electric, Restrained, Petrified, Blinded
Class: Scion, Nanotek, Mystic

Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1. Red. The target takes 10d6 burning damage on a failed save, or half as much damage on a successful one.

2. Orange. The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.

3. Yellow. The target takes 10d6 electric damage on a failed save, or half as much damage on a successful one.

4. Green. The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.

5. Blue. The target takes 10d6 freezing damage on a failed save, or half as much damage on a successful one.

6. Indigo. On a failed save, the target is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the ability ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

7. Violet. On a failed save, the target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another dimension of the GM's choosing and is no longer blinded. (Typically, a creature that is on a dimension that isn't its home dimension is banished home).

8. Special. The target is struck by two rays. Roll twice more, rerolling any 8.

Reactive Energy Barrier

Level: 6ᵗʰ
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Minute (F)
Attack/Save: None
Damage/Effect: Warding
Class: Nanotek, Scion, Mystic

A normal weapon you touch becomes an extraordinary weapon.

You have resistance to acid, freezing, burning, electric, and concussive damage for the abilities' duration.

When you take damage of one of those types, you can use your reaction to gain immunity to that type of damage, including against the triggering damage.

If you do so, the resistances end, and you have the immunity until the end of your next turn, at which time the ability ends.

Mutagenic Strike

Level: 0

Execution Time: 1 Action
Range/Area: Self
Duration: Instant
Attack/Save: Melee
Damage/Effect: Acid
Class: Medic

You channel alien genetic material to cause your teeth or fingernails to sharpen, ready to deliver a corrosive attack. Make a melee attack against one creature within 5 feet of you. On a hit, the target takes 1d10 acid damage. After you make the attack, your teeth or fingernails return to normal.

The abilities' damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Holopresentation

Level: 0
Execution Time: 1 Action
Range/Area: 10 ft
Duration: 1 Hour
Attack/Save: None
Damage/Effect: Utility
Class: Engineer, Scion, Tactician, Nanotek, Mystic

This ability is a minor illusory trick that novice entertainers and adventurers use for practice. You create one of the following effects within range:

You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

You instantaneously light or snuff out a candle, a open flame, or a small campfire.

You instantaneously clean or soil an object no larger than 1 cubic foot.

You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

You create a trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this ability multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Vitality Well

Level: 2ⁿᵈ
Execution Time: 10 Minutes
Range/Area: 30 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Healing
Class: Medic, Nanotek, Mystic

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your extraordinary ability modifier. This ability has no effect on undead or constructs.

At Higher Levels. When you use this ability using a slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

Stunlock

Level: 8ᵗʰ
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Stunned, Mind
Class: Scion

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the ability has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

Paingrip

Level: 7ᵗʰ

Execution Time: 1 Action

Range/Area: 60 ft

Duration: Instant

Attack/Save: None

Damage/Effect: Debuff, Mind

Class: Scion

You speak a word of power that causes waves of intense pain to assail one creature you can see within range. If the target has 100 hit points or fewer, it is subject to crippling pain. Otherwise, the ability has no effect on it. A target is also unaffected if it is immune to being charmed.

While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to use an ability, it must first succeed on a Constitution saving throw, or the execution fails and the ability is wasted.

A target suffering this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.

Execute

Level: 9th

Execution Time: 1 Action

Range/Area: 60 ft

Duration: Instant

Attack/Save: None

Damage/Effect: Control, Mind, DEATH

Class: Scion, Mystic, Nanotek

You cause one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the ability has no effect.

Recompose

Level: 9th

Execution Time: 1 Action

Range/Area: Touch

Duration: 1 Hour (F)

Attack/Save: WIS Save

Damage/Effect: Control, Shapechange

Class: Medic, Nanotek, Mystic

A wave of healing energy washes over the creature you touch. The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This ability has no effect on undead or constructs.

Molecular Reassembly

Level: 4th

Execution Time: 1 Action

Range/Area: 60 ft

Duration: 1 Minute

Attack/Save: WIS Save

Damage/Effect: Mind

Class: Nanotek

This ability reassembles the molecular structure of a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The ability has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level if it doesn't have a challenge rating). The target's game statistics, *including mental ability scores*, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast

spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Toxic Gas

Level: 0
Execution Time: 1 Action
Range/Area: 10 ft
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Poison
Class: Engineer, Tactician, Medic, Mystic, Hunter, Scion, Nanotek

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This abilities' damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Botanical Vitalization

Level: 3rd
Execution Time: Special
Range/Area: 150 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Control
Class: Mystic, Hunter, Scion, Nanotek

This ability channels vitality boosting nutrients and chemicals into plants within a specific area. There are two possible uses for the ability, granting either immediate or long-term benefits.

If you execute this ability using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area

must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the abilities' area from being affected.

If you execute this ability over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Supernatural Enthrallment

Level: 5th
Execution Time: 1 Hour
Range/Area: 60 ft
Duration: 24 Hours
Attack/Save: CHA Save
Damage/Effect: Control
Class: Mystic
Material Component: A Kidali Crystal (any color) worth at least 10,000 Credits

With this ability, you attempt to bind a celestial, an elemental, or Fiend to your service. The creature must be within range for the entire execution of the ability. (Typically, the creature is first summoned into the center of a Containment field in order to keep it trapped while this ability is executed.) At the completion of the execution, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another ability, that abilities' duration is extended to match the duration of this ability.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the ability ends, it travels to you to report this fact if you are in the same dimension. If you are on a different dimension, it returns to the place where you bound it and remains there until the ability ends.

At Higher Levels. When you use this ability using a slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th- level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level slot.

Cosmic Steed

Level: 3rd
Execution Time: 1 Minute
Range/Area: 30 ft
Duration: 1 Hour
Attack/Save: None
Damage/Effect: Movement
Class: Mystic

A Large quasi-real, steed creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the ability if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the ability ends, the steed gradually fades, giving the rider 1 minute to dismount. The ability ends if you use an action to dismiss it or if the steed takes any damage.

Nightmare Projection

Level: 4th
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Psychic, Frightened, Mind
Class: Scion, Tactician, Mystic

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the ability ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the ability ends.

At Higher Levels. When you use this ability using a slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

Hallucination

Level: 2nd
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Minute (F)
Attack/Save: INT Save
Damage/Effect: Psychic, Mind
Class: Medic, Tactician, Scion, Engineer

You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This ability has no effect on undead or constructs.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.

The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your save DC. If the check succeeds, the target realizes that the phantasm is a hallucination, and the ability ends.

While a target is affected by the ability, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall–it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the hallucination.

Trespass

Level: 5th
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Hour
Attack/Save: None
Damage/Effect: Control
Class: Engineer, Scion, Nanotek

A quantum portal appears at a point of your choice that you can see on a wooden, plaster, metal or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The portal creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the portal created by the ability are safely ejected to an unoccupied space nearest to the surface on which you used the ability.

Void field

Level: 2nd
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Buff
Class: Mystic

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by extraordinary means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

DANCE!

Level: 6th
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Control, Debuff
Class: Scion, Medic

Choose one creature that you can see within range. The target begins to comically dance in place uncontrollably for the duration. Creatures that can't be charmed are immune to this ability.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this ability, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the ability ends.

Cryosphere

Level: 6th
Execution Time: 1 Action
Range/Area: 300 ft (60-foot Radius Sphere)
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Freezing
Class: Scion, Nanotek

A frigid globe of 0-degrees Kelvin energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a

Constitution saving throw. On a failed save, a creature takes 10d6 freezing damage. On a successful save, it takes half as much damage.

If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free.

You can refrain from firing the globe after completing the ability if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal execution of the ability. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

At Higher Levels. When you use this ability using a slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

Jamming Screen

Level: 2ⁿᵈ
Execution Time: 1 Action
Range/Area: Touch
Duration: 24 Hours
Attack/Save: CON Save
Damage/Effect: Deception
Class: Scion, Tactician, Engineer, Nanotek

You place a sensory jamming effect on a creature or an object you touch so that detection abilities or technologies reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.

When you use the ability, choose one or both of the following effects. The effect lasts for the duration. If

you use this ability on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

False Aura. You change the way the target appears to technology and extraordinary effects that detect supernatural auras. You can make a standard object appear extraordinary, an extraordinary object appear standard, or change the object's aura so that it appears to belong to a specific category of energy that you choose. When you use this effect on an object, you can make the false readings apparent to any creature that handles the item.

Mask. You change the way the target appears to abilities and extraordinary effects that detect creature types. You choose a creature type and other abilities and technological effects treat the target as if it were a creature of that type or of that category.

Concealment field

Level: 3ʳᵈ
Execution Time: 1 Action
Range/Area: Touch
Duration: 8 Hours
Attack/Save: None
Damage/Effect: Deception
Material Component: 1 Teaspoon of jamming Nanites worth 250 Credits)
Class: Scion, Nanotek, Tactician, Engineer

For the duration, you hide a target that you touch from detection abilities. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any detection abilities or perceived through detection Technology.

Void Beam

Level: 5ᵗʰ
Execution Time: 1 Action

Range/Area: 60 ft
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Necrotic
Class: Mystic, Engineer, Nanotek

You send ribbons of void energy at one creature you can see within range. Unless the target is undead, it must make a Constitution saving throw, taking 5d12 necrotic damage on a failed save, or half as much damage on a successful one. A target killed by this damage rises up as a zombie (or animated construct) at the start of your next turn. The zombie pursues whatever creature it can see that is closest to it.

If you target an undead with this ability, the target doesn't make a saving throw. Instead, roll 5d12. The target gains half the total as temporary hit points.

Geomancy

Level: 6th
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 2 Hours (F)
Attack/Save: None
Damage/Effect: Control
Class: Mystic, Scion

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This ability can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this ability doesn't directly affect plant growth. The moved earth carries any plants along with it.

Pocket-Dimension Mansion

Level: 7th
Execution Time: 1 Minute
Range/Area: 300 ft
Duration: 24 Hours
Attack/Save: None
Damage/Effect: Control, Utility
Class: Scion, Mystic
Material Components: A miniature Portal Ring, a small bead of polished uranium, and a tiny silver spoon, each item worth at least 50 Credits

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you execute the ability can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible.

Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to server a nine-course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things,

clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this ability dissipate into subatomic ash if removed from the mansion. When the ability ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

Force Razor

Level: 7th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Minute (F)
Attack/Save: Melee
Damage/Effect: Force
Material Component: a miniature Index Key forged from platinum with trim and features of copper and zinc, worth 2500 Credits
Class: Scion, Nanotek

You create a sword-shaped plane of force that hovers within range. It lasts for the duration.

When the sword appears, you make a melee attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the ability ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.

Pocket-Dimension Sanctum

Level: 4th
Execution Time: 10 Minutes
Range/Area: 120 ft
Duration: 24 Hours
Attack/Save: None
Damage/Effect: Control, Ward
Class: Scion, Mystic

You create a portal to a pocket-dimension sanctum. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The ability lasts for the duration or until you use an action to dismiss it.

When you use the ability, you decide what sort of security the ability provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by detection abilities can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by detection abilities.
- Nothing can teleport into or out of the warded area.
- Dimensional travel is blocked within the warded area.

Executing this ability on the same spot every day for a year makes this effect permanent.

At Higher Levels. When you use this ability using a slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th. Thus you could protect a cube that can be up to 200 feet on one side by using a slot of 5th level.

Cosmic Guardian

Level: 4th
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 8 Hours
Attack/Save: None
Damage/Effect: Piercing, Ward
Class: Mystic

You summon a phantasmal guardian in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The guardian is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you execute this ability, the guardian will loudly blare an

alarm. The guardian sees invisible creatures and ignores illusions.

At the start of each of your turns, the guardian attempts to skewer one creature within 5 feet of it that is hostile to you. The guardian's attack bonus is equal to your extraordinary ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

Starburn

Level: 2nd
Execution Time: 1 Action
Range/Area: 120 ft (5-foot Radius Cylinder)
Duration: 1 Minute (F)
Attack/Save: CON Save
Damage/Effect: Radiant
Class: Mystic

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the ability ends, dim light fills the cylinder.

When a creature enters the abilities' area for the first time on a turn or starts its turn there, it is engulfed in radioactive flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the abilities' light.

On each of your turns after you use this ability, you can use an action to move the beam up to 60 feet in any direction.

At Higher Levels. When you use this ability using a slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Geomorph

Level: 0
Execution Time: 1 Action
Range/Area: 30 ft (5-foot Cube)
Duration: Instant
Attack/Save: None
Damage/Effect: Control
Class: Mystic, Hunter, Scion, Tactician, Engineer

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If you use this ability multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Neuralization

Level: 5th
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Minute (F)
Attack/Save: WIS Save
Damage/Effect: Charmed, Mind, Control
Class: Scion, Tactician

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by

another ability, this ability ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the ability ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the ability ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A Cleanse or Greater Restoration ability used on the target restores the creature's true memory.

At Higher Levels. If you use this ability using a slot of 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

Deception Projection

Level: 5th
Level: 5th
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Deception
Class: Scion, Tactician, Nanotek, Engineer

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or use an ability.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Terrain Projection

Level: 7th
Execution Time: 10 Minutes
Range/Area: sight (1-Mile Square)
Duration: 10 Days
Attack/Save: None
Damage/Effect: Control
Class: Mystic, Scion

You make terrain in an area up to 1-mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the abilities' area disappears immediately.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

Minor Projection

Level: 0
Execution Time: 1 Action
Range/Area: 30 ft (5-foot Cube)
Duration: 1 Minute
Attack/Save: None
Damage/Effect: Control
Class: Scion, Tactician, Nanotek, Engineer, Mystic, Hunter

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or use this ability again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the ability ends.

If you create an image of an object--such as a chair, muddy footprints, or a small chest--it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Brain Tether

Level: 2nd
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Hour (F)
Attack/Save: WIS Save
Damage/Effect: Psychic
Class: Scion, Tactician

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the ability ends, but only while the two of you are on the same dimension. While you have this knowledge, the target can't become hidden from you, and if it's invisible it gains no benefit from that condition against you.

At Higher Levels. When you use this ability using a slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Neural Dampen

Level: 8th
Execution Time: 1 Action
Range/Area: Touch
Duration: 24 Hours
Attack/Save: None
Damage/Effect: Buff, Mind
Class: Scion

Until the ability ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, detection abilities, and the charmed condition. The ability even foils Reality Time-Space Rewrites and abilities or effects of similar power used to affect the target's mind or to gain information about the target.

Reality Time-Space Rewrite

Level: 9th
Execution Time: 1 Action
Range/Area: Self
Duration: Instant
Attack/Save: None
Damage/Effect: Control

Class: Mystic, Scion

You completely rewrite reality within reason to the GM's discretion

You can either duplicate ANY other extraordinary ability without needing to match the requirements (it simply takes effect), or you can make a single rewrite to the space-time continuum as if you where the author of reality itself.

State your desire to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the rewrite, the greater the likelihood that something goes VERY wrong. This ability might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the rewrite. For example, writing that a villain was dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, rewriting in a legendary extraordinary item or artifact might instantly transport you to the presence of the item's current owner.

The stress of executing this ability to produce any effect other than duplicating another ability weakens you. After enduring that stress, each time you use a ability until you finish a long rest, you take 1d10 necrotic damage per level of that ability. This damage can't be reduced or prevented in any way. In addition, you Strength drops to 3 if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to use Reality Time-Space Rewrite ever again if you suffer this stress.

Quantum Fortress

Level: 8th

Execution Time: 1 Minute

Range/Area: 1 Mile

Duration: Instant

Attack/Save: None

Damage/Effect: Utility

Material Component: An Index Key containing the information for the structure, worth at least 5,000 Credits

Class: Nanotek, Mystic, Scion

A fortress of Concrete and Steel erupts from a square area of ground of your choice that you can see within range. The area is 120 feet on each side, and it must not have any buildings or other structures on it. Any creatures in the area are harmlessly lifted up as the fortress rises.

The fortress has four turrets with square bases, each one 20 feet on a side and 30 feet tall, with one turret on each corner. The turrets are connected to each other by walls that are each 80 feet long, creating an enclosed area. The turrets also have hard points for mounted weapons (not included). Each wall is 1 foot thick and is composed of panels that are 10 feet wide and 20 feet tall. Each panel is contiguous with two other panels or one other panel and a turret. You can place up to four steel doors in the fortress's outer wall.

A small keep stands inside the enclosed area. The keep has a square base that is 50 feet on each side, and it has three floors with 10-foot-high ceilings. Each of the floors can be divided into as many room as you like, provided each room is at least 5 feet on each side. The floors of the keep are connected by staircases, its walls are 6 inches thick, and interior rooms can have doors or open archways as you choose. The keep is furnished and decorated however you like, and it contains sufficient food to serve a nine-course banquet for up to 100 people each day. Furnishings, food, and other objects created by this ability crumble to subatomic ash if removed from the fortress.

A staff of one hundred invisible servants obeys any command given to them by creatures you designate when you execute the ability. Each servant functions as if created by the Nanoservant ability.

The walls, turrets, and keep are all made of concrete and steel that can be damaged. Each 10-foot-by-10-foot section has AC 15 and 30 hit points per inch of thickness. It is immune to poison and psychic damage. Reducing a section of wall to 0 hit points destroys it and might cause connected sections to buckle and collapse at the DM's discretion.

After 7 days or when you use this ability somewhere else, the fortress harmlessly crumbles and sinks back into the ground, leaving any creatures that were inside it safely on the ground.

Executing this ability on the same spot once every 7 days for a year makes this fortress permanent.

Asteroid Storm

Level: 9th
Execution Time: 1 Action
Range/Area: 1 Mile (4 40-foot Radius Spheres)
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Burning, Bludgeoning
Class: Mystic, Scion

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 burning damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The storm damages objects in the area and ignites flammable objects that aren't being worn or carried.

Silent Signal

Level: 0
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 1 Round
Attack/Save: None
Damage/Effect: Communication
Class: Scion, Tactician, Mystic, Hunter, Medic, Engineer, Nanotek

You point your finger toward a creature within range and whisper a message. The target (*and only the target*) hears the message and can reply in a whisper that only you can hear.

You can use this ability through solid objects if you are familiar with the target and know it is beyond the barrier. Artificial silence, 1 foot of stone or Concrete, 1 inch of metal, a thin sheet of lead, or 3 feet of wood blocks the signal. The signal doesn't have to follow a straight line and can travel freely around corners or through openings.

Braincage

Level: 6th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Minute (F)
Attack/Save: INT Save
Damage/Effect: Psychic, Mind
Class: Scion

You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must make an Intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 5d10 psychic damage, and the ability ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear dangerous to it in some way. You might cause the target to perceive itself as being surrounded by fire, floating razors, or hideous maws filled with dripping teeth. Whatever form the illusion takes, the target can't see or hear anything beyond it and is restrained for the abilities' duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the ability ends.

Molecular Rebind

Level: 0
Execution Time: 1 Minute
Range/Area: Touch
Duration: Instant
Attack/Save: None
Damage/Effect: Utility

Class: Nanotek, Engineer, Scion, Mystic, Hunter, Medic, Tactician

This ability repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn shirt, etc. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This ability can physically repair an extraordinary item or construct, but the ability can't restore energy to such an object.

Asteroid Belt

Level: 3rd
Execution Time: 1 Action
Range/Area: Self
Duration: 10 Minutes (F)
Attack/Save: DEX Save
Damage/Effect: Burning
Class: Mystic, Scion, Nanotek

You create six tiny asteroids orbiting in your space. They float in the air and orbit you for the abilities' duration. When you use the ability — and as a bonus action on each of your turns thereafter — you can expend one or two of the meteors, sending them streaking toward a point or points you choose within 120 feet of you. Once an asteroid reaches its destination or impacts against a solid surface, the asteroid explodes. Each creature within 5 feet of the point where the asteroid explodes must make a Dexterity saving throw. A creature takes 2d6 burning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the number of asteroids created increases by two for each slot level above 3rd.

Corrosive Bolt

Level: 2nd
Execution Time: 1 Action
Range/Area: 90 ft
Duration: Instant

Attack/Save: Ranged
Damage/Effect: Acid
Class: Nanotek, Engineer, Scion, Mystic, Hunter, Medic

A shimmering green bolt streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the bolt splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you use this ability using a slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

Silica-morph

Level: 3rd
Execution Time: 1 Action
Range/Area: Touch
Duration: 8 Hours
Attack/Save: None
Damage/Effect: Movement, Shapechanging
Class: Nanotek, Scion, Mystic

You suspend individual atoms in your form just enough to merge into a silica-based stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by normal senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can use abilities on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the ability. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it)

expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Pocket-Dimension Maze

Level: 8th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Banishment, Control
Class: Mystic, Scion

You banish a creature that you can see within range into a labyrinthine pocket dimension. The target remains there for the duration or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence check. If it succeeds, it escapes, and the ability ends.

When the ability ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

Geogrip

Level: 2nd
Execution Time: 1 Action
Range/Area: 30 ft (5-foot Square)
Duration: 1 Minute (F)
Attack/Save: STR Save
Damage/Effect: Bludgeoning, Restrained
Class: Mystic, Hunter, Nanotek, Scion

You choose a 5-foot-square unoccupied space on the ground that you can see within range. A Medium hand made from compacted soil rises there and reaches for one creature you can see within 5 feet of it. The target must make a Strength saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the abilities' duration.

As an action, you can cause the hand to crush the restrained target, who must make a Strength saving throw. It takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

To break out, the restrained target can use its action to make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand.

As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied space within range. The hand releases a restrained target if you do either.

Mass Subliminal Impulse

Level: 6th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 24 Hours
Attack/Save: WIS Save
Damage/Effect: Control, Mind
Class: Scion, Mystic

You suggest a course of activity (limited to a sentence or two) and influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a knife, immolate itself, or do some other obviously harmful act automatically negates the effect of the ability.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition

isn't met before the ability ends, the activity isn't performed.

If you or any of your companions damage a creature affected by this ability, the effect ends for that creature.

At Higher Levels. When you use this ability using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level slot, the duration is 30 days. When you use a 9th-level slot, the duration is a year and a day.

Mass Molecular Reassembly

Level: 9
Execution Time: 1 Action
Range/Area: 10 ft
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Utility, Morph
Class: Nanotek

This ability reassembles the molecular structure of up to 10 creatures that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The ability has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Mass Ranged Healing

Level: 3rd
Execution Time: 1 Bonus Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Healing
Class: Mystic, Medic, Nanotek

Up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your ability modifier. This ability has no effect on undead or constructs.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

Mass Regeneration

Level: 9th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Healing
Class: Medic

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on undead, non-organics or constructs.

Mass Cure Wounds

Level: 5th
Execution Time: 1 Action
Range/Area: 60 ft (30-foot-Radius Sphere)
Duration: Instant
Attack/Save: None
Damage/Effect: Healing
Class: Medic, Mystic, Nanotek

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This ability has no effect on undead, non-organics or constructs.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

Advanced Projection

Level: 3rd
Execution Time: 1 Action
Range/Area: 120 ft (20-foot Cube)
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Control
Class: Scion, Tactician, Engineer

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal concussive damage or deafen a creature, or a smell that might sicken a creature.

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For

example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

Cosmic Weapon

Level: 2nd
Execution Time: 1 Bonus Action
Range/Area: Touch
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Buff
Class: Mystic, Scion, Nanotek

You touch a normal weapon. Until the ability ends, that weapon becomes a extraordinary weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the bonus increases to +2. When you use a slot of 6th level or higher, the bonus increases to +3.

Cosmic Projectile

Level: 0
Execution Time: 1 Bonus Action
Range/Area: Touch
Duration: 1 Minute
Attack/Save: Ranged
Damage/Effect: Bludgeoning

Class: Mystic, Scion, Nanotek

You touch one to three pebbles and imbue them with energy. You or someone else can make a ranged attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, it has a range of 60 feet. If someone else attacks with the pebble, that attacker adds your ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 + your ability modifier. Hit or miss, the effect then ends on the stone.

If you use this ability again, the effect ends early on any pebbles still affected by it.

Holorecord

Level: 2nd
Execution Time: 1 Minute
Range/Area: 30 ft
Duration: Until Cleansed
Attack/Save: None
Damage/Effect: Communication
Material Component: A vial of Transceiver Nanites or a Kidali com-stone worth 100 Credits
Class: Engineer, Nanotek, Tactician, Scion, Hunter, Mystic, Medic

You record a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the effect to deliver your message.

When that circumstance occurs, a holographic mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the mouth appears there so that the words appear to come from the object's mouth. When you use this ability, you can have the ability end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a bell rings within 30 feet of it.

Possession Projection Vessel

Level: 6th
Execution Time: 1 Minute
Range/Area: Self
Duration: Until Cleansed
Attack/Save: CHA Save
Damage/Effect: Control
Material Component: An ornate container of Non-Euclidean geometry worth 50,000 Credits
Class: Scion, Mystic

Your body falls into a catatonic state as your consciousness leaves it and enters the container you used for the abilities' material component. While your consciousness inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your consciousness up to 100 feet out of the container, either returning to your living body (and ending the ability) or attempting to possess a sapient beings' body.

You can attempt to possess any sapient being within 100 feet of you that you can see (creatures warded by a protection from evil and good or guardian well can't be possessed). The target must make a Charisma saving throw. On a failure, your consciousness moves into the target's body, and the target's consciousness becomes trapped in the container instead. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

Meanwhile, the possessed creature's consciousness can perceive from the container using its own senses, but it can't move or take actions at all.

While possessing a body, you can use your action to return from the host body to the container if it is within 100 feet of you, returning the host creature's consciousness to its body. If the host body dies while you're in it, the creature dies, and you must make a Charisma saving throw against your own ability DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

If the container is destroyed or the ability otherwise ends, your consciousness immediately returns to your body. If your body is more than 100 feet away from you or if your body is dead when you attempt to return to it, you die. If another creature's consciousness is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.

When the ability ends, the container is destroyed.

Guardian Well

Level: 3rd
Execution Time: 1 Minute
Range/Area: 10 ft (10-foot Radius Cylinder)
Duration: 1 Hour
Attack/Save: CHA Save
Damage/Effect: Control, Debuff
Class: Mystic

You create a 10-foot-radius, 20-foot-tall cylinder of energy centered on a point on the ground that you can see within range. Glowing symbols appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: celestials, elementals, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by normal means. If the creature

tries to use teleportation or interdimensional travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you use this ability, you can elect to cause its energy to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

Distant Grasp

Level: 0
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Minute
Attack/Save: None
Damage/Effect: Utility
Class: Mystic, Nanotek, Scion, Tactician, Engineer,

A translucent, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you use this ability again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a jar. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate extraordinary items, or carry more than 10 pounds.

Overshield

Level: 1st
Execution Time: 1 Action

Range/Area: Touch
Duration: 8 Hours
Attack/Save: None
Damage/Effect: Buff, Ward
Class: Nanotek, Mystic, Scion, Tactician, Medic, Engineer, Hunter

You touch a willing creature who isn't wearing armor, and a protective forcefield surrounds it until the ability ends. The target's base AC becomes 13 + its Dexterity modifier. The ability ends if the target equips armor or if you dismiss the ability as an action.

Hydrofunnel

Level: 5th
Execution Time: 1 Action
Range/Area: 120 ft
Duration: 1 Minute (F)
Attack/Save: STR Save
Damage/Effect: Bludgeoning
Class: Mystic, Scion, Nanotek, Engineer, Hunter, Tactician

A swirling mass of 5-foot-deep water materializes in a 30-foot radius centered on a point you can see within range. The point must be on the ground or in a body of water. Until the ability ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

Shroud of the Void

Level: 8th
Execution Time: 1 Action
Range/Area: 150 ft (60-foot Radius sphere)
Duration: 10 Minutes (F)
Attack/Save: WIS Save
Damage/Effect: Psychic
Class: Scion, Mystic

Darkness spreads from a point you choose within range to fill a 60-foot-radius sphere until the ability ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Normal light, as well as light created by abilities of 8th level or lower, can't illuminate the area.

Shrieks, howls, roars, gibbering, and mad laughter can be heard within the sphere. Whenever a creature starts its turn in the sphere, it must make a Wisdom saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one.

Accelerant

Level: 1st
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Hour
Attack/Save: None
Damage/Effect: Buff
Class: Hunter, Mystic, Nanotek, Engineer, Medic, Scion, Tactician

You touch a creature. The target's speed increases by 10 feet until the effect ends.

At Higher Levels. When you use this ability using a slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Object-Radar

Level: 2nd
Execution Time: 1 Action
Range/Area: Self
Duration: 10 Minutes (F)
Attack/Save: None
Damage/Effect: Detection
Class: Tactician, Scion, Mystic, Hunter

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The ability can locate a specific object known to you, as long as you have seen it up close--within 30 feet--at least once. Alternatively, the ability can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This ability can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Creature-Radar

Level: 4th
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Detection
Class: Hunter, Mystic, Scion, Tactician, Nanotek

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The ability can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a kidali), so long as you have seen such a creature up close--within 30 feet--at least once. If the creature you described or named is in a different form, such as being under the effects of a Molecular Reconfiguration, this ability doesn't locate the creature.

This ability can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Animal/Plant-Radar

Level: 2nd
Execution Time: 1 Action
Range/Area: Self
Duration: Instant
Attack/Save: None
Damage/Effect: Detection

Class: Hunter, Mystic

Describe or name a specific kind of beast or plant. You learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Magnetic Grapple

Level: 0
Execution Time: 1 Action
Range/Area: 15 ft
Duration: Instant
Attack/Save: STR Save
Damage/Effect: Electric
Class: Engineer, Nanotek, Scion, Tactician, Medic, Hunter, Mystic

You create a lash of magnetic energy that strikes at one creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 electric damage if it is within 5 feet of you.

This abilities' damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Tesla Bolt

Level: 3rd
Execution Time: 1 Action
Range/Area: Self (100-foot Line)
Duration: Instant
Attack/Save: DEX Save
Damage/Effect: Electric
Class: Scion, Nanotek, Engineer, Mystic

A stroke of electricity forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 electric damage on a failed save, or half as much damage on a successful one.

The electricity ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Shock Ammo

Level: 3ʳᵈ
Execution Time: 1 Bonus Action
Range/Area: Self
Duration: 1 Minute (F)
Attack/Save: DEX Save
Damage/Effect: Electric
Class: Nanotek, Scion, Engineer, Mystic, Hunter

The next time you make a ranged weapon attack during the abilities' duration, the weapon's ammunition, or the weapon itself if it's a thrown weapon, transforms into a bolt of lightning. Make the attack roll as normal. The target takes 4d8 electric damage on a hit, or half as much damage on a miss, instead of the weapon's normal damage.

Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 2d8 electric damage on a failed save, or half as much damage on a successful one.

The weapon then returns to its normal form. Any ammo used by this ability is destroyed on impact.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the damage for both effects of the ability increases by 1d8 for each slot level above 3rd.

Illuminate

Level: 0
Execution Time: 1 Action
Range/Area: Touch (20-foot Radius Sphere)
Duration: 1 Hour
Attack/Save: DEX Save
Damage/Effect: Utility
Class: Engineer, Nanotek, Scion, Tactician, Medic, Hunter, Mystic

You touch one object that is no larger than 10 feet in any dimension. Until the ability ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The ability ends if you use it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the ability.

Hemomantic Rejuvenation

Level: 3ʳᵈ
Execution Time: 1 Action
Range/Area: 30 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Necrotic, Healing
Class: Mystic, Nanotek, Medic

You sacrifice some of your own mass to mend another creature's injuries. You take 4d8 necrotic damage, which can't be reduced in any way, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Levitation

Level: 2ⁿᵈ
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 10 Minutes (F)
Attack/Save: CON Save
Damage/Effect: Movement
Class: Engineer, Nanotek, Scion, Tactician, Medic, Hunter, Mystic

One creature or loose object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The ability can levitate a target that weighs up to 500

pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the abilities' range.

When the ability ends, the target floats gently to the ground if it is still aloft.

Minor Restoration

Level: 2nd
Execution Time: 1 Action
Range/Area: Touch
Duration: Instant
Attack/Save: None
Damage/Effect: Healing
Class: Mystic, Medic, Nanotek

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Microdome

Level: 3rd
Execution Time: 1 Minute
Range/Area: Self (10-foot Radius Sphere)
Duration: 8 Hours
Attack/Save: None
Damage/Effect: Utility
Class: Nanotek, Scion, Mystic, Hunter, Engineer, Medic, Tactician

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The ability ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The ability fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you execute this ability can move through it freely. All other creatures and objects are barred from passing through it. Abilities and other effects can't extend through the dome or be used through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the ability ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Loreseeker

Level: 5th
Execution Time: 10 Minutes
Range/Area: Self
Duration: Instant
Attack/Save: None
Damage/Effect: Utility
Material Component: Index Key containing advanced search protocols worth 3,000 Credits
Class: Mystic

Name or describe a person, place, or object. The ability brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is. The information you learn is accurate but might be couched in figurative language.

Lock-Phase

Level: 2nd
Execution Time: 1 Action
Range/Area: 60 ft
Duration: Instant
Attack/Save: None
Damage/Effect: Utility

Class: Engineer, Nanotek, Scion, Tactician

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or extraordinary means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with extraordinary lock, that effect is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you use the ability, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Leap

Level: 1st
Execution Time: 1 Action
Range/Area: Touch
Duration: 1 Minute
Attack/Save: None
Damage/Effect: Movement
Class: Hunter, Nanotek, Engineer, Scion, Tactician, Medic

You touch a creature. The creature's jump distance is tripled until the ability ends.

Handheld Phasing

Level: 2nd
Execution Time: 1 Action
Range/Area: Self
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Poison
Class: Scion, Tactician, Mystic, Engineer, Nanotek

You flick your wrist, causing one object in your hand to teleport. The object, which only you can be holding and can weigh no more than 5 pounds, is

transported to a secure locker, where it remains for the duration.

Until the ability ends, you can use your action to teleport the object to your free hand, and you can use your action to return the object to the locker. An object still in the pocket when the ability ends appears in your space, at your feet.

Metabolic Overload

Level: 9th
Execution Time: 1 Action
Range/Area: 90 ft
Duration: Instant
Attack/Save: CON Save
Damage/Effect: Necrotic
Material Component: A Pressurized Vial of Mitosis modification Stem-Cells worth 50,000 Credits)
Class: Medic, Mystic

You target a creature you can see within range, putting its physical form through the devastation of rapid aging. The target must make a Constitution saving throw, taking 10d12 necrotic damage on a failed save, or half as much damage on a successful one. If the save fails, the target also ages to the point where it has only 30 days left before it dies of old age. In this aged state, the target has disadvantage on attack rolls, ability checks, and saving throws, and its walking speed is halved. Only Quantum Reality Rewrite or Greater Restoration used with a 9th-level slot can end these effects and restore the target to its previous age.

Mind Merge

Level: 7th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Hour (F)
Attack/Save: CON Save
Damage/Effect: Control, Mind
Class: Scion

Two creatures you can see within range must make a Constitution saving throw, with disadvantage if they

are within 30 feet of each other. Either creature can willingly fail the save. If either save succeeds, the ability has no effect. If both saves fail, the creatures are telekinetically linked for the duration, regardless of the distance between them. When damage is dealt to one of them, the same damage is dealt to the other one. If hit points are restored to one of them, the same number of hit points are restored to the other one. If either of the tethered creatures is reduced to 0 hit points, the ability ends on both. If the ability ends on one creature, it ends on both.

Teleportational Shunt

Level: 5th

Execution Time: 1 reaction, taken when a creature you can see makes an attack roll or starts to use an ability

Range/Area: Touch

Duration: 1 Round

Attack/Save: WIS Save

Damage/Effect: Banishment

Class: Mystic, Scion

You target the triggering creature, which must succeed on a Wisdom saving throw or vanish, being teleported to another point in space-time, causing their attack to miss. At the start of its next turn, the target reappears where it was or in the closest unoccupied space. The target doesn't remember you executing the ability or being affected by it.

At Higher Levels. When you use this ability using a slot of 6th level or higher, you can target one additional creature for each slot level above 5th. All targets must be within 30 feet of each other.

Guise of the Void

Level: 6th

Execution Time: 1 Bonus Action

Range/Area: Self

Duration: 1 Minute (F)

Attack/Save: None

Damage/Effect: Buff

Class: Mystic, Nanotek

You utilize experimental technology and/or techniques to transform yourself in the image of either fiends or celestials. You gain the following benefits until the spell ends:

- You are immune to fire and poison damage (Fiend) or radiant and necrotic damage (Celestial).
- You are immune to the poisoned condition (Fiend) or the charmed condition (Celestial).
- Spectral wings appear on your back, giving you a flying speed of 40 feet.
- You have a +2 bonus to AC.

All your weapon attacks are extraordinary, and when you make a weapon attack, you can use your ability modifier instead of Strength or Dexterity for the attack and damage rolls.

You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that lets you attack more than once when you take the Attack action on your turn.

Psychic Lash

Level: 2nd

Execution Time: 1 Action

Range/Area: 90 ft

Duration: 1 Round

Attack/Save: INT Save

Damage/Effect: Psychic, Debuff, Mind

Class: Scion, Tactician

You psychically lash out at one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes half as much

damage and suffers none of the abilities' other effects.

At Higher Levels. When you use this ability using a slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

Corrosive Blast

Level: 1st
Execution Time: 1 Action
Range/Area: Self (30-foot line)
Duration: 1 Minute (F)
Attack/Save: DEX Save
Damage/Effect: Acid
Class: Nanotek, Engineer, Scion, Mystic, Medic

A stream of acid emanates from you in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the abilities' duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at start of each of its turns.

At Higher Levels. When you use this ability using a slot 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

Materialize Lesser Beings

Level: 3rd
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Summoning
Material component: a Kidali Life-essence shard containing a blood sample extracted from a sapient being in the last 24 hours, worth 10,000 Credits
Class: Engineer, Nanotek, Mystic, Scion

Utilizing any number of top-secret complex combinations of techniques, whether supernatural or technologically advanced, you materialize a near perfect facsimile of a creature to attempt to command.

The creature can be a Construct only if you are an Engineer or Nanotek, Celestial Fiend Aberration or Beast if you are a Mystic, or an Elemental if you are a Scion.

Roll on the following table to determine what appears:

d6	Creature Summoned
1–2	Two creatures of challenge rating 1 or lower
3–4	Four creatures of challenge rating 1/2 or lower
5–6	Eight creatures of challenge rating 1/4 or lower

The DM chooses the creatures, and you choose the unoccupied spaces you can see within range where they appear. A summoned creature disappears when it drops to 0 hit points or when the ability ends.

The creatures *can* be hostile to all creatures depending on their natural temperament, including you. Roll initiative for the summoned creatures as a group, which has its own turns. The creatures pursue and attack the nearest non-type-matching creatures to the best of their ability.

As part of executing the ability, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the ability lasts, the summoned creatures can't cross the circle or harm it, and they can't target anyone within it. Using the material component in this manner consumes it when the ability ends.

At Higher Levels. When you use this ability using a slot of 6th or 7th level, you summon twice as many creatures. If you execute it using a slot of 8th or 9th level, you summon three times as many creatures.

Materialize Greater Beings

Level: 4th

Execution Time: 1 Action

Range/Area: 60 ft

Duration: 1 Hour (F)

Attack/Save: None

Damage/Effect: Summoning

Class: Engineer, Nanotek, Mystic, Scion

Utilizing any number of top-secret complex combinations of techniques, whether supernatural or technologically advanced, you materialize a near perfect facsimile of a creature to attempt to command.

The creature can be a Construct only if you are an Engineer or Nanotek, Celestial Fiend Aberration or Beast if you are a Mystic, or an Elemental if you are a Scion.

You chose the creature's specific unit type, which must be one of challenge rating 5 or lower. The creature appears in an unoccupied space you can see within range, and the creature disappears when it drops to 0 hit points or when the ability ends.

Roll initiative for the creature, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

At the end of each of the creature's turns, it makes a Charisma saving throw. On a successful save, your control of the creature ends for the rest of the duration, and the creature spends its turns pursuing and attacking the nearest non-type-matching creature to the best of its ability. If you stop focusing on the ability before it reaches its full duration, an uncontrolled creature doesn't dematerialize for 1d6 rounds if it still has hit points.

As part of executing the ability, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the ability lasts, the summoned creature can't cross the circle or harm it, and they can't target anyone within it. Using the material component in this manner consumes it when the ability ends.

At Higher Levels. When you use this ability using a slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.

Hologuardians

Level: 3rd

Execution Time: 1 Bonus Action

Range/Area: Self

Duration: 1 Minute (F)

Attack/Save: None

Damage/Effect: Freezing, Necrotic

Class: Nanotek, Engineer

You project holographic echoes, which lit around you for the abilities' duration. The holograms are intangible and invulnerable.

Until the ability ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you. This damage is necrotic or freezing (your choice when you use the ability). Any creature that takes this damage can't regain hit points until the start of your next turn.

In addition, any creature of your choice that you can see that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 3rd.

Nutrient Syphon

Level: 0

Execution Time: 1 Action

Range/Area: 30 ft

Duration: Instant

Attack/Save: CON Save

Damage/Effect: Necrotic

Class: Nanotek, Medic

You sap the nutrients from the body of one creature you can see in range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage and fall prone.

This abilities' damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Space-Time Ripple

Level: 8th
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Minute
Attack/Save: WIS Save
Damage/Effect: Control, Freezing, Force, Psychic, Blinded, Stunned
Class: Mystic, Scion, Nanotek

You create a gravity well so dense it temporarily shatters the barriers between realities and timelines, thrusting a creature into turmoil and madness. The target must succeed on a Wisdom saving throw, or it can't take reactions until the ability ends. The affected target must also roll a d10 at the start of each of its turns; the number rolled determines what happens to the target as shown on the Reality Break Effects table.

At the end of each of its turns, the affected target can repeat the Wisdom saving throw, ending the ability on itself on a success

Reality Break Effects

d10	Effect
1-2	**Vision of the Distant Universe**. The target takes 6d12 psychic damage, and it is stunned until the end of the turn
3-5	**Rending Rift**. The target must make a Dexterity saving throw, taking 8d12 force damage on a failed save, or half as much damage on a successful save.
6-8	**Wormhole**. The target is teleported, along with everything it is wearing and carrying, up to 30 feet to an unoccupied space of your choice that you can see. The target also takes 10d12 force damage and is knocked prone.

9-10 **Chill of the Void**. The target takes 10d12 freezing damage, and it is blinded until the end of the turn.

Gravity Storm

Level: 9th
Execution Time: 1 Action
Range/Area: 1000 ft (20-foot Radius sphere)
Duration: 1 Minute (F)
Attack/Save: STR Save
Damage/Effect: Force, Restrained
Class: Mystic, Scion, Nanotek

You create a 20-foot-radius sphere of nigh-unstoppable destructive gravitational force centered on a point you can see within range. For the abilities' duration, the sphere and any space within 100 feet of it are difficult terrain, and normal objects fully inside the sphere are destroyed if they aren't being worn or carried.

When the sphere appears and at the start of each of your turns until the ability ends, unsecured objects within 100 feet of the sphere are pulled toward the sphere's center, ending in an unoccupied space as close to the center as possible.

A creature that starts its turn within 100 feet of the sphere must succeed on a Strength saving throw or be pulled straight toward the sphere's center, ending in an unoccupied space as close to the center as possible. A creature that enters the sphere for the first time on a turn or starts its turn there takes 5d10 force damage and is restrained until it is no longer in the sphere. If the sphere is in the air, the restrained creature hovers inside the sphere. A creature can use its action to make a Strength check against your spell save DC, ending this restrained condition on itself or another creature in the sphere that it can reach. A creature reduced to 0 hit points by this ability is *annihilated*, along with any normal items it is wearing or carrying.

Force Wave

Level: 3rd
Execution Time: 1 Action

Range/Area: Self (30-Foot Cone)

Duration: Instant

Attack/Save: CON Save

Damage/Effect: Force

Class: Scion, Engineer, Nanotek

You create intense pressure wave, unleashing it in a 30-foot cone, and decide whether the pressure pulls or pushes creatures and objects. Each creature in that cone must make a Constitution saving throw. A creature takes 6d6 force damage on a failed save, or half as much damage on a successful one. And every creature that fails the save is either pulled 15 feet toward you or pushed 15 feet away from you, depending on the choice you made for the ability.

In addition, unsecured objects that are completely within the cone are likewise pulled or pushed 15 feet.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the damage increases by 1d6 and the distance pulled or pushed increases by 5 feet for each slot level above 3rd.

Adrenal Stimuli

Level: 3rd

Execution Time: 1 Minute

Range/Area: 60 ft

Duration: 1 Hour

Attack/Save: None

Damage/Effect: Buff

Class: Mystic, Medic, Nanotek, Scion, Hunter, Tactician

You emit an esoteric signal through a number of means and inspire the, instigating a response similar to an adrenaline rush. Choose up to five creatures within range that can hear you. For the duration, each affected creature gains 5 temporary hit points and has advantage on Wisdom saving throws. If an affected creature is hit by an attack, it has advantage on the next attack roll it makes. Once an affected creature loses the temporary hit points granted by this ability, the ability ends for that creature.

At Higher Levels. When you use this ability using a slot of 4th level or higher, the temporary hit points increase by 5 for each slot level above 3rd.

Psionic Shiv

Level: 0

Execution Time: 1 Action

Range/Area: 60 ft

Duration: 1 Round

Attack/Save: INT Save

Damage/Effect: Psychic, Debuff, Mind

Class: Scion, Tactician

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

This abilities' damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Mass Compression

Level: 1st

Execution Time: 1 Action

Range/Area: 60 ft (10-foot Radius Sphere)

Duration: 1 Round

Attack/Save: CON Save

Damage/Effect: Force

Class: Nanotek, Scion, Engineer

The gravity in a 10-foot-radius sphere centered on a point you can see within range increases for a moment. Each creature in the sphere on the turn when you use the ability must make a Constitution saving throw. On a failed save, a creature takes 2d8 force damage, and its speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no reduction to its speed.

Until the start of your next turn, any object that isn't being worn or carried in the sphere requires a

successful Strength check against your save DC to pick up or move.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Distracting Lightwave

Level: 2nd
Execution Time: 1 Action
Range/Area: 60 ft
Duration: 1 Minute
Attack/Save: WIS Save
Damage/Effect: Control, Debuff
Class: Mystic, Hunter, Scion, Tactician, Engineer, Nanotek, Medic

You toss out a small reflective disk that emits a kaleidoscope of enticing lights, which disrupt the brain waves or computer functions of beings who look to closely. The disk's properties are akin to the Illuminate ability. Each creature of your choice that you can see within 30 feet of the disk must succeed on a Wisdom saving throw or be distracted by it for the duration. While distracted, a creature has disadvantage on Wisdom (Perception) checks and initiative rolls.

Neural Shielding

Level: 3rd
Execution Time: 1 Action
Range/Area: 30 ft
Duration: 1 Hour (F)
Attack/Save: None
Damage/Effect: Buff, Mind
Class: Scion, Tactician, Nanotek, Mystic, Medic

For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as advantage on Intelligence, Wisdom, and Charisma saving throws.

At Higher Levels. When you use this ability using a slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.