

## BLASTER CALIBRATION

*At-will tech power*

**Casting Time:** 1 bonus action

**Range:** Touch

**Duration:** 1 minute

A simple blaster you are holding is calibrated by linking it to your techcasting focus. For the duration, you can use your techcasting ability instead of Dexterity for the attack and damage rolls of ranged attacks using that blaster, and the blaster's damage die becomes a d6. The damage die does not change if the blaster deals ion damage. The blaster also becomes enhanced, if it isn't already, and you become proficient with it, if you aren't already. The power ends if you cast it again or if you let go of the blaster.

## BOOMERANG SHOT

*At-will tech power*

**Casting Time:** 1 action

**Range:** Varies

**Duration:** Instantaneous

As part of the action used to cast this power, you must make a ranged weapon attack against one creature within your weapon's range, otherwise the power fails. If the attack misses, you can use your reaction to make the attack again at the same target, ignoring advantage, disadvantage, and cover. If the attack misses a second time, roll your weapon's damage dice. You take the rolled amount as damage of the weapon's damage type.

The attack deals an extra 1d8 damage when you reach 5th level (1d8), 11th level (2d8), and 17th level (3d8).

## SPECTRUM BLASTER

*2nd-level tech power*

**Casting Time:** 1 action

**Range:** Varies

**Duration:** Instantaneous

As part of the action used to cast this power, you must make a ranged weapon attack against one creature within your weapon's range, otherwise the power fails. On a hit, your projectile erupts with chaotic magical energy. Roll a d8. The number rolled on the first additional d8 determines the damage type for all attacks made as part of this power, as shown below.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Energy
5	Ion
6	Lightning
7	Poison
8	Sonic

Additionally, on a hit the shot must redirect itself from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, which could cause the shot to redirect again, targeting up to a maximum of 5 creatures. A creature can be targeted only once per turn by these attacks.

**Overcharge Tech.** When you cast this power using a tech slot of 3rd level or higher, each target of this power takes an additional 1d8 damage for each slot level above 3rd.

## CONSTRUCT TURRET

*2nd-level tech power*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Duration:** Concentration, up to 1 hour

A tripod mounted weapon appears, fully loaded, and ready for combat. The turret manifests physically on a surface in an unoccupied space that you can see within range. Choose one of the following options for what appears.

- A chaingun
- A heavy repeater
- A rocket launcher

This enhanced weapon can be used normally, except that it cannot be unmounted, and you can reload it with constructed enhanced ammunition as a bonus action while you are within 60 feet of it. The ammunition disappears when the power ends. The rocket launcher only loads fragmentation rockets. You are proficient with this weapon. Creatures can move freely through its space.

**Overcharge Tech.** When you cast this power using a tech slot of 3rd level or higher, the weapon deals an extra 1d6 damage of its type when it hits for every two slot levels above the 2nd. When you use a tech slot of 5th level or higher, you can use your bonus action to attack twice with this weapon using your techcasting modifier while you are within 60 feet of it.

## REBOUND SHOT

*At-will tech power*

**Casting Time:** 1 action

**Range:** Varies

**Duration:** Instantaneous

As part of the action used to cast this power, you choose a point you can see within your weapon's range, and attack with your weapon at that point. When the projectile arrives at the point, you momentarily gain sight from its location. Immediately after, you can redirect the projectile to make a ranged weapon attack against a target you can see from the projectile's location, as if you had made the attack with the weapon. You do not have advantage on the attack roll due to the target not being able to see you.

The attack deals an extra 1d8 damage of the weapon's type when you reach 5th level (1d8), 11th level (2d8), and 17th level (3d8).

## **ON/OFF**

*At-will tech power*

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Up to 1 hour

This power allows minor influence over nearby machines and technology. You create one of the following technological effects within range.

- You cause a display device you can see, such as a datapad screen or computer monitor, to show a popup advertisement of your choice for up to 1 hour. It can include audio and video elements. Ability checks made with the device have disadvantage.
- You cause an audio device you can see to play sounds of your choice for up to 1 hour.
- You instantaneously flip a clearly-defined power switch or button on a device to turn it on or off, provided it is not being wielded by a creature, and it does not require a software-based shutdown sequence to activate or deactivate.
- You instantaneously make a harmless shower of sparks or arc of electricity pop out of a device.
- Choose one device weighing up to 5 pounds that isn't being worn or carried. The device moves up to 20 feet in a direction of your choice, so long as it is reasonably capable of that motion.

If you cast this power 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. Creatures such as droids and constructs do not qualify as devices.

## **PLASMA WEAPON**

*5th-level tech power*

**Casting Time:** 1 bonus action

**Range:** Touch

**Duration:** Up to 1 hour

You imbue a weapon you touch with power from a makeshift plasma charge. Until the power 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 fire damage on a hit. If the weapon isn't already an enhanced weapon, it becomes one for the duration. As a bonus action on your turn, you can dismiss this power and cause the weapon to emit a burst of plasma. 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 fire 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.



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