

EXPANDED TECH POWERS

TECH POWERS

AT-WILL POWERS (0 LEVEL)

Accelerate
Analyzing Strike
Chemical Shot
Detonator
Dismantle
Electromagnetic Pull
Encode Data
Encrypt
Energized Strike
Energized Web
Enhance Ammunition
Extinguish
Ferment
Flare Strike
Fluctuate Gravity
Gravity Flush
Jury-Rig
Minor Slice
Minor Tranquilizer
Remote Access
Shred
Smart Shot
Sonic Burst
Sonic Impact
Sonic Spike
Warp Strike

1ST LEVEL

Ablative Armor
Acid Blood
Acid Stream
Active Camouflage
Acquire Target
Appraisal Analysis
Arc Trap
Barrage
Climate Refuge
Climbing Claws
Construct Lesser Droid
Construct Vehicle
Containment Field
Contaminate
Courser's Mark
Create Poison
Deep Freeze
Delayed Detonator
Distort Value
Electromagnetic Pulse
Energy Alteration
Enhance Oration
Ensnaring Blow

Erratic Rockets
Expand Ward
Filter Air
Healing Factor
Jump
Ripen
Lash Object
Lesser Mutation
Magnetic Push/Pull
Magnify Gravity
Mesh
Misdirection
Mold Metal
Oscillator Boost
Pheromones
Poison Food and Drink
Projected Shield
Purify Food and Drink
Rebound
Record Self
Repulsorlift Disk
Searing Blow
Seismic Blow
Shield Tech: Support Package
Shocking Blow
Shutdown Signal
Signal Flare
Tech Armor
Time Bomb
Tracker Beacon
Venomous Blow

2ND LEVEL

Bacta Well
Blinding Spatter
Boiling Oil
Bolster Security
Burst of Flame
Calibrate Tech
Carbon Blast
Chemical Spill
Climbing Aid
Cold Snap
Conserve Air
Continual Light
Courser's Defense
Data Thief
Defensive Perimeter
Density Projector
Enhance Armor

Enhance Droid
Electromagnetic Bond
Fresh Seal
Glitterdust
Greater Energy Shield
Hazardous Terrain
Holographic Wall
Holonet Search
Ignite
Instant Rations
Invert Compass
Kinetic Maneuvering
Lesser Fabricate
Lesser Squad Shield
Luminous Swarm
Magnetic Burst
Modify Parameters
Noxious Fumes
Null Zone
Object Invisibility
Overcharge Blaster
Overcharge Droid
Overwatch
Restore Functionality
Scattershot
See Through Cameras
Seeker Mine
Shield Tech: Alacrity
Shockwave
Smothering Cloud
Spiked Armor
Static Charge
Subzero
Suppress Gravity
Tracing Blow
Transfer Power
Unstable Prototype
Watchful Eye
Weapons Malfunction
Wire Tow

3RD LEVEL

Afterburner
Analyze Area
Autopilot Program
Bacta Spray
Blinding Blow
Carbon Gas
Comm Relay
Construct Turret
Courser's Pursuit
Create Food and Water
Duplicate Tech

Environmental Shield
Erode
Explosive Cloud
Flash Freeze
Gravitic Beam
Greater Accelerate
Greater Enhance Armor
Greater Poison Dart
Greater Translation Program
Holographic Decoy
Illusive Blow
Injection
Instant Translocation
Ion Pulse
Magma Jet
Magnetism
Maintenance
Mass Retreat
Misfire
Modify Data
Oil Spurt
Penetrative Shot
Reflective Field
Release Fumes
Repulsor Trap
Repulsor Wave
Shield Tech: Combat Stimulant
Sonic Blast
Sonic Pulse
Spectrum Barrage
Surveillance
Swarm of Drones
Targeting Program
Tech Malfunction
Water Breathing

4TH LEVEL

Analyze Security
Backdoor Access
Broadcast
Control Light
Courser's Resolve
Greater Delayed Detonator
Hypothermia
Implant Codeword
Implosion
Jolt
Mass Tactical Barrier
Metal Storm
Piercing Vision
Reconstructive Electromesh

Resonance Field
Ricochet Shot
Sabotage Tech
Scalding Water
Shield Tech: Medical
Regulator

Shield Tech: Powered Shield
Spectrum Assessor
Spectrum Multi-bolt
Steam Cloud
Thermal Barrier
Toxic Discharge

5TH LEVEL

Acid Rain
Alter Species
Construct Greater Vehicle
Contaminate Water
Contagion
Courser's Recovery
Defense Matrix
Electromagnetic Surge
Greater Fabricate
Greater Restore Functionality
Greater Truth Serum

Mechanical Chassis
Protection from Tech
Ray Shielding
Repulsorlift Boost
Rewrite Memory
Self-Destruct
Shield Tech: Steroid
Skill Protocol
Sonic Shriek
Subroutine
Superior Energy Shield
Tracker's Gaze
Tractor Beam
Unity Grid
Vaccination
Wall of Acid

6TH LEVEL

Acid Blast
Delayed Cryogenic Explosion
Explosive Afterimage
Greater Injection
Lockdown
Mass Contagion
Mass Modify Parameters

Mobile Combat Shield
Nuclear Explosion
Reinforce Object
Resonance
Scramble Speech
Sonic Boom
System Failure
Tech Empowerment
Uplift
Vortex Beam

7TH LEVEL

Adaptive Field
Carbon Impact
Disassemble
Failsafe
Greater Disperse Energy
Interdiction
Paralyzing Field
Revelation Field
Reverse Gravity
Reverse Teleport
Spectrum Spray
Squad Shield
System Sequence

8TH LEVEL

Black Hole
Harmonic Dissolution
Ionic Explosion
Mass Kolto Reserve
Pandemic
Restrictive Program
Soothing Tones
Superior Pheromones
Voltaic Electromesh

9TH LEVEL

Acidic Explosion
Disable
Firewall
Greater Disintegrate
Greater Immolate
Greater Nuclear Explosion
Overhaul
Reformat Droid
Shield Tech: Phoenix Drive
Spectrum Barrier
Spectrum Field
Toxic Explosion

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POWER DESCRIPTIONS

ABLATIVE ARMOR

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: 1 minute

You touch one unenhanced suit of armor, which becomes enhanced for the duration as it hardens with an extra layer of protection against attacks. The armor gains temporary hit points equal to 1d4 + your techcasting ability modifier. While the armor still has these temporary hit points, its wearer has resistance to all damage except psychic damage. Each time the wearer takes damage that is not psychic damage, the same amount of damage is dealt to the armor's temporary hit points.

The power ends early if the armor's temporary hit points are depleted, or the armor is doffed. You can also dismiss the power as an action.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the temporary hit points increase by an additional 1d4 for each slot level above 1st.

ACCELERATE

At-will tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You fire a hyper-accelerated projectile at a creature you can see within range. Make a ranged tech attack at the target. On a hit, the target takes kinetic damage: 1d6 if it is within 30 feet of you, 1d8 if it is between 31 and 60 feet of you, 1d10 if it is between 61 and 90 feet of you, and 1d12 if it is between 91 and 120 feet of you.

This power's damage increases by 1 die when you reach 5th level (two dice), 11th level (three dice), and 17th level (four dice). The dice are all the same type.

ACID BLAST

6th-level tech power

Casting Time: 1 action

Range: Self (60-foot cone)

Duration: Instantaneous

A blast of caustic acid erupts from you. Each creature in a 60-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 12d4 acid damage, and an additional 4d4 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.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, both the initial damage and damage taken at the end of a creature's next turn increase by 1d4 for each slot level above 6th.

ACID BLOOD

1st-level tech power

Casting Time: 1 reaction, which you take in response to being damaged by a melee attack

Range: Self

Duration: Instantaneous

In response to being injured, you spray an acidic compound from the wound at your attacker. The creature that damaged you must make a Dexterity saving throw. The creature takes 4d4 acid damage on a failed save, or half as much damage on a success.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

ACID CLOUD

3rd-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: 1 minute

You fill a 10-foot radius sphere centered on a point within range with caustic gas. The sphere spreads around corners and its area is heavily obscured. It lingers in the air for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Each creature that enters the power's area for the first time on a turn or starts its turn there must make a Dexterity saving throw. A creature takes 6d4 acid damage on a failed save, or half as much damage on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage increases by 2d4 for each slot level above 3rd. In addition, when you cast this power using a tech slot of 5th level or higher, the radius of the sphere increases by 5 feet for every two slot levels above 3rd.

ACID RAIN

5th-level tech power

Casting Time: 1 action

Range: 300 feet

Duration: Concentration, up to 1 minute

Acid rain begins falling within a 30-foot radius 40-foot-high cylinder centered on a point you choose within range. When a creature enters the power'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, it takes 8d4 acid damage, or half as much damage on a successful one, and is covered in a layer of acid until a creature uses its action to scrape or wash all layers of acid off of itself or another creature. A creature covered in the acid takes 1d4 acid damage at the end of each of its turns for each layer it is covered with.

ACID STREAM

1st-level tech power

Casting Time: 1 action

Range: Self (30-foot line)

Duration: Instantaneous

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 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 the start of each of its turns.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

ACIDIC EXPLOSION

9th-level tech power

Casting Time: 1 action

Range: 1,000 feet

Duration: Instantaneous

You create a compressed globule of vitriol at a point you can see within range, which then bursts into a 100-foot radius sphere of caustic acid, disintegrating any unenhanced objects in the area that aren't being worn or carried.

Each creature in the affected area must make a Dexterity saving throw. A creature takes 15d4 + 20 acid damage on a failed save, or half damage on a successful one. Each creature must also make a Constitution saving throw. On a failed save, it is incapacitated for 1d4 rounds by the burning fumes. Creatures that don't breathe or that are immune to acid damage automatically succeed on this saving throw.

ACQUIRE TARGET

1st-level tech power

Casting Time: 1 reaction, which you take when you would miss with an attack

Range: Self

Duration: Instantaneous

Your tech finds a weakness in your target's defenses, or predicts its movement. If the target of the triggering attack is marked by you (such as with a power like *target lock* or *courser's mark*, or with another marking effect like Ranger's Quarry), you can repeat the attack against it with advantage. If you hit, the mark is consumed, ending the power if the mark came from a power, or otherwise ending the marking effect on the target.

ACTIVE CAMOUFLAGE

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You gain the ability to blend in with your surroundings. For the duration, you can always attempt to hide if you are prone, or lightly obscured. If you move, you cannot benefit from this power until the start of your next turn.

ADAPTIVE FIELD

7th-level tech power

Casting Time: 1 action

Range: Touch

Duration: 8 hours, or until the end of your next short or long rest

A 20-foot radius sphere of clean air surrounds a creature you touch and moves with it for the duration, allowing creatures within the area to breathe in any environment. The sphere moves with the target for the duration. The sphere does not protect those inside it from extremes of heat and cold, or other environmental hazards.

ADRENALINE

1st-level tech power

Casting Time: 1 reaction, which you take when a creature within range that you can see would roll initiative

Range: 30 feet

Duration: Instantaneous

You infuse one creature within range with a jittery burst of power, speeding its senses and reactions to the point of near precognition. The creature makes its initiative check with advantage.

AFTERBURNER

3rd-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You ignite a fiery propulsion system, granting you explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks. If you have a speed other than walking, such as flying or swimming, this speed increase applies to that speed as well.

When you move within 5 feet of a creature or object that isn't being worn or carried, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, increase your speed by 5 feet for each slot level above 3rd. Additionally, the power deals an additional 1d6 fire damage for each slot level above 3rd.

ALTER SPECIES

5th-level transmutation

Casting Time: 8 hours

Range: Touch

Duration: Instantaneous

You touch a willing humanoid or droid other than you and transform their body into one of a different species. An organic species cannot become a droid, or vice versa. The new species must be the same size as the original, and must also be one with which you are familiar, and have interacted with extensively in the past. This power does not create a copy of a specific individual of that species. The target retains the capabilities it had in its original form, except it exchanges its original species for the new one and changes its species traits accordingly. The target also gains a level of exhaustion due to the stress placed on their body.

AMPLIFICATION MATRIX

4th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You create a screen of rippling energy at a point you choose within range. The screen appears in any orientation you choose, and it lasts for the duration. The screen can be up to 20 feet long, 10 feet high, and 1 inch thick, and can be resting on solid ground or floating unsuspended.

One of the screen's sides repels any projectiles that pass through it, while the other amplifies them. You choose which side repels and which side amplifies when you cast the power. When a weapon or piece of ammunition, such as a dart or a shot fired from a blaster, passes through the screen as part of an attack, that attack gains an effect based on the side it passes through.

Amplifying. The attack has advantage, its range is doubled, and if it hits, it deals an extra 1d6 energy damage.

Repelling. The attack has disadvantage, its range is halved, and if it hits, the attack's damage is reduced by 1d6.

ANALYZE AREA

3rd-level tech power

Casting Time: 10 minutes

Range: Self

Duration: Instantaneous

You research a specific populated location with which you are familiar--such as the city of Iziz on Onderon, the spice mines of Kessel, or the shadowport Point Nadir--and gain information pertaining to it, be it accurate or otherwise. When you cast this power, the information appears on your tech focus in the form of audio, visual, or text-based data describing various rumors and events that have been happening in the area, though nothing that an average person wouldn't be able to learn given time. The information could come in the form of a news report for example, or publicly released footage of an event.

The information contains up to 3 facts of your choice from the following list. You may choose an option more than once. Unless otherwise stated, you can choose the general category (such as actors, Jedi, or marketplaces) you would like to learn about, but not specific locations or creatures.

- A recent or future event which a faction of your choice participated or will participate in
- Details about a powerful (CR 1 or higher) creature in the location.
- A scandal involving celebrities or politicians.
- The location of a semi-hidden area, such as a gray market or gang hideout.
- A recent crime of your choice and the main suspects.
- A conspiracy theory about something in the location.

At the DM's option, you may choose to learn a fact not on this list, but it should give no more secrets than those described above.

Once you have chosen, the DM comes up with rumors or stories that you learn that correspond with your choices. They may not always be important, usable, or true, but it is encouraged for the GM to have at least one rumor which is true and beneficial.

Once you choose a location with this power, you cannot choose the same location for 10 days.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, you can ask an additional question for every slot level above 3rd. Using a tech slot of 6th level or higher also allows you to choose specific creatures or locations to learn about instead of a general category.

ANALYZE SECURITY

4th-level tech power

Casting Time: 10 minutes

Range: 500 feet

Duration: Instantaneous

You recreate an image of a building within range, recording a blueprint of it in your tech focus. You learn the general layout of the building, as well as the details of any security device in the building such as cameras, turrets, and alarms (excluding enhanced defenses), including their locations and DCs to hide from, disable, and slice the devices.

Any creature who studies the blueprint for at least 10 minutes has advantage on any ability check relating to any aspect of the building's security system detected by this power for the next 24 hours.

ANALYZING STRIKE

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 melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you analyze feedback from the blow to learn one of the following:

- One immunity, resistance, or vulnerability to damage the target has (if any).
- The target's highest ability score. If multiple scores are tied for its highest, you learn one of them.
- The exact dimensions of the target.
- The target's creature type and AC.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 damage to the target. The damage is the same type as the weapon's. The damage increases by 1d6 at 11th level and 17th level.

ANTI-TECH BARRIER

5th-level tech power

Casting Time: 1 minute

Range: 30 feet

Duration: 24 hours, or until the end of your next short or long rest

You create an invisible barrier that wards one point of entry (a hallway, doorway, window or the like). The entryway can be no more than 20 feet across. You must be able to see the area affected and it must be in range. For the duration of the power, no tech focus, droid, construct, or creature under the effects of a tech power can pass through the barrier, nor target a creature, object or area on the other side of the barrier with a tech power. You and up to three creatures you designate when you cast the power can pass and cast powers through the barrier as if *anti-tech barrier* was not in effect.

If you cast this power on the same target every day for one year, the effect becomes permanent until dispelled.

APPRAISAL ANALYSIS

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

For the duration of the power, you have advantage on Intelligence checks to determine the value of an item you touch. You can appraise multiple items, but you must handle each item for at least 1 minute.

ARC TRAP

1st-level tech power

Casting Time: 1 action

Range: 5 feet

Duration: 8 hours

Choose two points you can see within range that have only unoccupied space between them. A thin electric arc leaps through the air, suspending itself between the two target points. While it persists, it gives off a subtly audible crackle and sheds dim light in a 5-foot radius around itself. If an object or creature comes in contact with the arc, it loses its charge. A creature must make a Constitution saving throw. On a failed save, a creature takes 2d10 lightning damage (an object automatically takes this damage) and becomes shocked until the end of its next turn. On a successful save, a creature takes half as much damage and is not shocked. Regardless, the arc then snaps out of existence with a loud thunderclap audible out to 300 feet.

If you cast this power again while an arc trap you cast previously persists, the previous instance of this power ends. You can also use an action while within 5 feet of the arc to safely and quietly end this power.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

AUTOPILOT PROGRAM

3rd-level tech power

Casting Time: 10 minutes

Range: Touch

Duration: 24 hours, or until the end of your next short or long rest

You grant a starship or construct with the Piloted trait you touch the ability to pilot itself for the duration. While it is not piloted by a creature, it follows simple instructions you give it regarding the bearing and speed of the vessel. The target uses your bonus to Piloting checks when performing its duties. If the target takes damage, this power ends.

BACKDOOR ACCESS

3rd-level tech power

Casting Time: 1 minute

Range: Touch

Duration: 1 hour

You touch a datapad, computer, or similar device and plant a backdoor in the device. For the duration, you do not need a password or code cylinder to access the device, to access any data on the device, or to make any changes to the device. This does not allow you to access or change data that is shared with, but not stored, on the device.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the duration is 8 hours. If you use a tech slot of 5th level or higher, the duration is 24 hours. If you use a tech slot of 6th level or higher, the duration is 10 days. If you use a tech slot of 7th level or higher, the power lasts until it is dispelled.

BACTA SPRAY

3rd-level tech power

Casting Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

A spray of bacta emanates from you, restoring those in front of you. Each creature in a 30-foot cone regains a number of hit points equal to 3d6 + your techcasting ability modifier. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the healing increases by 1d6 for each slot level above 3rd.

BACTA WELL

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: 1 round

You produce a font of healing bacta fluid at a point you can see, with a radius of 5 feet. At the start of your next turn, up to four creatures you designate in the affected area regain hit points equal to 1d6 + your techcasting modifier. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd. When you cast this power using a tech slot of 6th level or higher, the affected radius increases to 10 feet, and this power can affect any number of creatures within the radius.

BARRAGE

1st-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You launch 4d6 tiny projectiles at up to four creatures you can see within range. The projectiles can be divided between the targets as desired. Each target must make a Dexterity saving throw. A target takes 1 kinetic damage per projectile, or half as much damage on a successful save.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you launch an additional 1d6 projectiles and can target one additional creature for each slot level above 1st.

BLACK HOLE

8th-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: Concentration, up to 1 minute

This power briefly emulates the effects of a black hole, creating 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 enhanced darkness and crushing gravitational force.

For the duration, the power's area is difficult terrain. A creature with darkvision can't see through the enhanced darkness, and unenhanced light can't illuminate it. No sound can be created within or pass through the area. Any creature or object entirely inside the sphere is immune to sonic damage, and creatures are deafened while entirely inside it. Any creature that enters the power's area for the first time on a turn or starts its turn there must make a Constitution saving throw. The creature takes 8d10 kinetic 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, except enhanced items, are reduced to a pile of fine gray dust.

BLINDING BLOW

3rd-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this power's duration, your weapon flares with a bright light, and the attack deals an extra 3d8 energy damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the power ends.

A creature blinded by this power makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

BLINDING SPATTER

2nd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You expel a wad of brackish, tarry goo at the face of a creature you can see within range that has eyes or similar anatomy. Make a ranged tech attack against the target. On a hit, the target is blinded until it or another creature within 5 feet of it uses an action to clean its eyes. If you score a critical hit, the target remains blinded until the start of its next turn after an action is used to clean the goo from its eyes.

BOILING OIL

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

A creature within range must make a Dexterity saving throw as you douse it with a scalding liquid. The target takes 5d4 fire damage on a failed save, or half as much damage on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d4 and you can target an additional creature within range for each slot level above 2nd. The creatures must be within 10 feet of each other when you target them.

BOLSTER SECURITY

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Until dispelled

You touch a computer and improve its defenses against intrusion. While affected by this power, the computer is more difficult to slice with a slicer's kit; the DC to slice it increases by 10.

In addition, any power or other enhanced effect targeting the computer has no effect. This does not stop this power from being targeted by powers such as *diminish tech*.

BOOBY TRAP

At-will tech power

Casting Time: 1 action

Range: Touch

Duration: 1 minute

You infuse a Tiny object you touch that is not being worn or carried by a creature other than you with an explosive charge for the duration, rigging it to detonate as soon as it is touched. If any creature other than you willingly touches that object before the end of the power's duration, it must make a Dexterity saving throw or take 2d4 fire damage, which the object takes as well. This power ends if you cast it again before the object is touched.

This power's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4) and 17th level (8d4).

BROADCAST

4th-level tech power

Casting Time: 1 action

Range: 10 miles

Duration: Concentration, up to 1 minute

You broadcast a message to every monitor, holocomm, commlink, and all other kinds of communications devices capable of receiving a transmission within range. You can choose what appears visually, such as an emblem or a video of you.

For the duration, any affected device relays anything you say to creatures who can hear them.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the range is 100 miles. If you use a tech slot of 8th level or higher, the range is 1000 miles. If you use a 9th level slot, all devices on the planet are affected.

BURST OF FLAME

2nd-level tech power

Casting Time: 1 action

Range: Self (30-foot line)

Duration: Instantaneous

You expel a burst of flame in a line 30 feet long and 5 feet wide, originating from you. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

CALIBRATE TECH

2nd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 1 round

You calibrate your tech to prevent damage to unwanted targets. Choose up to three creatures within range. Until the end of your next turn, those creatures take no damage from tech powers you cast.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can target an additional creature for each slot level above 2nd.

CARBON BLAST

2nd-level tech power

Casting Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

A burst of icy cold carbon energy emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is covered in carbonite for 1 minute or until a creature uses its action to break the carbonite off itself or another creature. A creature covered in carbonite has four slowed levels. On a successful save, a creature takes half as much damage and suffers no additional effects.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

CARBON GAS

3rd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a cloud of icy gas in a 20-foot-radius sphere centered on a point you can see within range. The sphere extends around corners, and its area is heavily obscured. Each creature that enters the power's area for the first time on a turn or starts its turn there takes 1d6 cold damage.

The cloud moves 10 feet away from where you cast the power 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.

A wind of 10 mph disperses the cloud after 4 rounds. A wind of 20 mph disperses it after 1 round.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

CARBON IMPACT

7th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Make a melee tech attack against a creature you touch. On a hit, the target takes 12d10 cold damage. If the creature is reduced to 0 hit points by this power, it is petrified as it is frozen in carbonite; if it is broken while petrified this way, the creature thaws to its original state but suffers whatever trauma or loss of limbs that occurred while it was frozen.

Overcharge Tech. When you cast this power using a tech slot of 8th level or higher, the damage increases by 1d10 for each slot level above 7th.

CARBON WIND

1st-level tech power

Casting Time: 1 action

Range: Self (30-foot line)

Duration: Instantaneous

A line of freezing carbon wind 30 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. On a failed save, a creature takes 2d8 cold damage and gains one slowed level until the end of their next turn. On a successful save, a creature takes half as much damage and isn't slowed.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

CHEMICAL SHOT

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

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, the target suffers the attack's normal effects, and your shot disorients your foe. It has disadvantage on the next attack roll it makes before the start of your next turn. If that attack misses, it falls prone and the power ends. A target is not disoriented if it is immune to poison.

This power's damage increases when you reach higher levels. At 5th level, the attack deals an extra 1d4 poison damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

CHEMICAL SPILL

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You fill a 20-foot cube centered on a point you choose within range with a mix of chemical substances. Roll on the Substance Effect table to determine the effect produced. At the start of each of your turns, you can move the cube up to 10 feet and reroll on the table.

SUBSTANCE EFFECT

d4

Effect

1	A wondrously pleasant scent fills the air, and each creature in the cube must succeed on a Wisdom saving throw or become charmed by you until the start of your next turn. Droids and constructs automatically succeed this saving throw.
2	A bubbling brew is created, and each creature in the cube must succeed on a Dexterity saving throw or be blinded until the start of your next turn as liquid splashes in their faces.
3	Each creature in the cube must succeed on a Wisdom saving throw or become dizzy until the start of your next turn. Droids and constructs automatically succeed this saving throw. A dizzy creature is incapacitated and uses all its movement to move in a random direction.
4	A sticky substance encompasses the cube, turning it into difficult terrain until the start of your next turn.

CLIMATE REFUGE

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: 8 hours, or until the end of your next short or long rest

A willing creature you touch becomes wreathed by an aura that maintains a comfortable temperature. For the duration, the target is considered adapted to hot and cold climates.

Overcharge Tech. When you cast this power with a tech slot of 2nd level or higher, you can target an additional creature for each slot level above 1st.

CLIMBING AID

2nd-level tech power

Casting Time: 1 action

Range: 300 feet (100-foot line)

Duration: 1 hour

As you cast this power, choose a line 100 feet long and 10 feet wide originating from a point within range. Vertical surfaces in the line gain handholds and footholds, making climbing the surface much easier. For the duration, any creature attempting to climb in the affected area has a +10 bonus to Strength (Athletics) checks related to climbing.

CLIMBING CLAWS

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You modify parts of your body in a manner that allows you to cling to unenhanced wooden, stone, or metallic surfaces, allowing you to climb or perch on these surfaces much easier. For the duration, you have advantage on Strength saving throws and Strength (Athletics) checks that involve climbing. Climbing still costs double normal movement.

COLD SNAP

2nd-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

A swirling burst of freezing wind erupts at a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and becomes stuck in the ice, gaining one slowed level until the end of its next turn. On a success, the target takes half as much damage and is not stuck in ice. The ground in the area is covered with slick ice and snow, making it difficult terrain until the start of your next turn.

Overcharge Tech. When you cast this power with a tech slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

COMM RELAY

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: 7 days

You synchronize two wristpads or communication devices you touch together, allowing communication through them no matter how much distance is between them, as long as they are on the same planet. This communication cannot be prevented by unenhanced means. For example, a creature can use one wrist pad to communicate verbally to another creature in possession of the other device.

If one device you touch is capable of visual recording as well as audio recording, such as a holocomm, it can communicate visually as well as verbally to other devices with similar capabilities.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, you can sync an additional device for each slot level above 2nd.

CONFOUNDING BATTLEFIELD

6th-level tech power

Casting Time: 1 action

Range: Self (60-foot radius)

Duration: Concentration, up to 1 minute

Each Small or Medium-sized creature within 60 feet of yourself (including you) takes on the appearance of one other creature of the same size in the area. The creature each target resembles should be selected randomly. Every target affected becomes an exact illusory copy of the original, from the items it carries to the sound of its voice. A target that sees the power's effect when it is cast can make an Intelligence saving throw. If the saving throw fails, the target can't distinguish which creature is which by sight or sound. On a successful save, the target still sees and hears the illusion, but can tell which creature is which from subtle clues such as posture or manner of movement.

As an action, a creature can make an Intelligence (Investigation) check against your tech saving throw DC; if it succeeds, it can correctly identify each creature affected by the illusion, the same as if it made a successful saving throw. This power has no effect on constructs, creatures that have an Intelligence of 3 or lower, and creatures that don't speak any language.

CONSERVE AIR

2nd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 10 minutes

You can choose up to four creatures you can see within range. For the duration, each creature can hold its breath without suffocating. If a creature is unable to breathe when this power ends, it begins to suffocate.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the duration is increased by 10 minutes and you can affect one additional creature for each slot level above 2nd.

CONSTRUCT FORTRESS

9th-level tech power

Casting Time: 1 hour

Range: 30 feet

Duration: Instantaneous

A metal fortress is erected in an area of land 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.

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. 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 doors in the fortress's outer wall.

A small stronghold stands inside the enclosed area. The stronghold 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 rooms as you like, provided each room is at least 5 feet on each side. The floors of the stronghold are connected by staircases, its walls are 6 inches thick, and interior rooms can have doors or open doorways as you choose. The stronghold 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 power become useless and disintegrate if removed from the fortress.

A staff of one hundred droid servants obeys any command given to them by creatures you designate when you cast the power. Each servant functions as if created by the *construct lesser droid* power. The servants cannot leave the fortress willingly, and disintegrate if removed from it.

The walls, turrets, and stronghold are all made of metal that can be damaged. Each 10-foot-by-10-foot section of metal has AC 15 and 30 hit points per inch of thickness. It is immune to poison and psychic damage, and damage from unenhanced weapons (except siege or starship weapons), and has resistance to all other damage. Reducing a section of metal 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 cast this power somewhere else, the fortress sinks harmlessly to the ground before disintegrating, leaving any creatures that were inside it safely on the ground. You can create a permanent structure by casting this power in the same place once every 7 days for one year.

CONSTRUCT GREATER VEHICLE

5th-level tech power

Casting Time: 1 hour

Range: 10 feet

Duration: 1 hour

You construct a vehicle in a space of your choice within range, which uses the Greater Vehicle stat block. Only creatures you designate when you cast this power are able to enter this vehicle. A creature not designated must succeed on an Intelligence saving throw in order to enter the vehicle. Once the power ends, the vehicle slows to a stop, then vanishes.

The construct is a valid target for the *tracker droid interface* power. If that power is cast targeting the greater vehicle, it only takes 1 minute to synchronize with the vehicle. Its senses are the same as yours while linked. The general appearance is based on the tech slot used in casting the power, listed in the below table.

Power Level	Loot
5th	Troop Transport
6th-7th	Tank
8th-9th	Military Airspeeder

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, use the higher level wherever the power's level appears in the stat block.

CONSTRUCT LESSER DROID

1st-level tech power

Casting Time: 1 action

Range: 10 feet

Duration: 1 hour

You deploy a simple-minded Small droid servant that performs basic tasks at your command until the power ends. The droid appears 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. The droid can't speak, but it understands the languages you know. If it drops to 0 hit points, the power ends. You can decide the droid's appearance when you cast this power, but it is always constructed from basic materials.

Once on each of your turns as a bonus action, you can nonverbally command the servant through your tech focus to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring caf. 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.

When the power ends, or if it is ever more than 60 feet away from you, the droid falls to pieces and disintegrates.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can deploy an additional servant for each slot level above 1st. You can command any number of droids at the same time with your bonus action.

CONSTRUCT TOWER

7th-level tech power

Casting Time: 10 minutes

Range: 30 feet

Duration: 24 hours, or until the end of your next short or long rest, whichever comes first

A great square tower is erected in an area of land you can see within range. The tower is 20 feet on each side and 30 feet tall, with slits for blasters (providing three-quarters cover to those inside) and a battlement atop it. The interior is divided into three floors, connected by a ladder that leads to the top. While the roof is exposed to the elements, the interior of the tower is always comfortable and dry, regardless of the weather outside. The tower has one large door at its front.

The tower's roof, door, and each of its walls have AC 15 and 150 hit points. The tower is immune to poison and psychic damage, and damage from unenhanced weapons (except siege or starship weapons), and has resistance to all other damage. Reducing part of the tower to 0 hit points destroys it and might cause other parts of it to crumble at the DM's discretion. Otherwise, the tower doesn't tip over or sink even on loose ground, such as sand or peat, and only creatures you choose can open its door freely.

When the power ends, the tower sinks harmlessly to the ground before disintegrating, leaving any creatures that were inside it safely on the ground. You can create a permanent structure by casting this power in the same place every day for one year.

CONSTRUCT AUTO-TURRET

3rd-level tech power

Casting Time: 1 minute

Range: 10 feet

Duration: Concentration, up to 1 hour

You construct a turret, which is erected in an unoccupied space you can see within range. The turret uses the Constructed Turret stat block. When you cast the power, choose a design: Blaster or Rocket. The design determines certain traits in its stat block. The creature falls to pieces and disintegrates when it drops to 0 hit points or when the power ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your commands you issue through your tech focus (no action required). If you don't issue any, it will remain idle.

The turret is a valid target for the *tracker droid interface* power. If that power is cast targeting the constructed turret, it only takes 1 minute to synchronize with the turret.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, use the higher level wherever the power's level appears in the stat block.

CONSTRUCTED TURRET

Medium or Large construct (your choice), unaligned

Armor Class 12 + the level of the power (natural armor)

Hit Points 40 + 15 for each slot level above 3rd

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	2 (-4)	16 (+3)	14 (+2)	11 (+0)	4 (-3)

Damage Vulnerabilities ion

Damage Resistances necrotic, poison, psychic

Condition Immunities disease, poisoned

Senses darkvision 60 ft, passive Perception 12

Languages --

Proficiency Bonus equals your bonus

Circuitry. The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

Cover. A creature mounted on the turret has one-quarter cover.

Rocket Blast. (Rocket Only) When the turret makes a Rocket Launcher attack, hit or miss, the rocket explodes. The target and each creature within 5 feet of it must make a Dexterity saving throw against your tech save DC. Roll 1d6 for each level of the power. On a failed save, a creature takes the total rolled in fire damage, or half as much damage on a success.

Scanner. The turret is proficient in Perception.

ACTIONS

Multiattack. (Blaster Only) The turret makes a number of attacks equal to 1 + half this power's level (rounded down).

Blaster. Ranged Weapon Attack: your tech attack modifier to hit, range 120/300 ft., one target. Hit: 1d6 + 1 + the power's level energy damage.

Rocket Launcher. (Rocket Only) Ranged Weapon Attack: your tech attack modifier to hit, range 150 ft., one target. Hit: 1d10 kinetic damage.

CONSTRUCT VEHICLE

1st-level tech power

Casting Time: 10 minutes

Range: 10 feet

Duration: 24 hours, or until the end of your next short or long rest

You construct a vehicle in a space of your choice within range, which uses the Constructed Vehicle stat block. Only creatures you designate when you cast this power are able to enter this vehicle freely. A creature not designated must succeed on an Intelligence saving throw in order to enter the vehicle. The power ends when it drops to 0 hit points. Once the power ends, the vehicle slows to a stop, then falls to pieces and disintegrates.

The construct is a valid target for the *tracker droid interface* power. Its senses are the same as yours while linked. The general appearance is based on the tech slot used in casting the power, listed in the below table.

Power Level	Loot
1st	Personal Transport
2nd-3rd	Hovercart
4th-5th	Landspeeder
6th-7th	Troop Transport
8th-9th	Open Shuttle

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, use the higher level wherever the power's level appears in the stat block. Additionally, this power's casting time increases to 1 hour.

CONTAGION

5th-level tech power

Casting Time: 1 action

Range: Touch

Duration: 7 days

Your touch inflicts disease. Make a melee tech 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 power 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 power's duration.

Since this power 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.

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.

Fugue. The creature's mind becomes scattered and forgetful. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the *insanity* power during combat.

Hemophilia. 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.

Necrosis. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

CONTAINMENT FIELD

1st-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: 1 round

You attempt to suppress a creature you can see within range with warding tech. Make a ranged tech attack against the target. If the attack hits, the target takes 2d6 energy damage and it gains 1 slowed level until the end of its next turn. While it has this slowed level, whenever the target makes an attack against a creature more than 5 feet away from it, it must roll a d4 and subtract the number rolled from the attack roll.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

CONTAMINATE

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to poison a creature you can see within range. The target must make a Constitution saving throw. A target with 25 hit points or fewer makes the saving throw with disadvantage. On a failed save, a creature takes 1d12 poison damage and becomes poisoned for the duration.

At the end of each of its turns while poisoned, the target can repeat the Constitution saving throw. On a success, the power ends on the target. On a failed save, it takes an additional 1d4 poison damage.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The targets must be within 30 feet of each other when you target them.

CONTAMINATE WATER

5th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You change an area of water you can see within range into a poisonous, toxic substance. The power affects up to ten cubes of water, each 10 feet on a side. Each cube must have at least one face adjacent to the face of another cube. Each creature that starts its turn in the water or that enters the water for the first time on a turn must make a Constitution saving throw. On a failed save, a creature takes 5d6 poison damage and becomes poisoned until the start of its next turn. On a successful save, it takes half as much damage, and is not poisoned.

If the affected area is part of a larger body of water, new water entering the area becomes poisonous while water leaving the area is no longer affected.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the maximum number of 10-foot cubes of water you can affect increases by two for each slot level above 5th.

CONTINUAL LIGHT

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Until dispelled

A light, equivalent in brightness to a glowrod, emanates from an object that you touch.

The light creates no heat. As a bonus action, you can activate or deactivate any number of *continual lights* you have created that are within 200 feet of you.

CONTROL LIGHT

4th-level tech power

Casting Time: 1 action

Range: 90 feet (30-foot-radius sphere)

Duration: Concentration, up to 1 minute

You control the illumination in a 30-foot-radius sphere centered on a point you can see, choosing from darkness, dim light, or bright light. You can change the level of illumination by one level (no action required) when you cast the power and at the start of each of your turns. You can also use your action to move the area up to 30 feet in any direction.

Other forms of illumination initially function normally within the sphere, but you can change their effectiveness to match that of the sphere on your subsequent turns.

COURSER'S DEFENSE

2nd-level tech power

Casting Time: 1 reaction, which you take when you are the target of a weapon attack or forced to make a saving throw against a tech power

Range: Self

Duration: 1 round

Your tech gives you insight into a marked creature's next move. Until the start of your next turn, creatures marked by you (such as with a power like *target lock* or *courser's mark*, or with another marking effect like Ranger's Quarry) have disadvantage on weapon attacks made against you and you have advantage on saving throws made against tech powers cast by creatures marked by you until the start of your next turn, at which point the mark is consumed, ending the power if the mark came from a power, or otherwise ending the marking effect on the target.

COURSER'S MARK

1st-level tech power

Casting Time: 1 reaction, which you take when you hit a creature within range with a weapon attack roll

Range: 5 feet

Duration: Concentration, up to 1 hour

You mark the target of the triggering attack, hampering it with your tech until the end of your next turn. This effect ends early if you mark another creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you, and your weapon attacks deal an extra 1d4 damage to that creature on a hit.

For the power's duration, whenever you hit a creature with a weapon attack, you can use your reaction to mark that creature until the end of your next turn. Once before the power ends, when you mark a creature during your turn, you can use a bonus action to cause the marked creature to become restrained until the end of your next turn.

Overcharge Tech. When you cast this power using a tech slot of 3rd or 4th level, you can maintain your concentration on the power for up to 8 hours. When you use a tech slot of 5th level or higher, you can maintain your concentration on the power for up to 24 hours.

COURSER'S PURSUIT

3rd-level tech power

Casting Time: 1 bonus action

Range: 60 feet

Duration: Concentration, up to 1 hour

You utilize your tech in relentless pursuit of your foe. Choose a creature you can see within range. Until this power ends, you gain the following benefits while you can see the target:

- Once on each of your turns, you can move up to half your speed towards the target (no action required).
- Your movement does not provoke opportunity attacks.
- When you hit a creature with an attack roll, you deal an extra 1d6 damage. This damage is increased to 1d12 if the creature is the target of this power.
- When you hit the target of this power with a weapon attack, you can mark that creature until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

Overcharge Tech. When you cast this power using a tech slot of 5th or 6th level, you can maintain your concentration on the power for up to 8 hours. When you use a tech slot of 7th level or higher, you can maintain your concentration on the power for up to 24 hours.

COURSER'S RECOVERY

5th-level tech power

Casting Time: 1 reaction, which you take when you reduce a creature to 0 hit points

Range: Self

Duration: 1 minute

As you bring down a foe, your tech revitalizes you. You regain hit points equal to 4d10 + your techcasting ability modifier. If the creature you reduced to 0 hit points to trigger this power was marked by you (such as with a power like *target lock* or *courser's mark*, or with another marking effect like Ranger's Quarry), you can also spend up to two Hit Dice to regain hit points, as if you had just finished a short rest.

The next time you make a saving throw during the duration, you can roll a d12 and add the number rolled to the saving throw, and then the power ends.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the healing increases by 1d10 for each slot level above 5th.

COURSER'S RESOLVE

4th-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: 1 minute

While pressing your attack, you fortify yourself against whatever your quarry throws at you. For the duration, while a creature is marked by you (such as with a power like *target lock* or *courser's mark*, or with another marking effect like Ranger's Quarry), you have advantage on saving throws that creature forces you to make. Whenever you hit a creature marked by you with an attack, you gain temporary hit points equal to 1d4 + your techcasting ability modifier.

CREATE FOOD AND WATER

3rd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You create up to 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds 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.

CREATE MEAL

At-will tech power

Casting Time: 1 minute

Range: Self

Duration: 8 hours

You create a meal which appears in your hands, which lasts for the duration. The meal consists of 3 ingredients. If the power ends before the meal is eaten, it is rapidly covered in repugnant mold before disintegrating.

The meal can be eaten over the course of 1 minute. It weighs half a pound and counts as food for the purpose of avoiding exhaustion. Regardless of how many meals are eaten, this power cannot contribute more than half a pound towards the total amount of food that a creature needs to eat in a day.

A creature that eats the entire meal gains 1 temporary hit point for each ingredient in the meal. These temporary hit points last for 8 hours after finishing the meal.

A creature can use an action after the power is cast to add an extra ingredient to the meal, bolstering its effect (you must take a separate action for each added ingredient). Depending on the nature of the meal or ingredient the creature attempts to add, the DM has the option of requiring an ability check with a chef's kit to determine whether the ingredient is added successfully, with the entire meal being spoiled on a failure. Regardless of how many extra ingredients are added, the meal cannot provide more temporary hit points than the caster's techcasting ability modifier.

The meal can be split into up to four portions, with each portion providing fewer temporary hit points. If the meal is split in two, each portion provides half as many temporary hit points as the whole meal, rounded down (minimum 1). If the meal is split in three, each portion provides one third as many temporary hit points, rounded down (minimum 1). If the meal is split in four, each portion provides one fourth as many temporary hit points, rounded down (minimum 1). The portions of meal do not need to be the same size to provide temporary hit points (for example, a sandwich does not need to be cut evenly in half, thirds, or quarters). If the meal is split into more than four portions, it can still be eaten for the purpose of avoiding exhaustion, but no longer provides temporary hit points.

Multiple meals can be created by this power at a time. However, only the most recently created meal provides temporary hit points if eaten. Any temporary hit points provided by a previous casting of this power are lost if this power is cast again.

The number of starting ingredients in the meal and maximum amount of temporary hit points this power can provide increase when you reach 5th level (five ingredients, twice the caster's techcasting ability modifier), 11th level (seven ingredients, three times the caster's techcasting ability modifier), and 17th level (nine ingredients, four times the caster's techcasting ability modifier).

CREATE POISON

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You use some combination of scavenged substances and tech to transform the water in a container you have on your person into one dose of improvised poison. Like a standard dose of poison, this dose can be applied to one vibroweapon, one slug cartridge, or one wrist launcher dart. It can also be applied to up to three separate portions of food or drink. Once applied, the poison retains potency until someone must roll a saving throw against it, or for 1 minute, after which point it dries or dissolves. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for 1 minute and take 1d8 poison damage (or 2d8 if the poison is ingested). Creatures that succeed on their save take half damage, but suffer no other effects. A creature poisoned by this power makes a Constitution save at the end of each of its turns. On a success, it is no longer poisoned.

A poison you create can only be used by you, and has no value if you try to sell it. If you cast this power again, any doses of poison you have previously created with this power instantly become water again. Otherwise, poison doses created with this power retain their potency until the next time you finish a short or long rest, at which point they return to being water.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you create one additional dose of poison for every two levels above 1st. When you cast this power using a tech slot of 4th level or higher, the poison gains an extra effect: if a creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4 until the creature finishes a long rest or its ability score is restored by an enhanced effect.

DATA THIEF

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a computer and instantly copy all of the data stored on the computer onto an empty datacard. Any files that are password protected or encrypted are still that way when copied. The datacard can hold any amount of data from one computer at once.

DEEP FREEZE

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to encase a Medium or smaller creature you can see within ice. The creature must make a Strength saving throw or become restrained by ice for the duration. At the end of each of its turns, the target takes 1d8 cold damage and can make another Strength saving throw. On success, the power ends on the target.

If the creature takes more than 5 energy or fire damage from a single damage roll while restrained, the ice breaks and the target is freed, ending the power on the target.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

DEFENSE MATRIX

5th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a pulsing 1-foot-diameter sphere of energy distortion that hangs in the air at a point you can see within range. When a tech power of 4th level or lower targeting a creature, object, or area within 30 feet of the sphere is cast, it fails, though any tech points expended in the casting are still spent. The sphere disappears after it causes three powers to fail or when the power's duration runs out.

As a bonus action, you can move the sphere up to 60 feet in any direction to a point you can see.

Overcharge Tech. When you cast this power with a tech slot of 6th level or higher, the sphere causes powers of 5th level or lower to fail. When you cast this power with a tech slot of 7th level or higher, the sphere causes powers of 6th level or lower to fail. When you cast this power with a tech slot of 8th level or higher, the sphere causes powers of 7th level or lower to fail. When you cast this power with a tech slot of 9th level or higher, the sphere causes powers of 8th level or lower to fail.

DEFENSIVE PERIMETER

2nd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 8 hours, or until the end of your next short or long rest

You hide up to four mini-turrets--expending one unenhanced power cell for each--placing each on a surface within range and program them to protect an area. Any creature that can't see the area at the time the power is cast can use its action to make a Wisdom (Perception) check against your tech save DC. On a success, it notices the mini-turrets.

Until the power ends, whenever a creature other than you comes within 30 feet of a mini-turret for the first time on a turn or ends its turn there, the turret attacks it. The creature must succeed on a Dexterity saving throw or take 2d6 energy damage. The turret is then destroyed. The power ends when no mini-turrets remain.

When you cast this power, you can designate any creatures you choose, and the power ignores them.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the maximum number of turrets you can create increases by two. Each additional mini-turret requires one additional power cell.

DELAYED CRYOGENIC EXPLOSION

6th-level tech power

Casting Time: 1 action

Range: 300 feet

Duration: Instantaneous

A frigid projectile streaks 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 cold damage. On a successful save, it takes half as much damage.

If the projectile 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 tech save DC to break free.

You can refrain from firing the projectile after completing the power, if you wish. A small detonator about the size of a pebble, cool to the touch, appears in your hand. At any time, you or a creature you give the detonator to can throw it to a range of 40 feet. It explodes on impact, with the same effect as the normal casting of the power. You can also set the detonator down without triggering it. After 1 minute, if the detonator hasn't already exploded, it explodes.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

DELAYED DETONATOR

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: 1 round

Choose a point you can see within range. You launch a detonator at that point, which remains there until the start of your next turn, when it explodes, ending the power. You can also use your reaction at any point during the power's duration to cause the detonator to explode early. When the detonator explodes, each creature within 5 feet of the point must make a Dexterity saving throw. A creature takes 1d8 fire damage and 1d8 kinetic damage on a failed save, or half as much damage on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can launch an additional detonator at another point you can see within range for each slot level above 1st. The detonators all explode simultaneously. A creature in the area of more than one detonator when they explode is only affected once.

DENSITY PROJECTOR

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: 10 minutes

For the duration of the power, one creature you touch has advantage on ability checks and saving throws against any effect that would cause it to be grappled, shoved, tripped, or moved against its will. If an effect successfully moves the target, the power ends.

DETONATOR

At-will tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You launch a detonator at a creature. Make a ranged tech attack against a creature you can see within range. On a hit, the target takes 1d6 fire damage, and each creature within 5 feet of the target must make a Dexterity saving throw or take 1d4 fire damage.

This power's damage increases by one die when you reach 5th level (2d6/2d4), 11th level (3d6/3d4), and 17th level (4d6/4d4).

DISABLE

9th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

A droid or construct you touch must make a Constitution saving throw. On a failed save, it is afflicted by a curse, reducing all of its ability scores to 3. The curse and the ability reduction can be ended by any effect that removes tech-based curses.

DISASSEMBLE

7th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

One constructed object up to 100 lbs. in weight that you touch falls to pieces, separating into its component parts. For instance, a vibrosword separates into a blade, handle, oscillator, and guard, while a hovercart collapses into a repulsor engine, bolts, and metal panels. If the object is being worn, carried, or operated by a creature, the creature can make an Intelligence saving throw. On a successful save, the item is unaffected.

DISMANTLE

At-will tech power

Casting Time: Special

Range: Touch

Duration: Instantaneous

You break or tear an unenhanced structure or object you touch that is not being worn or carried by a creature other than you. The break or tear can be up to 1 foot in any dimension. When cast this in this way, this power has a casting time of 1 minute.

Alternatively, you can touch a droid or construct when you cast this power. Make a melee tech attack against the target. On a hit, the target takes 1d6 energy damage. When cast in this way, this power has a casting time of 1 action.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

DISRUPT DROID

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

One droid or construct you touch is hampered by electronic interference. The target takes 2d6 energy damage and must make a Constitution saving throw. On a successful save, the power ends. On a failed save, the target takes 2d6 energy damage at the start of each of its turns and it must subtract 1d4 from its attack rolls and ability checks for the duration of the power. The creature can repeat the saving throw at the end of each of its turns; a successful save ends the power.

DISTORT VALUE

1st-level tech power

Casting Time: 1 minute

Range: Touch

Duration: 8 hours

You cast this power on an object no more than 1 foot on a side, doubling the object's perceived value by adding illusory flourishes or polish to it, or reducing its perceived value by half with the help of illusory scratches, dents, and other unsightly features. Anyone examining the object can see through the illusion and ascertain its true value with a successful Intelligence (Investigation) check against your tech save DC.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the maximum size of the object increases by 1 foot for each slot level above 1st.

DUPLICATE TECH

3rd-level tech power

Casting Time: 1 reaction, which you take when you see a creature within range casting a tech power

Range: 30 feet

Duration: Instantaneous

You scan a tech power of 1st level or lower as it is being cast and attempt to replicate its effects. If the creature casting the power is willing, you also cast the power at 1st level (if the power is an at-will power, you instead use your level). If the creature is unwilling, you must succeed on an ability check using your techcasting ability to cast the power. The DC equals 10 + the power's level.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, you can target a tech power of a level equal to half the level of the tech slot you used (rounded down), and you cast the duplicate power at that level.

ELECTROMAGNETIC BOND

2nd-level tech power

Casting Time: 1 action

Range: 10 feet

Duration: Concentration, up to 1 minute

Electricity arcs from you to up to three creatures of your choice that you can see within range, creating separate bonds between you and each target. A target breaks its bond if it ends its turn more than 10 feet away from you, or when the power ends. If a target is still bonded to you at the start of its turn, it must make a Constitution saving throw. The creature takes 3d8 lightning damage on a failed save, or half as much damage on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

ELECTROMAGNETIC PULL

At-will tech power

Casting Time: 1 action

Range: 15 feet

Duration: Instantaneous

You create a lash of electricity 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 lightning damage if it is within 5 feet of you. The target makes this saving throw at disadvantage if it is made of metal or wearing armor made of metal.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ELECTROMAGNETIC PULSE

1st-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: 1 minute

You send out a pulse that forces droids, constructs, and electronic objects to power down. Roll 5d8; the total is how many hit points of droids, constructs, and objects this power can affect. Droids, constructs, and electronic objects within 20 feet of a point you choose are affected in order of their current hit points. Unenhanced electronic objects are considered to have 1 hit point for the purposes of being affected by this power.

Starting with the target that has the lowest current hit points, each creature affected by this power falls unconscious. If the power ends, the creature takes damage, or someone uses an action to reboot the creature, it will be awoken. Objects affected by this power cannot be used for the duration. If the object is a weapon, it instead has a -1 penalty to attack and damage rolls for the duration.

Subtract each target's hit points from the total before moving on to the target with the next lowest hit points. A target's hit points must be equal to or less than the remaining total for that target to be affected.

Overcharge Tech. When you cast this power with a tech slot of 2nd level or higher, you can roll an additional 2d8 for each slot level above 1st.

ELECTROMAGNETIC SURGE

5th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Select two creatures that you can see within range that are within 30 feet of each other. A bolt of lightning jumps from one creature to the other, creating a line 5 feet wide and up to 30 feet long. Each creature in that line, including the initial targets, must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

ENCODE DATA

At-will tech power

Casting Time: 1 action

Range: Self

Duration: 8 hours

You preserve visual and/or audio-based data of an event you witnessed within the past minute, or a message of your own, as data in the form of a Tiny data capsule that can be held and carried.

If you cast this power while under the effect of a tech power or an ability that allows you to read or manipulate the data of a computer or thoughts of droids or constructs (such as *read memory* or *rewrite memory*), you can transform the thoughts or memories you read, rather than your own, into a data capsule.

A creature can use an action to touch the data capsule and cause the visual/audio data to reenact as a hologram, or as a sound, visible and audible out to 30 feet.

When the power ends, the data capsule becomes inoperable, and disintegrates.

This power's duration increases by 8 hours when you reach 5th level (16 hours), 11th level (24 hours), and 17th level (32 hours).

ENCRYPT

At-will tech power

Casting Time: 1 minute

Range: Touch

Duration: Until dispelled

You alter the data on a datapad, terminal, or other electronic device, making it unintelligible to other creatures. A creature that spends at least 1 minute trying to decipher the data can make an Intelligence check against your tech save DC. On a success, it successfully decrypts the data.

ENERGY ALTERATION

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: 1 round

Before the end of your next turn, you can change the damage type of the next tech power you cast. If the power does one of the following damage types: acid, cold, energy, fire, poison, or sonic, you can change that damage type to another option on the same list. You make this decision the instant you deal damage with the power. This power then ends.

ENHANCE AMMUNITION

At-will tech power

Casting Time: 1 bonus action

Range: Touch

Duration: 1 minute

You touch unenhanced ammunition--which can be a power cell or up to three cartridges--and enhance it for the duration. When you make a ranged attack with a blaster loaded with the affected power cell or one of the affected cartridges, you can make a tech attack instead of a weapon attack. On a hit, the target of the attack suffers the attack's normal effects, but the weapon's damage is enhanced. This power ends when three attacks have been made with an affected power cell, or all affected cartridges have been used for attacks.

If you cast this power again, the power ends early on any ammunition still affected by it.

ENHANCE ARMOR

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You touch a willing creature, improving its defensive capabilities. Until the power ends, the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

ENHANCE ORATION

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

You enhance the voice of one willing creature you touch, allowing that creature to be heard clearly by all creatures that can hear within 300 feet of it, regardless of background noise.

Overcharge Tech. If you cast this power using a tech slot of 2nd level or higher, the range out to which the creature can be heard increases by 100 feet for each slot level above 1st.

ENERGIZED BARRIER

6th-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 10 minutes

You create a vertical wall of crackling, shimmering energy. 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 energy damage. On a successful save, the creature takes half as much damage.

ENERGIZED STRIKE

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you gain one charge until the end of your next turn. While you have a charge on your next turn, you can spend it when you hit a creature with a melee weapon attack to deal an extra 1d8 energy damage with that attack. You can only have one charge from this power at a time.

At 5th level, the attack deals an extra 1d6 energy damage to the target and the maximum number of charges you can have and spend at once increases by one. If you gain another charge while you already have one, all prior charges last until the end of your next turn. The damage increases by 1d6 and the maximum number of charges you can have and spend at once increases by one again at 11th level and 17th level.

ENERGIZED WEB

At-will tech power

Casting Time: 1 action

Range: 30 feet

Duration: 1 round

You attempt to bind a creature you can see within range with a net charged with proton energy. The target must succeed on a Strength saving throw or take 1d8 energy damage and gain one slowed level until the end of its next turn. If the target already has at least one slowed level, it takes 1d12 energy damage instead of 1d8.

This power's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

ENHANCE GRENADE/MINE

1st-level tech power

Casting Time: 1 bonus action

Range: Touch

Duration: 1 minute

You touch an unenhanced grenade or mine and enhance its explosive capabilities. If the explosive is detonated during the duration, the radius of the blast is increased by 5 feet, the DC of the saving throw it requires becomes your tech save DC if it is higher, and it deals an additional 2d6 damage, if the explosive deals damage.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st. When you cast this power using a tech slot of 3rd level or higher, the radius of the blast increases by 5 feet for every two slot levels above 1st.

ENSNARING BLOW

1st-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this power ends, an electro-net launches at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the electro-net until the power ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, it escapes the electro-net, and this power ends.

While restrained by this power, the target takes 1d6 lightning damage at the start of each of its turns. If a creature is reduced to 0 hit points by this damage and falls unconscious, it remains stable. A creature restrained by the electro-net or one that can touch the creature can use its action to make a Strength check against your tech save DC. On a success, the target is freed, and this power ends.

Overcharge Tech. If you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

ENVIRONMENTAL SHIELD

3rd-level tech power

Casting Time: 1 minute

Range: Self (10-foot radius hemisphere)

Duration: 8 hours

A 10-foot radius immobile dome of energy springs into existence around and above you and remains stationary for the duration. The power ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The power fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this power can move through it freely. All other creatures and objects are barred from passing through it. Powers and other enhanced effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the power 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.

ERODE

3rd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You douse a creature you can see within range with a mass of acid. The target must make a Dexterity saving throw. On a failed save, the target takes 8d4 acid damage and becomes covered in acid 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 the end of each of its turns.

Alternatively, you can target a point you can see on an unenhanced surface (such as a wall, a ceiling, or a floor) within range and melt through the surface, creating an opening. You choose the opening's dimensions: up to 5 feet wide, 10 feet tall, and 20 feet deep.

Overcharge Tech. If you cast this power using a tech slot of 4th level or higher, both the initial and later damage increase by 1d4 for each slot level above 3rd. If you choose to melt through a surface, each of the opening's maximum dimensions increases by 5 feet for each slot level above 3rd.

ERRATIC ROCKETS

1st-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You create three manually-guided explosives. Each explosive targets a creature of your choice that you can see within range. Make a ranged tech attack for each explosive. On a hit, an explosive deals 2d4 fire damage to its target.

If the attack roll scores a critical hit, the target of that explosive takes 5d4 fire damage instead of you rolling damage twice for a critical hit. If the attack roll for any explosive is a 1, all explosives miss their targets and detonate prematurely, dealing 1 fire damage per explosive to you.

Overcharge Tech. If you cast this power using a tech slot of 2nd level or higher, the power creates one more explosive for each slot level above 1st.

EXPAND WARD

1st-level tech power

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

You create a defensive field and expand it to attack nearby creatures. Each creature within range, other than you, must succeed on a Dexterity saving throw, taking 2d10 energy damage on a failure, or half as much on a success. If at least one creature fails its saving throw, you gain resistance to kinetic, energy, and ion damage dealt by weapon attacks until the end of your next turn.

Overcharge Tech. When you cast this power with a tech slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

EXPLOSIVE AFTERIMAGE

6th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing. The power ends if you attack, cast a power, or otherwise take a hostile action. As a bonus action immediately after you cast this power, you can teleport up to 30 feet away to an unoccupied space you can see and take the Hide action.

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.

The double has an AC of 10 + your Dexterity modifier. The first time that your illusory double is touched by a creature or is hit by a melee attack, it explodes. Each creature within 20 feet of the double when it explodes must make a Dexterity saving throw, taking 8d6 energy damage on a failed save, or half as much damage on a successful one. The illusory double then disappears.

EXPLOSIVE CLOUD

3rd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a cloud of invisible, explosive gas that spreads out into a 20-foot-radius sphere centered on a point you can see. If a source of heat—fire, sparks, or a blaster bolt, for example—is brought into contact with the cloud, the gas ignites. Each creature within the cloud's area must make a Dexterity saving throw. On a failed save, a creature takes 8d6 fire damage, or half as much damage on a successful one. Once the cloud explodes, this power ends.

The cloud of gas can be noticed only with a successful Wisdom (Perception) check against your tech save DC.

Overcharge Tech. If you cast this power using a tech slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FAILSAFE

7th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Choose one 6th level or lower tech power you know. For the duration, you cannot cast the chosen power, as you change it for another tech power of the same level or lower you do not know. You treat the new power as a learned power for the duration. When this power ends, you cannot cast either power until you finish a long rest.

FEIGN DEATH

7th-level tech power

Casting Time: 1 reaction, which you take when you are dealt damage

Range: Self

Duration: Concentration, up to 1 minute

You take half of the triggering damage and become invisible at the same time that an illusory double of you appears where you are standing and acts out your death. You can decide how your illusory double dies. The double can make noises--such as grunts or wheezes--to make the death believable, but cannot talk. The double will fall to the ground, but cannot move more than 5 feet. The death takes one round, and anyone who attempts to touch the double will realize it's an illusion, but the illusion will not fade away.

The illusion and the invisibility both last until the end of the power.

FERMENT

At-will tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Up to one pint of liquid in a container you touch becomes alcoholic, but it looks, tastes, and smells exactly as it did before.

FILTER AIR

1st-level tech power

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

You clear the air in a 5-foot cube within range, making it a clean, clear atmosphere suitable for your breathing. This power instantly clears the cube's area of smoke, poisonous gas, or similar phenomena, and can provide enough air for one creature in the area when the power is cast to take a deep breath. A creature that breathes this air can also add 1d4 to one attack roll, ability check, or saving throw it makes before the end of its next turn.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can target an additional 5-foot cube within range for each slot level above 1st.

FIREWALL

9th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Choose a creature within range. You create 9 shielding units which hover around the creature, granting it powerful protection against tech. As an action on your turn, you can transfer the units (and their protection) to another creature within range.

When a tech power forces the protected creature to make a saving throw, or when the creature is targeted by a tech attack, it may choose to expend one of the units to nullify the power's effect on it. The protected creature no longer needs to make a saving throw, or the tech attack is absorbed. Afterwards, the unit that blocked the attack disintegrates. This power only protects the creature you chose with the units hovering around it. All other targets within a power's area are affected normally.

FLARE STRIKE

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and fire surrounds the target, occupying a 5-foot cube within 5 feet of it that lasts for the duration. When a creature enters the fire for the first time on a turn or starts its turn within it, it must make a Dexterity saving throw. On a failed save, it takes fire damage equal to your techcasting modifier.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 fire damage to the target, and the fire damage from the 5-foot cube increases to 1d6 + your techcasting modifier. Both damage rolls increase by 1d6 at 11th level and 17th level.

FLASH FREEZE

3rd-level tech power

Casting Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

A freezing wind ripples outward. Each creature in a 30-foot cone originating from you must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and is restrained by ice until the start of your next turn. On a successful save, the target takes half as much damage and isn't restrained.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

FLUCTUATE GRAVITY

At-will tech power

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You create a harmless gravitational disturbance at a point within range, which affects small objects weighing 10 pounds or less within 5 feet of it. If the objects are not being worn or carried, you can affect these objects in one of the following ways:

- The objects are pulled 5 feet towards the disturbance.
- The objects are pushed 5 feet away from the disturbance.
- The objects levitate up to 3 feet off the surface they are on. This effect lasts for 1 minute.
- You cause the objects to levitate and move in a simple pattern, such as a circle or an arrow, that fits within a 5-foot cube. This effect lasts for 1 minute.

If you cast this power 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.

The maximum number of active effects increases by 3 when you reach 5th level (6), 11th level (9), and 17th level (12).

FRESH SEAL

2nd-level tech power

Casting Time: 1 action

Range: 10 feet

Duration: 7 days

All unenhanced 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. In addition, the food can't spoil or become poisoned while the power lasts.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the power lasts an additional 7 days for each slot level above 2nd.

GLITTERDUST

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You cause an explosion of glittering dust in a 15-foot radius sphere centered on a point within range. Creatures within the area when the explosion occurs must make a Dexterity saving throw or be blinded until the start of your next turn. A creature can use an action to clean the dust from its eyes, ending the blindness early. Invisible creatures within the area are covered in the dust regardless of whether they succeeded on the saving throw or not and can't benefit from invisibility until the start of your next turn.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the radius of the sphere increases by 5 feet for each slot level above 2nd.

GRAVITIC BEAM

3rd-level tech power

Casting Time: 1 action

Range: Self (60-foot line)

Duration: Instantaneous

You create a field of gravity disturbance in a line 60 feet long and 5 feet wide, originating from you. Each creature other than you within 10 feet of the line must make a Constitution saving throw. On a failed save, a creature takes 4d10 kinetic damage and is pulled to the closest unoccupied space within or adjacent to the line. On a successful save, a creature takes half as much damage and is not moved.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the length of the line increases by 15 feet for each slot level above 3rd.

GRAVITY FLUSH

At-will tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You suddenly distort gravity around a creature you can see within range. The target must make a Constitution saving throw. On a failed save, a creature takes 1d4 kinetic damage and falls prone.

This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

GREATER ACCELERATE

3rd-level tech power

Casting Time: 1 action

Range: 500 feet

Duration: Instantaneous

You propel a projectile with extreme accuracy, targeting a creature within range. Make a ranged tech attack. On a hit, the creature takes 10d6 kinetic damage. This attack has a critical hit range of 3.

Overcharge Tech. When you cast this power with a tech slot of 4th level or higher, the damage increases by 2d6 for each slot level above 3rd.

GREATER DISINTEGRATE

9th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You create up to four 20-foot cubes within range. Each cube must have at least one face adjacent to the face of another cube. Any creature inside a cube must make a Dexterity saving throw. A creature takes 10d10 acid damage on a failed save, or half as much damage on a successful one. This power deals double damage to structures and ignores the damage threshold for large structures. If a creature or structure is reduced to 0 hit points by this power, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except enhanced items, are reduced to a pile of fine gray dust. When a creature or structure is disintegrated, a thick gray mist fills the cube, causing it to be heavily obscured. The mist lasts for 1 minute, or until dispersed by a strong wind.

GREATER DISPERSE ENERGY

7th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You grant a willing creature you touch immunity to your choice of one of the following damage types for the duration of the power: acid, cold, fire, lightning, poison or sonic.

GREATER ENERGY SHIELD

2nd-level tech power

Casting Time: 1 reaction, which you take when a

creature you can see within range is hit by an attack or targeted by the *homing rockets* power

Range: 15 feet

Duration: 1 round

An energy shield appears and protects the target. Until the start of the target's next turn, the target has a +5 bonus to AC, including against the triggering attack, and the target takes no damage from *homing rockets*.

GREATER ENHANCE ARMOR

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch a willing creature, improving its defensive capabilities. Until the power ends, the target's AC can't be less than 17, regardless of what kind of armor it is wearing.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the minimum AC of the target creature increases by 1 for every two slot levels above 3rd.

GREATER FABRICATE

5th-level tech power

Casting Time: 1 minute

Range: 30 feet

Duration: Special

Using your tech, you can create a flawless replication of any unenhanced nonliving object of vegetable matter within range: soft goods, fibercord, wood, or something similar. You can also use this power 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
Uniquely rare metals (beskar)	500gp

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

GREATER IMMOLATE

9th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

White-hot flames wreath one creature you can see within range. The target must make a Dexterity saving throw. It takes 6d10 + 20 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the power's 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 takes 2d10 fire damage. These enhanced flames can't be extinguished by unenhanced means. If damage from this power kills a creature, it and everything it is wearing or carrying, except enhanced items, are reduced to ash.

GREATER INJECTION

6th-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You produce a syringe, dripping with lethal toxins. As an action, you can make a melee tech attack with the syringe. On a hit, the target takes 5d8 poison damage and becomes poisoned. At the start of each of its turns, a poisoned creature makes a Constitution saving throw. On a successful save, it is no longer poisoned.

GREATER NUCLEAR EXPLOSION

9th-level tech power

Casting Time: 1 action

Range: 500 feet

Duration: 7 days

You create a massive nuclear explosion at a point you can see within range. Each creature in a 150-foot radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature suffers a level of exhaustion and takes 15d6 fire damage and 15d6 necrotic damage. On a successful save, a creature doesn't suffer a level of exhaustion and takes half as much damage.

The explosion spreads around corners. This power also damages and irradiates objects within the area.

The area of the sphere remains heavily irradiated for the duration. Any creature that ends its turn within the area must make a Constitution saving throw. On a failed save, the creature suffers a level of exhaustion. A creature wearing appropriate equipment for repelling radiation, such as an enviro-suit, automatically succeeds on this saving throw.

GREATER PHEROMONES

4th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

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 power ends or until you or your companions do anything harmful to it. The charmed creature is friendly to you. When the power ends, the creature knows it was charmed by you. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech 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.

GREATER POISON DART

3rd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: 1 round

Make a ranged tech attack against a creature within range. On a hit, the target takes 4d10 poison damage, and it must make a Constitution saving throw. On a failed save, the creature is poisoned until the end of its next turn. While poisoned in this way, a creature is also blinded. On a successful save, the creature takes the full damage, but isn't blinded or poisoned.

Overcharge Tech. When you cast this power with a tech slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 3rd.

GREATER RESTORE FUNCTIONALITY

5th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You undo a debilitating effect on a droid or construct you touch. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed the target.
- One tech-based curse, including the target's attunement to a cursed item.
- Any reduction to one of the target's ability scores.
- One effect reducing the target's hit point maximum.

GREATER TIME BOMB

3rd-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 melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects as you plant an explosive charge on its person, and you push it up to 15 feet away from you, propelling your foe away before the charge explodes. The target you hit and each creature within 10 feet of it must make a Dexterity saving throw. The target you hit has disadvantage on this saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a success.

Overcharge Tech. When you cast this power with a tech slot of 4th level or higher, the fire damage increases by 1d6 for each slot level above 3rd.

GREATER TRUTH SERUM

5th-level tech power

Casting Time: 1 action

Range: Touch

Duration: 10 minutes

You touch a creature, compelling it to answer up to three questions truthfully. The creature must make a Constitution saving throw after each question is asked. On a failed save, it must answer the question truthfully and must offer as much information as it can. On a successful save, the creature can refuse to answer the question, but it can't lie. The creature must be able to understand your questions.

GUST OF WIND

2nd-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the power's 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 power ends, you can change the direction in which the line blasts from you.

HARMONIC DISSOLUTION

8th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You create a 20-foot sphere of intense harmonic vibration at a point you can see within range. Each creature in the area of that sphere must make a Constitution saving throw. A creature takes 8d10 sonic damage on a failed save, or half as much damage on a successful one. If this damage reduces the creature to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except enhanced items, are reduced to a pile of fine gray dust.

Unenhanced objects that are not being worn or carried, as well as structures (or portions of them) that are inside the area are automatically disintegrated.

HAZARDOUS TERRAIN

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: 1 minute

You create an area of hazardous terrain on a surface you choose within range. The affected area consists of up to four 5-foot squares, which you can arrange as you wish. Each square must have at least one side adjacent to the side of another square. The area becomes difficult terrain for the duration. The first time a creature moves through the area on a turn, it must make a Dexterity saving throw. On a failed save, it takes 1d6 kinetic damage, or half as much damage on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d6, and the maximum number of squares you can affect increases by one for each slot level above 2nd.

HEALING FACTOR

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

You stimulate the natural healing ability of a creature you touch. The target regains 1 hit point, and at the start of each of its turns until the power ends, it regains 1 more hit point if its current hit point total is less than half its hit point maximum. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the healing the target gains at the start of each turn increases by 1 hit point for each slot level above 1st.

HOLOGRAPHIC ASSAILANT

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a holographic duplicate of a foe that assaults and harries the original. Choose a Medium or smaller creature you can see within range, then choose an unoccupied space within 5 feet of that creature. If no such space exists, the power fails. A holographic duplicate of the target appears in the chosen space, and makes a melee tech attack against the target, using your tech attack modifier. On a hit, the target takes 2d6 energy damage and has disadvantage on the next attack roll it makes before the end of its next turn.

The holographic duplicate lasts for the duration. While it is within 5 feet of the target, the target has disadvantage on opportunity attacks.

Until the power ends, whenever you see the target make an attack roll, force another creature to make a saving throw, or end its turn more than 5 feet away from the holographic duplicate, you can use your reaction to cause the duplicate to vanish. The duplicate then reappears in an unoccupied space within 5 feet of the target and repeats the melee tech attack.

HOLOGRAPHIC DECOY

3rd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create an illusory decoy in an unoccupied space you can see within range. When you cast this power, you can designate any number of creatures you can see to be unaffected by it, seeing the decoy for what it really is. To others, the decoy projects the holographic illusion of a Medium or smaller creature of your choice that performs a taunting or threatening gesture, goading them to fight it. As a bonus action on your turn, you can cause the decoy to move up to 20 feet to another unoccupied space.

Each creature that starts its turn within 10 feet of the decoy must make an Intelligence saving throw.

Creatures that can't be charmed succeed on this saving throw automatically. On a successful save, a creature is immune to the effects of this power for 24 hours. On a failed save, the creature is compelled to make an attack against it--moving closer if necessary--before doing anything else on its turn, believing it to be the primary threat. A creature that fails its save isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to reach the decoy.

The decoy has an AC equal to your tech save DC. If an attack would hit the decoy, it passes through it harmlessly, and the attacker realizes the decoy is an illusion and is no longer affected for the duration of this power.

HOLOGRAPHIC SHUFFLE

6th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Choose three spaces that you can see within 30 feet of you. An illusory double of yourself appears in each of those spaces, indistinguishable from you in every way. The doubles have an AC of 10 + your Dexterity modifier, and any attack that hits one passes harmlessly through the illusion without dispelling it. A double that is hit by an attack becomes see-through, revealing it to be false.

Tech powers that you cast on yourself that the doubles can benefit from, such as *tactical barrier* or *mirror image*, affect them as well. The doubles can't take any actions or reactions, and they can't move from their spaces, but they mimic gestures and the motions of your body. When you speak, you can choose to have your voice come from one of the doubles instead, or all of them at once.

A creature that uses an action to examine the area can determine that your doubles are an illusion by succeeding on an Intelligence (Investigation) check against your tech save DC. If a creature discerns the illusion for what it is, the doubles become transparent to it and the creature can tell which of you is the real one.

As a bonus action on each of your turns, you can teleport to one of your doubles' spaces, swapping places with it. The swap is instantaneous and undetectable, and when you do it, the illusion reasserts itself, and all transparent doubles that were previously revealed as fake become opaque and indistinguishable from you once more.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the maximum number of illusory doubles you can create increases by one for each slot level above 6th.

HOLOGRAPHIC WALL

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You create a holographic illusion of a vertical surface that is up to 60 feet long, 10 feet high, and 1 foot thick. The wall can include gaps and openings such as windows, peepholes, and doorways, but they are considered to be holes in the illusion as well. You can use a bonus action to move some or all of the gaps and openings, create new ones, or close the existing ones, but the illusion can only be 1 foot across at its thickest point.

Physical interaction with the wall reveals it to be an illusion, and a creature that uses its action to examine the wall can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the wall. Otherwise, the opaque sections block line of sight.

HOLONET SEARCH

2nd-level tech power

Casting Time: 1 minute

Range: Self

Duration: Instantaneous

Using your tech focus, you search the Holonet looking for answers to a question you have. Choose a person, object, event, or location. You can immediately roll an appropriate check with advantage to recall information about it. The extent of the information you can learn is limited to however much information about the subject exists on the Holonet.

For example, if you wanted to learn about a specific fungus, you'd roll an Intelligence (Nature) check with advantage against the normal DC to recall information about it.

You can cast this power to make checks that you otherwise wouldn't be able to due to a lack of experience or proficiency, or to make checks that you previously failed.

Once you choose a target with this power, you cannot choose the same target for 10 days.

HYPOTHERMIA

4th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A creature you can see within range is hampered as you generate swirling cold mists around it. The creature must make a Constitution saving throw. On a failed save, it takes 6d10 cold damage and suffers one level of exhaustion, which lasts for the duration. On a successful save, the creature takes half as much damage, and this power ends on it.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th. When you cast this power using a tech slot of 6th level or higher, the creature suffers an additional level of exhaustion for the duration for every two slot levels above 4th.

IGNITE

2nd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You send a thick orange-and-purple ray at one creature you can see within range. Make a ranged tech attack; if it hits, the creature takes 4d6 fire damage and catches fire. At the end of each of its turns, it takes 2d6 fire damage. A burning creature or another creature within 5 feet of it can use its action to extinguish the fire.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the initial damage is increased by 1d6 for each slot level above 2nd.

ILLUSIVE BLOW

3rd-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this power's duration, the target suffers the attack's normal effects, and the air shimmers around you as a holographic duplicate of you appears in an unoccupied space of your choice within 5 feet of the target. If no such space exists, the power fails.

Until the power ends, the duplicate persists, appearing to be a living, breathing, active version of you. If the target ends its turn more than 60 feet away from the duplicate, or if you end your turn more than 60 feet away from the duplicate, the power ends. The duplicate mimics your actions to a degree, but no matter where you are, it seeks to remain close to the target.

If the target ends its turn more than 5 feet away from the duplicate, the duplicate moves up to 60 feet to an unoccupied space within 5 feet of the target. If no such space exists, the duplicate moves to the unoccupied space closest to the target.

While the duplicate is within 5 feet of the target, you can make melee attacks against the target as if it were within 5 feet of you, just as if you were attacking from the space the duplicate is occupying. The weapon deals energy damage instead of its normal damage type. If you hit the target with a melee attack while it is within 5 feet of the duplicate, without using the duplicate, the attack inflicts additional energy damage equal to 1d6 + your techcasting ability modifier.

While you are within 5 feet of your duplicate, whenever an attack roll is made against you, you can use your reaction to roll a d20. If you roll an 11 or higher on the die, the attack targets the duplicate instead of you.

The duplicate's AC equals your techcasting DC. 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. If the duplicate is destroyed, the power ends.

IMPLANT CODEWORD

4th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 10 days

You attempt to implant a code word into another creature's mind, turning them into a double agent. 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 1 minute. 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 power, this power ends, and none of the codewords affect the target.

While this charm lasts, you can implant up to three codes in the target. For each code, choose a word or phrase, and command (no more than 2 sentences) to go with it. For example, you could cause the target to "Attack and kill all Jedi nearby", and link it to the phrase "Execute Order 66," or you could link "Act normal until you are alone. Then contact me and answer every question you hear from the commlink." to the phrase "This is secret."

After one minute, the creature is no longer charmed and forgets any memory involving you within the past 24 hours. For the duration, whenever the target hears a code implanted in them, it must make a Wisdom saving throw with disadvantage. On a failure, the creature follows the associated command to its best abilities then returns to normal. If the creature takes damage while following the command, they may attempt an additional Wisdom saving throw. On a successful save the creature instantly returns to normal. Once a creature returns to normal, it loses all its memories of following the command.

It is likely that the target will begin to notice holes in its memories and become suspicious, depending on how subtle and long the events are that they forgot.

An effect that removes curses can end this power. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the duration is 30 days. If you use a tech slot of 7th level or higher, the duration is 1 year. If you use a tech slot of 9th level, the power lasts until dispelled.

IMPLOSION

4th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

A 20-foot-radius sphere of crushing gravitational 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 kinetic 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.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

INJECTION

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You prick a target with a syringe dripping with toxins. Make a melee tech attack against a creature within reach. On a hit, the target takes 4d12 poison damage and must make a successful Constitution saving throw or become poisoned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer poisoned.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

INSTANT TRANSLOCATION

3rd-level tech power

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Duration: Instantaneous

Your form shimmers in a holographic configuration and collapses as an attack begins to hit you. You have a +5 bonus to AC against the triggering attack. As part of the same reaction, you can then teleport to an unoccupied space within 30 feet of you, and can make one weapon attack with advantage against the attacker.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the maximum teleport distance increases by 10 for each slot level above 3rd.

INSTANT RATIONS

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You create up to 10 Tiny enhanced rations. A creature can use its action to eat a ration. Eating a ration restores 1 hit point, and the ration provides enough nourishment to sustain a creature for one day.

The rations lose their potency if they have not been consumed within 24 hours of the casting of this power, or before you have finished a short or long rest, whichever comes first. This power has no effect on droids, constructs, and other creatures that don't eat.

INTERDICTION

7th-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: 1 minute

Select one creature within range. That creature must make an Intelligence saving throw. On a failed save, it is unable to cast tech powers for the duration of the power. It can repeat the saving throw at the end of each of its turns; a successful save ends the effect.

INVERT COMPASS

2nd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Choose one droid or construct you can see. It must make a Wisdom saving throw. If the construct has the 'Piloted' trait, and has a pilot controlling it that is not incapacitated, it gains a bonus to the saving throw equal to the pilot's Intelligence modifier. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this power. Until the power 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.

ION PULSE

3rd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You generate a pulse of ionic energy in a 20-foot-radius sphere centered on a point you can see within range. Each creature within the area must make a Dexterity saving throw or take 6d6 ion damage, or half as much on a successful save. Creatures that are made of metal or wearing metal armor have disadvantage on the save.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

IONIC EXPLOSION

8th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You cause ionic energy to fill a 40-foot-radius sphere centered on a point within range. Each creature in the affected area must make a Dexterity saving throw. If the saving throw fails, the creature takes 8d10 ion damage and is stunned for 1d4 rounds; on a successful save, the creature takes half damage and is not stunned.

A stunned creature makes a Constitution saving throw at the end of each of its turns; a successful save ends the stun.

A droid or construct reduced to 0 hit points by this power dies instantly, and can't be raised by any effect less powerful than an 8th-level power.

IRRADIATE

2nd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A surge of radiation washes over a creature within range. The creature must make a Constitution saving throw. On a failed save, the target takes 3d10 necrotic damage and suffers one level of exhaustion, which lasts for the duration. On a successful save, the target takes half as much damage and does not suffer a level of exhaustion. A creature exhausted by this power can make a Constitution saving throw at the end of each of its turns. On a successful save, the power ends.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

JAM SIGNALS

3rd-level tech power

Casting Time: 1 action

Range: Self

Duration: 10 minutes

A 100-foot radius sphere of signal disruption surrounds you. All attempts at wireless communication, even by enhanced means, are suppressed within this sphere. Communications equipment, such as commlinks and holocomms, cease to function while within the sphere. These devices also cannot receive signals from outside the sphere.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the radius is increased by 50 feet for each slot level above 3rd.

JOLT

4th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You channel power into up to four willing droids or constructs you can see within range. Each of those creatures can immediately make one weapon attack against a target of its choice; each can also move up to 10 feet before or after the attack.

JUMP

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: 1 minute

You touch a creature. The creature's jump distance is tripled until the power ends.

JURY-RIG

At-will tech power

Casting Time: 1 bonus action

Range: 60 feet

Duration: Concentration, up to 1 minute

You fabricate a facsimile of a simple implement using whatever you have on hand. You create one piece of adventuring gear worth 20 credits or less which you can hold in one hand, and which must weigh less than 10 pounds.

If the item is more than 10 feet away from you at the end of your turn, the power ends. This object may simulate the effects of a tool you are proficient with, but it can only be used to make one ability check, for a task that takes 1 round or less, after which time the power ends. Anyone who holds the item or examines it closely can tell it is not genuine.

When the power ends, the item falls to pieces and disintegrates.

KINETIC MANEUVERING

2nd-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You enhance your movement with repulsor tech, giving yourself the following benefits for the duration:

- Your walking speed increases by 10 feet.
- You don't provoke opportunity attacks.
- You can move through the space of another creature, and it doesn't count as difficult terrain. If you end your turn in another creature's space, you are shunted to the last unoccupied space you occupied, and you take 1d8 kinetic damage.

LASH OBJECT

1st-level tech power

Casting Time: 1 minute

Range: Touch

Duration: Concentration, up to 10 minutes

You touch up to three objects no larger than 1 foot in any dimension and imbue them with magnetic force. When you touch these objects to a creature, object, or surface, the objects are lashed to it for the duration. The lashed objects can support up to 500 pounds and cannot be separated unless a creature succeeds on a Strength check against your tech save DC.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can target one additional object for each slot level above 1st.

LENS FLARE

3rd-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

You must cast this power in an area of bright light, otherwise, the power fails. You create a lens that concentrates rays of light into a fiery beam. For the duration of the power, you can use a bonus action to direct the beam at one target within range. The target must make a Dexterity save, and takes 3d10 fire damage and is blinded for 1 minute on a failed save. The target takes half as much damage and is not blinded with a successful save. A blinded target can repeat the Dexterity save at the end of each of its turns, ending the effect on itself on a success.

If you are ever not in an area of bright light while this power is active, the power immediately ends.

LESSER FABRICATE

2nd-level tech power

Casting Time: 1 hour

Range: 10 feet

Duration: Instantaneous

You convert raw materials into products of the same material. For example, you could fabricate a sled from a plasteel container, or a shirt from a wad of wool.

Choose raw materials that you can see within range. You can fabricate a Medium or smaller object (contained within a 5-foot cube, or eight connected 2.5-foot cubes), given 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 Small (contained within a single 2.5-foot cube). The quality of objects created by this power is commensurate with the quality of the raw materials.

Creatures or enhanced items can't be created by this power. You also can't use it to create items that require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's implements used to craft such objects.

LESSER MUTATION

1st-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 10 minutes

You choose a humanoid or beast you can see within range and randomly mutate its body. The target must make a Constitution saving throw. A willing target can voluntarily fail this saving throw. On a success, it is not affected by the power.

Roll 1d12 for Negative Mutations, then 1d20 for Positive Mutations on the below table. The target gains the listed features, with effects from Negative Mutations appearing before Positive Mutations.

d12	Negative Mutations
1	The target immediately takes 3d12 necrotic damage.
2	The target's AC is reduced by 2 for the duration
3	The target is blinded but gains a blindsight of 10 feet for the duration
4	The target's body immediately expels toxic fumes around it. The target and each creature within 10 feet of it must make a Constitution saving throw or take 3d6 poison damage.
5	The target gains disadvantage on ability checks using an ability of your choice for the duration.
6	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. For the duration, the target also has disadvantage on Strength checks and Strength saving throws, and its melee weapon attacks using Strength deal 1d4 less damage.
7	Attacks against the target have advantage for the duration.
8	The target's speed decreases by 15 feet for the duration.
9	The target gains vulnerability to one of the following damage types of your choice for the duration: acid, cold, fire, lightning, sonic, or poison..
10	The target is afflicted by a madness for the duration. Roll on the short-term madness table found in Chapter 8 of the Dungeon Master's Guide.
11	The target takes an amount of necrotic damage equal to your techcasting modifier each minute for the duration.
12	The target can't concentrate on powers for the duration.

d20	Positive Mutations
1	The target immediately regains 4d8 hit points.
2	The target gains +2 AC for the duration.
3	The target has darkvision out to a range of 60 feet for the duration. If the target already has darkvision, it is increased by 60 feet.
4	For the duration, the target can expel energy as if they were targeted by the <i>spectrum discharge</i> power. You choose the damage type of the power.
5	The target gains advantage on ability checks using an ability of your choice for the duration.
6	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. For the duration, the target also has advantage on Strength checks and Strength saving throws, and its melee weapon attacks using Strength deal 1d4 extra damage.
7	Attacks against the target have disadvantage for the duration.
8	The target's speed increases by 15 feet for the duration.
9	The target gains resistance to one of the following damage types of your choice for the duration: acid, cold, fire, lightning, or sonic.
10	The target's appearance changes into a form of your choice for the duration. They must stay the same size, and their basic shape must stay the same.
11	The target regains 1 hit point each minute for the duration, and any severed body parts, if any, are restored once the power ends.
12	The target can concentrate on two powers for the duration. They make one saving throw to maintain concentration for both powers when damaged, and lose concentration on both on a failure.
13	The target has advantage on saving throws for the duration.
14	The target can telepathically speak to any creature (except droids or constructs) they can see within 30 feet of them for the duration. They don't need to share a language with the creature for it to understand their telepathic utterances, but the creature must be able to understand at least one language.
15	The target deals an additional 1d6 damage with melee weapon attacks for the duration.
16	The target does not need to breathe for the duration.
17	The target grows an extra pair of arms for the duration. They function just like normal arms. A creature can only gain the benefit of items held by two of its arms at any given time, and once per round you can switch which arms you are benefiting from (no action required).
18	The target gains resistance to poison and has advantage on saving throws against poison for the duration.
19	The target gains a natural weapon that it can use to make unarmed strikes. Its unarmed strikes deal 1d10 kinetic damage for the duration.
20	The target gains a fly speed of 30 feet for the duration.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can roll an additional time on either the Negative or Positive Mutations table for each slot level above 1st.

LESSER SQUAD SHIELD

2nd-level tech power

Casting Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 minute

You project a shield in the form of a faintly glowing sphere to protect yourself and your allies.

The shield appears with 10 hit points, which power its protective abilities. While the shield has remaining hit points, all creatures in the sphere have half cover from attacks made by creatures outside of the sphere, entering the sphere from outside costs 10 feet of movement, and attacks from creatures outside of the sphere which target creatures within the sphere deal damage to the sphere first, any remaining damage carrying over to the target. The sphere itself can be attacked and has an AC of 10. Damage-dealing effects which the shield provides cover against also damage the shield, but no more than once per instance of damage.

Before you move on your turn while at the sphere's origin, you can use your action to move the shield with you, but your speed is halved until the end of the turn. You can also use an action to cause the shield to regain 2d6 hit points, up to its maximum of 10 hit points.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the shield's maximum hit points increases by 5 and the amount of hit points regained with your action increases by 1d6 for each slot level above 2nd.

LOCKDOWN

6th-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

All windows, doors, or other forms of egress in a 40-foot cube within range instantly slam shut and are locked as per the *lock* power. Each opening is secured with its own *lock*, and must be dispelled or suppressed individually.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the size of the cube increases by 10 feet for each slot level above 6th.

LUMINOUS SWARM

2nd-level tech power

Casting Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 minute

You create a swarm of minute mobile lights which surround you and move with you for the duration. The lights emit bright light out to 10 feet and dim light for an additional 10 feet. Any creature that attempts to attack you in melee is swarmed by these lights. You may use your reaction to impose disadvantage on a melee attack that targets you or a creature within 10 feet of you.

MAGMA JET

3rd-level tech power

Casting Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

You fire a cone of magma at your enemies. Each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 5d8 fire damage on a failed save, or half as much damage on a successful one. In addition, each creature that failed the saving throw takes 2d8 fire damage at the start of your next turn. The ground within the affected area becomes difficult terrain for one minute.

The magma ignites any flammable objects in the area that aren't being worn or carried.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the initial damage increases by 1d8 for each slot level above 3rd.

MAGNETIC BURST

2nd-level tech power

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You send out a burst of magnetic energy, either pushing or pulling on all metal around you. All creatures wearing metal armor or made of metal within 60 feet of you must make a Strength saving throw. On a failed save, a creature takes 2d6 kinetic damage, is knocked prone and is either pulled 20 feet towards you or pushed 20 feet away from you. On a successful save, a creature takes half as much damage, and isn't pushed or knocked prone.

In addition, all unsecured metal objects are either pulled within 5 feet of you or are pushed 60 feet away from you.

Overcharge Tech. When you cast this power using a tech slot of 3rd or higher, the damage increases by 1d6 for each slot level above 2nd.

MAGNETIC PUSH/PULL

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You briefly control intense magnetism focused on yourself. Choose one of the following effects:

- You send out a blast of magnetism at a creature either made of metal or wearing metal armor. The creature must make a Strength saving throw. On a failure, the creature is knocked prone and is either pulled 20 feet towards you or pushed 20 feet away from you.
- You propel a metal object in your hands towards a creature within range. Make a ranged tech attack. On a hit, the target takes 2d12 kinetic damage.
- You push against a metal object on the ground or against a wall. You are sent 60 feet directly away from the piece of metal. If you are sent in the air, you can move up to 30 feet horizontally, and you don't take any fall damage if you fall within 5 feet of a Medium or larger piece of metal on the floor.
- You can pull on a metal object within range that weighs no more than 40 pounds, catching it if you have an empty hand. If the object is being wielded or carried by a creature, the creature must make a Strength saving throw or have the object be pulled from them.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d12 and creatures are pulled/pushed an additional 10 feet for each slot level above 1st.

MAGNETISM

3rd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

This power allows you to draw metal to yourself by projecting a magnetic ray. Choose one object within range that is unenhanced and made of metal. This object must weigh no more than 40 lbs. If the object isn't being worn or carried, it immediately flies into your space, where you can either catch it with your hand (requiring no action) or let it fall at your feet.

Using an action each round, you can target one object you can see within range of the power with this effect.

If an object you target with this power is being held or carried by a creature, that creature must roll a Strength saving throw. On a failure, the creature drops the object, and it flies to your space, where you either catch it with your hand or let it fall at your feet. If the object is being worn by a creature (like a helmet or a jetpack), the creature makes the same Strength saving throw but has advantage on the roll. On a failed save, the creature is pulled up to 60 feet towards you if it is Medium or smaller.

If the item is secured in some way (such as being chained to a wall or tied down with a rope), but not being held or worn, you make an ability check to break the restraint, as if you were making a Strength check to break or burst whatever is securing it with your own hands. Instead of making a Strength check, you make a check with your techcasting ability score (adding your proficiency bonus). If the check succeeds, you free the item and it flies to your space as described above.

You can also attempt to move a metal creature that weighs less than your limit for this power (such as a Tiny construct). The creature makes a Strength saving throw with advantage against this effect. If the save fails, you can move the creature toward you just as you would any other metal object.

Until this power ends, your ability to carry, lift, push, or drag any objects you have moved to your space with this power is calculated as if you had a Strength score of 20 (giving you a carrying capacity of 300 pounds and allowing you to push, lift, or drag up to 600 pounds, if your size is Small or Medium), unless your Strength is higher.

If you move during the power's duration, you can choose any object that you moved to your space with this power which you are not carrying, lifting, pushing, dragging, or wearing to either move with you as you go (levitating just above the level of your feet) or remain in the square you moved it to.

Once you move an object to your space with this power, you have advantage on saving throws and ability checks against dropping it, and creatures seeking to move the item from your space have disadvantage on rolls to do so. When the power ends, if you are holding, wearing, or carrying an object that is too heavy for you, it falls softly to the ground, landing harmlessly at your feet.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the weight limit of objects you can move with this power increases by 10 pounds for each slot level above 3rd. When you cast this power using a tech slot of 5th or 6th level, you can choose up to two objects within range each time you use your action for this power, instead of just one. If you use a tech slot of 7th level or higher, you can choose up to three objects instead.

MAGNIFY GRAVITY

1st-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: 1 round

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 cast the power must make a Constitution saving throw. On a failed save, a creature takes 2d8 kinetic damage, and it gains a level of slowed until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no additional effect.

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 tech save DC to pick up or move.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

MAINTENANCE

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: 10 minutes

You shut down up to three willing droids or constructs of your choice that you touch. The targets fall unconscious for the power's duration. The power ends on a target early if it takes damage or someone uses an action to forcibly reactivate it. 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 power or a similar power again until it finishes a long rest.

Tech Potency. When you cast this power using a tech slot of 4th level or higher, you can target one additional willing droid or construct for each slot level above 3rd.

MASS CONTAGION

6th-level tech power

Casting Time: 1 action

Range: Touch

Duration: 24 hours

You make a melee tech attack against a number of creatures within your reach up to your techcasting modifier, making a separate attack roll for each target. On a hit, a target is poisoned for the duration as per the effects of the *contagion* power. You can choose a different disease to inflict on each target.

MASS HEALING FACTOR

7th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 hour

You stimulate the natural healing ability of multiple creatures. When you cast this power, choose up to seven creatures within range (which can include yourself). For the duration, each creature regains 1 hit point at the beginning of each of its turns. This power does not regenerate lost limbs, or heal damage from thirst, starvation, or suffocation. This power has no effect on droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 8th level or higher, the number of hit points a creature regains increases by 1 for each slot level above 7th.

MASS MODIFY PARAMETERS

6th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 24 hours

You program a course of activity (limited to a sentence or two) and dictate it to up to twelve droids or constructs you can see within range that can hear and understand you. Droids or constructs that can't be charmed are immune to this effect. The program must be worded in such a manner as to make the course of action sound reasonable. Asking the droid or construct to harm itself automatically negates the effect of the power.

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 programmed course of action can continue for the entire duration. If the programmed activity can be completed in a shorter time, the power 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 program that a group of pit droids attempt to repair the first damaged starship they see. If the condition isn't met before the power expires, the activity isn't performed.

If you or any of your companions damage a creature affected by this power, the power ends for that creature.

Overcharge Tech. When you cast this power using a 7th level tech slot, the duration is 10 days. When you use an 8th level tech slot, the duration is 30 days. When you use a 9th level tech slot, the duration is a year and a day.

MASS KOLTO RESERVE

8th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 8 hours, or until the end of your next short or long rest

You grant up to 6 creatures within range a small reserve of kolto. The first time a target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the power ends for it. If the power 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 power ends for it. This power has no effect on droids or constructs.

MASS RETREAT

3rd-level tech power

Casting Time: 1 action

Range: 10 feet

Duration: Concentration, up to 10 minutes

You grant astonishing speed to you and your companions. Choose up to six creatures that you can see within range. For the duration, you and each creature chosen can take the Dash action as a bonus action.

MASS TACTICAL BARRIER

4th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

A shimmering field appears and surrounds up to six creatures of your choice within range, granting each target a +2 bonus to AC for the duration.

MECHANICAL CHASSIS

5th-level tech power

Casting Time: 1 action

Range: Self

Duration: 1 hour

You form a mech suit around yourself, boosting your strength and providing protection. Until the power ends, you gain the following benefits:

- You have a separate pool of 30 hit points. When you take damage or receive healing, the damage or healing is applied to these hit points instead. If any damage reduces the pool to 0 hit points, you take any remaining damage. While you have these hit points, you have resistance to kinetic and energy damage from unenhanced weapons. Once these hit points are gone, the power ends.
- You can use your techcasting ability instead of Strength for the attack and damage rolls of your melee weapon attacks, and your unarmed strikes deal 2d6 kinetic damage. Your unarmed strikes are also enhanced for the duration.
- You have proficiency in Strength (Athletics) checks and Strength saving throws. If you already have proficiency in either, you instead gain expertise in the skill or saving throw.

- You count as a droid for powers and effects that affect or specifically do not affect droids or constructs.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the pool of hit points increases by 5 and the damage of your unarmed strikes increases by 1d6 damage for each slot level above 5th. If you use a tech slot of 7th level or higher, this power's casting time increases to 1 minute, and your size increases by one category. Your weapons and armor are modified to suit your new size while they are on your person. If you use a tech slot of 9th level, this power's casting time increases to 10 minutes, and your size increases by an additional category.

MESH

1st-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

You coat the ground in a 20-foot square within range with adhesive mesh. For the duration, the ground in the affected area is difficult terrain.

A creature in the area when you cast the power must succeed on a Strength saving throw or be restrained by the mesh until the power ends. A creature restrained by the mesh can use its action to make a Strength check against your tech save DC. On a success, it frees itself.

MESH WRAP

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You bind a portion of a creature with sticky mesh. Make a melee tech attack. On a hit, the target takes 2d6 kinetic damage, and suffers an additional effect of your choice for the duration:

- **Arm.** If the arm you target is holding a shield, it no longer confers a benefit to the target's AC. If the arm you target is holding a weapon, the target must subtract 1d6 from attack rolls made with that weapon.
- **Leg.** The target gains one slowed level.
- **Face.** The target can't speak, and has disadvantage on Perception checks.
- **Torso.** The target must subtract 1d6 from any Dexterity saving throws it makes, and ability checks made to grapple the target are made with advantage.

An affected target makes a Strength or Dexterity saving throw (the creature chooses the ability to use) at the end of each of its turns, ending the effect on itself on a success.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

METAL STORM

4th-level tech power

Casting Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

You unleash a barrage of sharpened steel projectiles in a 30-foot cone. Each creature in the cone must make a Dexterity saving throw. On a failed save, a creature takes 10d4 kinetic damage, or half as much damage on a successful one. The projectiles are magnetic; droids and constructs have disadvantage on the saving throw, and are also stunned until the end of your next turn on a failed save.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the damage increases by 2d4 for each slot level above 4th.

MINOR SLICE

At-will tech power

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

By connecting with nearby technology, you create one of the following effects within range.

- You cause a display device you can see, such as a hologram emitter or computer monitor, to show an image or video of your choice for up to 1 hour, which can include audio. A creature with access to the device can use an action to close the image or video.
- You cause an audio device you can see, such as a commlink or speaker, to play sounds of your choice for up to 1 hour.
- You can activate or deactivate an electronic device with a clearly defined on or off function that can be easily accessed from the outside of the device. If a creature is currently using the device, they may attempt an Intelligence saving throw. On a success, the device does not turn off.

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.

MINOR TRANQUILIZER

At-will tech power

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Make a ranged tech attack against a creature you can see within range. On a hit, the creature gains 1 slowed level until the end of its next turn. This power can affect multiple targets when you reach higher levels. Make a separate attack for each target, which must be within 10 feet of each other when you target them. You can affect two targets at 5th level, three targets at 11th level, and four targets at 17th level.

MISDIRECTION

1st-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: 1 turn

You become invisible until the end of the current turn, or until you take an offensive action or cast a power.

MISFIRE

4th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a disruptive field around a creature you can see within range, which causes blasters it wields to malfunction. The target must make an Intelligence saving throw. On a failed save, the creature has disadvantage on ranged weapon attacks with blasters for the duration. If the creature attempts to make a ranged weapon attack with a blaster while under this power's effect and misses, it must make a second ranged attack roll against itself (ignoring disadvantage caused by this power). On a hit, the creature takes the attack's damage. The creature can attempt a new saving throw at the end of each of its turns, and on a success, the power ends for that creature.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

MOBILE COMBAT SHIELD

6th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a luminous shield that defends a creature within range (you can choose yourself). The shield sheds dim light out to 5 feet.

As a bonus action on subsequent turns, you can move the shield to another creature within 60 feet of the shield. The creature protected by the shield gains the following benefits:

- The creature has half cover.
- The creature has resistance to acid, cold, fire, lightning, poison, and sonic damage.
- If the creature is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the creature instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

MODIFY DATA

3rd-level tech power

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

You touch a device and modify its data. You are able to add documents, images, or videos of your choice to the device, and change or delete any files on the device. If your access to the device is restricted or the data is encrypted, any changes or deletions must be more broad. For example, if you didn't have the password to a computer, you could delete all text files, or change any mention of your name to a different name, but you could not designate one specific image you want deleted.

Overcharge Tech. If you cast this power using a tech slot of 5th or higher, the casting time is 1 action.

MODIFY PARAMETERS

2nd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 8 hours

You program a course of activity (limited to a sentence or two) and dictate it to a droid or construct you can see within range that can hear and understand you. Droids or constructs that can't be charmed are immune to this effect. The program must be worded in such a manner as to make the course of action sound reasonable. Asking the droid or construct to harm itself automatically negates the effect of the power.

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 programmed course of action can continue for the entire duration. If the programmed activity can be completed in a shorter time, the power 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 program that a pilot droid give its speeder to the first vagrant it meets. If the condition isn't met before the power expires, the activity isn't performed.

If you or any of your companions damage the target, the power ends.

MOLD METAL

1st-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You choose a portion of metal that you can see within range and that fits within a 5-foot cube which is not being worn or carried. You manipulate it in one of the following ways:

- Spikes form on the metal. Any creature that touches it must make a Dexterity saving throw or take 2d4 piercing damage, and it is considered difficult terrain if it is on the ground another surface.
- You cause shapes, colors, or both to appear on the metal, spelling out words, creating images, or shaping patterns.

- You shape the metal into any simple vibroweapon, but the weapon's damage suffers a -1 penalty. You can instead shape it into a physical shield, or into a suit of battle armor. Whatever the metal's form, the result is unenhanced.
- You shape the metal to trap a creature within 5 feet of it. The creature must make a Strength saving throw or become restrained. It can use its action to make a Strength check against your tech save DC. On a success, it frees itself.

MUFFLE

1st-level tech power

Casting Time: 1 bonus action

Range: Touch

Duration: Concentration, up to 1 hour

You touch an unenhanced blaster and create a small field of silence around its firing mechanisms and muzzle. For the duration, the weapon has the silent property.

NOXIOUS FUMES

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You fill the air in a cube 5 feet on each side centered on a point within range with poisonous vapors. A creature takes 4d4 poison damage when it enters the power's area for the first time on a turn or starts its turn there, then must make a Constitution saving throw. On a failed save, it is also poisoned until the start of its next turn.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

NOXIOUS SPRAY

3rd-level tech power

Casting Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

You expel a blast of sickly green gas in a 30-foot cone originating from you. Each creature caught in the area must make a successful Constitution saving throw or be poisoned for 2d6 rounds. While poisoned in this way, a creature is also stunned.

An affected creature makes a Constitution saving throw at the end of each of its turns. On a successful save, it is no longer poisoned or stunned.

NUCLEAR EXPLOSION

6th-level tech power

Casting Time: 1 action

Range: 500 feet

Duration: Instantaneous

You create a nuclear explosion at a point you can see within range. Each creature in a 100-foot radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature suffers a level of exhaustion and takes 5d6 fire damage and 5d6 necrotic damage. On a successful save, a creature doesn't suffer a level of exhaustion and takes half as much damage.

The explosion spreads around corners. This power also damages and irradiates objects within the area.

Overcharge Tech. When you cast this power using a tech slot of 7th or higher, both the fire and necrotic damage increase by 1d6 for each slot level above 6th.

NULL ZONE

2nd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

You generate an energy field that absorbs sound waves. 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 sonic damage, and creatures are deafened while entirely inside it.

OBJECT INVISIBILITY

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

An object weighing up to 300 pounds that you touch becomes invisible for the duration. If the object is a weapon, attacks made with the weapon ignore Dexterity bonuses to AC, and opportunity attacks have advantage while it is invisible to the target of the attack.

The object is faintly visible to you and any number of other creatures of your choice.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can target one additional object for each slot level above 2nd.

OIL SPURT

3rd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You project a blast of oil at a creature you can see within range. Make a ranged tech attack against that creature. If it hits, the creature takes 3d10 kinetic damage and is knocked prone. Whether the attack hits or misses, the ground in a 15-foot square that includes the space occupied by the target becomes covered in oil. The area becomes difficult terrain for the duration. When the oil 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 as well.

The oil is flammable. If the initial target was hit by the attack roll and takes fire damage within the duration, the oil on it ignites, setting it ablaze. The creature takes 1d10 fire damage at the start of each of its turns until it or another creature within 5 feet of it uses an action to put out the flames.

Any 5 foot square of the oil exposed to fire burns away in one round. Each creature who enters the fire or starts its turn there must make a Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much on a successful one. If the initial target was hit by the tech attack roll, it has disadvantage on this saving throw. The fire ignites any flammable objects in the area that aren't being worn or carried.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the kinetic damage increases by 1d10 for each slot level above 3rd.

OSCILLATOR BOOST

1st-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You empower a vibroweapon you are holding, allowing it to launch concussive blasts. For the duration of the power, on your turn, you can make melee attacks with the affected vibroweapon against creatures up to 20 feet away from you as if they were 5 feet away from you. The attacks deal sonic damage instead of their usual weapon damage type. Effects that require the weapon to make physical contact with the target, such as poison, are not triggered by attacks made in this way.

OVERCHARGE BLASTER

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You cause a blaster you are holding that deals energy damage to use all of its power in one attack, dealing massive damage. The blaster must be loaded with a fully charged power cell. 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, the target suffers the attack's normal effects and also takes an additional 3d10 energy damage.

After casting this power, the blaster used is depleted of shots and must be reloaded before being used again.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

OVERCHARGE DROID

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch a willing droid or construct and fill it with invigorating energy. Until the power ends, the creature has resistance to ion and lightning damage, is immune to being shocked, and gains temporary hit points equal to your techcasting ability modifier at the start of each of its turns. When the power ends, the target loses any remaining temporary hit points from this power.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can target one additional droid or construct for each slot level above 2nd.

OVERHAUL

9th-level tech power

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

You return a dead droid or construct you touch to life, provided that it has been dead no longer than 1 day. The target returns to life with all its hit points.

This power fixes all damage, and removes any tech-based curses affecting the target when it died. The power replaces any damaged or missing components and limbs.

OVERWATCH

2nd-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

When you cast this power, you create numerous tiny sentry turrets which float in your space, waiting for the right moment to protect. For the duration, whenever a creature you can see within 120 feet of you makes an attack, you may use your reaction to direct your turrets to fire on the creature, providing cover fire. Make a ranged tech attack. On a hit, the target takes 1d8 energy damage, and has disadvantage on the triggering attack.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you gain a number of special reactions equal to half the level of the tech slot used, that you can only use to make a ranged tech attack with this power. You can only take one reaction per turn. When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

PANDEMIC

8th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You propel a dart containing a highly infectious virus towards a creature you can see within range. Make a ranged tech attack. On a hit, the target becomes poisoned for the duration. While poisoned in this manner, the target must make a Constitution saving throw at the end of each of its turns. Each time it fails, it takes 1 level of exhaustion. If the target makes three successful saves, the effects of the power end on it.

Each creature that starts its turn within 5 feet of a poisoned creature or comes within 5 feet of a poisoned creature for the first time on a turn must make a Constitution saving throw. On a failed save, it becomes poisoned with the virus as well.

PARALYZING BLOW

5th-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack before the power ends, your weapon crackles with force, and the attack deals an extra 5d10 lightning damage to the target. Also, if the attack reduces the target to half its hit point maximum or fewer, the target is paralyzed until the end of its next turn.

PARALYZING FIELD

7th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You cause a paralytic field to form in a 10-foot radius sphere centered on a point you can see within range. A creature that starts its turn within the field or enters it for the first time on a turn must make a Constitution saving throw or be paralyzed until the start of its next turn. On a successful save, the creature is unaffected that turn.

Overcharge Tech. When you cast this power using a tech slot of 9th level, the radius of the paralytic field increases to 20 feet.

PENETRATIVE SHOT

3rd-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

As part of the action used to cast this power, you must make a ranged attack with a weapon against one creature within the weapon's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and the ammunition rips through the target, dealing an additional 3d12 kinetic damage. On a miss, the target only takes half as much kinetic damage.

If there is another creature directly behind the target of this power in a line, you can repeat the attack roll against that creature if you hit the initial attack. You have advantage if you scored a critical hit on the first attack. You can continue these attacks, as long as you continue hitting, until the next target would be outside of the power's range or the weapon's normal range (whichever is longer).

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the ranged weapon attack's critical hit range increases by 1 for each slot level above 3rd, to a maximum of 3.

PHEROMONES

1st-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

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 power ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the power ends, the creature knows it was charmed by you.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, you can target one additional humanoid for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

PIERCING VISION

4th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You gain the ability to see through up to one inch of common, unenhanced material--such as metal, stone, wood, or leather--for the duration of this power. You can also see through effects besides dim light and darkness causing light or heavy obscurement.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, you can see through up to 1 foot of material.

POISON FOOD AND DRINK

1st-level tech power

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

All unenhanced food and drink within a 5-foot-radius sphere centered on a point of your choice within range becomes poisoned. Any creature consuming the food or drink must make a Constitution saving throw or become poisoned for 1 hour. To discern that the food or drink is poisoned, a wary creature can use its action to inspect it and must succeed on an Intelligence (Investigation) check against your tech save DC.

POISON GUST

4th-level tech power

Casting Time: 1 action

Range: Self (30-foot cone)

Duration: 1 round

You exude a cloud of poison that expands to fill a 30-foot cone. Creatures in the area must make a Constitution saving throw. On a failed save, a creature takes 4d12 poison damage and becomes poisoned until the end of its next turn. On a success, it takes half as much damage and is not poisoned.

The area is lightly obscured until the start of your next turn, and any creature that ends its turn within the area takes 2d4 poison damage.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the initial poison damage increases by 1d12 for each slot level above 4th.

PROJECTED SHIELD

1st-level tech power

Casting Time: 1 action

Range: Self (15-foot cone)

Duration: 1 round

You project an energy shield that protects your allies while repelling enemies. Creatures of your choice within a 15-foot cone originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d4 energy damage and, if it is Large or smaller, is also pushed back to the edge of the cone. On a successful save, it takes half as much damage and is not pushed.

In addition, choose up to three allies within the same cone. You and those allies each have one-quarter cover until the end of your next turn.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

PROTECTION FROM TECH

5th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

The creature you touch has advantage on saving throws against tech powers, and has resistance to damage from tech powers for the duration.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, you can touch and affect one extra creature for every two slot levels above 5th.

PURIFY FOOD AND DRINK

1st-level tech power

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

All unenhanced 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.

RAY SHIELDING

5th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

A shimmering energy wall appears at a point you choose. It can be in any orientation, but must be on a surface. You can form it into a dome or sphere with a 10-foot radius, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be attached to another panel. The wall is always 1/4 inch thick. If the wall is in a creature's space when it appears, the creature is pushed to a side of the wall that you choose. Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *diminish tech* or similar powers.

Disintegrate destroys the wall instantly, however.

REBOUND

1st-level tech power

Casting Time: 1 reaction, which you take when you miss with a ranged weapon attack

Range: Self

Duration: Instantaneous

Your projectile rebounds to strike your foe. You repeat the triggering ranged weapon attack against the same target. If you had advantage on the triggering attack, you don't have it for this attack. You must use the new roll.

RECONSTRUCTIVE ELECTROMESH

4th-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: 1 hour

You expel a mass of thick, adhesive mesh at a point of your choice within range. The mesh fills a 30-foot cube from that point for the duration. The mesh is difficult terrain and lightly obscures its area.

If the mesh isn't anchored between two solid masses (such as walls) or layered across a floor, wall, or ceiling, the electromesh collapses on itself, and the power ends at the start of your next turn. Mesh layered over a flat surface has a depth of 5 feet.

Each creature that starts its turn in the mesh or that enters it during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the mesh or until it breaks free.

A creature restrained by the mesh can use its action to make a Strength check against your tech save DC. If it succeeds, it is no longer restrained. The mesh is flammable. Any 5-foot cube of electromesh exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

The mesh is crawling with imperceptibly small, harmless nano-droids that repair and maintain it for the duration. Damage to the mesh is repaired by the nano-droids, at a rate of one 5-foot cube per round. This repair occurs on initiative count 20. If the mesh is completely destroyed, the power ends.

RECORD SELF

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: 1 hour

During the duration of the power, while you have your tech focus on your person, all your senses are recorded. Once the power ends, everything you experienced is stored in a datacard. The datacard can be placed into a datapad or other device to allow the experience to play as a video. A creature with a tech focus can also use an action to hold the datacard and experience the recording in real time as if they were the caster.

While you re-experience the recording, you may remove any parts of it that you wish, including specific elements of the recording (such as removing a particular creature's presence), chunks of time, and entire senses.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the duration of this power increases by 1 hour for each slot level above 1st.

REFLECTIVE FIELD

3rd-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You activate a personal barrier around yourself that can deflect energy that comes into contact with it. For the duration, you have advantage on Dexterity saving throws against effects that would deal energy or ion damage to you. Additionally, ranged weapon attacks which deal energy or ion damage have disadvantage to hit you. If an attack misses you due to this disadvantage, then the attack is turned back upon your attacker. You can use your reaction to make a ranged tech attack against the attacker. On a hit, the target takes the triggering attack's normal damage. In addition, you have resistance to energy and ion damage from unenhanced blasters for the duration.

REFORMAT DROID

9th-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 hour

You choose one droid or construct you can see within range and attempt to remotely override its controls. The target must make an Intelligence saving throw. If the construct has the 'Piloted' trait, and has a pilot controlling it that is not incapacitated, it gains a bonus to the saving throw equal to the pilot's Intelligence modifier. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. On a failed save, the creature is charmed by you for the duration and under your control (as if under the effects of the *override interface* power).

Unlike *override interface*, this effect doesn't grant the target a saving throw whenever it takes damage. However, if you give the target an order that is suicidal, self-destructive, or, in the case of a droid, against its core programming (such as ordering a protocol droid to murder innocents), it can make another saving throw with disadvantage to resist the order. If the creature makes its saving throw, though it doesn't obey that particular order, it is still under your control. However, all future saving throws made to resist that order are made with advantage.

If you maintain your concentration for the full duration, the effect lasts until dispelled.

REINFORCE OBJECT

6th-level tech power

Casting Time: 1 minute

Range: Touch

Duration: Until dispelled

This power reinforces the strength and durability of materials. For example, flimsi is much harder to tear, wood is more durable, and glass is harder to break. You can touch and affect up to 50 cubic feet of unenhanced material each time you cast this power. The material becomes resilient if it was fragile, and its AC is increased by 4. If a material is already resilient, it doubles in hit points. For example, if you touch a resilient section of wooden wall that has 50 hit points, its AC would improve from 15 to 19, and it would have 100 hit points. This power does not change a suit of armor or shield's AC bonus, nor a weapon's damage.

RELEASE FUMES

3rd-level tech power

Casting Time: 1 reaction, which you take in response to taking damage that would reduce your hit points to 0

Range: Self

Duration: Instantaneous

As you fall, you release a gust of deadly gas. Each creature that needs to breathe within 10 feet of you must succeed on a Constitution saving throw. On a failed save, a creature becomes poisoned. While poisoned, a creature is incapacitated and cannot breathe, causing it to suffocate. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

When you cast this power, you automatically fail your first death saving throw. You may immediately fail an additional one or two death saving throws to increase the range of the gas by 10 feet for each additional failed death save.

REMOTE ACCESS

At-will tech power

Casting Time: 1 action

Range: 60 feet

Duration: 10 minutes

You can use any electronic object you can see within range as if it were in your hands. You are only able to access functions that a person using the device manually would be able to access. You can use *remote access* with only one device at a time, and you cannot use devices that other creatures are using.

REPULSOR TRAP

3rd-level tech power

Casting Time: 1 action

Range: 10 feet

Duration: 1 minute

You lay a repulsor trap in a 5 foot square on the ground within range. When a creature enters the area of the trap for the first time on a turn, it must make a Strength saving throw. On a failed save, a creature takes 3d10 kinetic damage and is knocked prone and pushed 15 feet in a direction of your choice (chosen when you cast this power). On a successful save, a creature takes half as much damage, and is not pushed or knocked prone. If at the end of this movement the creature strikes another creature or object, it must make a Dexterity saving throw. An object automatically fails this saving throw. On a failed save, they both take 2d6 kinetic damage and fall prone.

The trap is well hidden. Any creature that can't see the area at the time the power is cast must make a Wisdom (Perception) check against your tech save DC to notice the trap before entering the area. Once the trap is triggered, this power ends.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the initial damage increases by 1d10 for each slot level above 3rd.

REPULSOR WAVE

3rd-level tech power

Casting Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

You create intense pressure, unleash 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 kinetic 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 power.

In addition, unsecured objects that are completely within the cone are likewise pulled or pushed 15 feet.

Overcharge Tech. When you cast this power using a tech 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.

REPULSORLIFT BOOST

5th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You enhance your movement with powerful repulsors. You gain a flying speed of 60 feet. Additionally, you have advantage on ability checks to avoid being grappled, and on saving throws against being restrained or paralyzed.

When you are targeted by a power or attack while this power is in effect, you can use a reaction to teleport up to 60 feet to an unoccupied space you can see. If this movement takes you out of range of the triggering power or attack, you are unaffected by it. This power then ends when you reappear.

REPULSORLIFT DISK

1st-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

This power creates a circular, horizontal disk, 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 power ends. When this power ends, the disk becomes useless and disintegrates, 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 power ends.

RESONANCE FIELD

4th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You surround a creature within range with focused sonic energy. The target must make a Constitution saving throw. On a failed save, it takes 3d8 sonic damage and becomes stunned and deafened for the duration by the intense sound. On a successful save, the target takes half as much damage and suffers no additional effect.

At the end of each of its turns, the target can make another Constitution saving throw. On a failed save, it takes 1d8 sonic damage from the echoing sound. On a success, the power ends on the target.

RESTRICTIVE PROGRAM

8th-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

The logic and judgment capability of a droid you can see within range is overwhelmed by contradictory information. The target takes 4d6 lightning damage and must make a Wisdom saving throw.

On a failed save, the target's Wisdom score becomes 1, it can't cast tech powers, and it becomes incredibly trusting and compliant, always following the last order given to it by a humanoid; unless doing so would cause it to harm itself or a humanoid.

At the end of every 30 days, the creature can repeat its saving throw against this power. If it succeeds on its saving throw, the power ends.

This power can also be ended by *greater restore functionality*.

RESTORE FUNCTIONALITY

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a droid or construct and end one condition afflicting it. The condition can be blinded, deafened, paralyzed, or shocked.

REVELATION FIELD

7th-level tech power

Casting Time: 1 action

Range: Self (30-foot-radius sphere)

Duration: Concentration, up to 10 minutes

You create a field of energy in a 30-foot sphere around you that reveals the true forms of everything within it. The field moves with you. All illusions are suppressed for as long as they are in the field, and creatures with altered shapes are perceived in their original form, although the power doesn't cause them to physically revert to that form. Disguised or invisible creatures are also revealed.

REVERSE GRAVITY

7th-level tech power

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Gravity is reversed in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this power. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.

REVERSE TELEPORT

7th-level tech power

Casting Time: 1 reaction, which you take when a creature you can see within range begins to teleport

Range: 60 feet

Duration: Instantaneous

The creature attempting to teleport must make a Wisdom saving throw. If it fails, the teleportation is reversed, and the target reappears in the space it occupied before it traveled in this way.

REWRITE MEMORY

5th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You attempt to alter a droid or construct's memories. One droid or construct 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 power, this power 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.

The target's mind fills in any gaps in the altered memory. If the power ends before you have finished prescribing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the power ends.

A modified memory doesn't necessarily affect how the target behaves, particularly if the memory contradicts the target's core programming, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the target enjoyed dousing itself in acid, is dismissed, perhaps as a glitch. The DM might deem a modified memory too nonsensical to affect a target in a significant manner.

A *remove virus* or *greater restore functionality* power cast on the target restores its true memory.

Overcharge Tech. If you cast this power using a tech 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).

RICOCHET SHOT

4th-level tech power

Casting Time: 1 bonus action

Range: Touch

Duration: Concentration, up to 1 minute

You empower a blaster weapon you are holding. The next time you make a ranged weapon attack with the blaster, you repeat the attack up to five additional times, each against a different target of the creature's choice within the weapon's range, without expending additional ammunition. Each target must be within 30 feet of another target. These repeated attacks ignore cover. The power then ends.

RIPEN

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

While casting this power you touch an immature plant. The plant transforms into a mature member of its species. If the plant is a fruit bearing variety, then it is laden with ripe fruit. You can pick 1d4+1 pieces of fruit. The fruit remains ripe and nourishing for 24 hours, then rots. When a creature eats one or more pieces of this fruit that are still ripe during a short rest, if it regains hit points by spending Hit Dice at the end of that rest, it regains extra hit points equal to your techcasting ability modifier. If the creature has also received any healing during that rest, the number of extra hit points it regains from this power is doubled.

SABOTAGE TECH

4th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to sabotage a creature's techcasting capabilities. Choose one creature you can see within range. The target must make an Intelligence saving throw. On a success, the power has no effect and ends. On a failed save, the creature is cursed for the duration. While cursed, the next time the target tries to cast a tech power, it backfires horribly. The target immediately takes 1d8 fire damage for each level of the triggering tech power (1d8 fire damage for an at-will power). The target must then make an ability check using its techcasting ability against a DC equal to 10 + the level of the power it cast. On a success, it successfully casts the power. On a failure, the creature's power fails and has no effect. Whether the target succeeds or fails, this power then ends.

SCALDING WATER

4th-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: Concentration, up to 1 minute

You instantaneously superheat a body of water and cause it to emit scalding steam. Choose a 50-foot radius, 40-foot high cylinder centered on a point under water that you can see within range. The area of the cylinder that is underwater becomes difficult terrain for the duration. A creature submerged in water within the cylinder takes 2d6 fire damage at the start of each of its turns. This fire damage ignores resistance to fire damage gained from being fully immersed in water.

A creature that starts its turn in the cylinder that is not submerged in water must make a Constitution saving throw. On a failed save, it takes 4d6 fire damage, or half as much damage on a successful one. The area of the cylinder that is not underwater is lightly obscured by steam.

SCATTERSHOT

2nd-level tech power

Casting Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

You launch a burst of shrapnel in a 30-foot cone originating from you. Each creature in the cone must make a Dexterity saving throw. Each creature takes 2d6 kinetic damage on a failed save and half as much damage on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

SCRAMBLE SPEECH

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: 1 hour

For the duration, you and up to four creatures you touch when you cast this power can speak and understand a secret language that is unintelligible to other creatures. Only creatures under the effect of *superior translation program* can decipher the language.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

SCRAMBLING ROCKETS

9th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You lock on to one or more targets within range and expel a series of disrupting explosives.

SEARING BLOW

1st-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during the power's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the power ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the power 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 power ends.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

SEE THROUGH CAMERAS

2nd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

Choose a droid, construct, or unenhanced electronic object with a visual feed, such as a camera or a holorecorder, within range. If the target is a creature, it must make an Intelligence saving throw. A willing target can choose to fail this saving throw. On a failed save, you can see what the target sees via your tech focus for the duration. While you do so, you are blind with regard to your own senses. The target is unaware that you can see through them. You may use a bonus action to switch between your target's sight and your own. You do not gain access to any of the other senses your target possesses, but you can see through their eyes for the duration of the power as long as your target is on the same planet. If the target successfully saves, the power has no effect.

You can cast this power through solid objects if you are familiar with the target and know it is beyond the barrier. 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the power. The power doesn't have to follow a straight line and can travel freely around corners or through openings.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the power's range increases by 30 feet for each slot level above 2nd.

SEEKER MINE

2nd-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

You create a 3-foot-diameter floating mine in an unoccupied space within 5 feet of you and bestow it with a rudimentary intelligence for seeking out foes. When you cast the power, choose a creature you can see within range, which becomes the target for the mine. At the end of each of your turns, the mine attempts to fly up to 30 feet, taking the most direct route towards the target. If the mine comes within 5 feet of the target, the target must succeed on a Dexterity saving throw or take 3d10 kinetic damage as the mine detonates, or half as much damage on a successful save.

If the mine's target is killed before it can detonate, you can immediately choose a different creature you can see within range to become the mine's target. Otherwise, the mine will detonate when it reaches the creature's body, targeting it.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you create an additional mine for each slot level above 2nd. You can choose the same or different targets for each mine.

SEISMIC BLOW

1st-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this power's duration, your weapon releases a concussive clap that is audible within 300 feet of you, and the attack deals an extra 2d6 sonic 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.

SELF-DESTRUCT

5th-level tech power

Casting Time: 1 reaction, which you take in response to taking damage that would reduce your hit points to 0

Range: Self (20-foot radius sphere)

Duration: Instantaneous

As you fall, an explosion emanates from you. Each creature in a 20-foot-radius sphere centered on you must make a Dexterity saving throw. A target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.

When you cast this power, you automatically fail your first death saving throw. You may immediately fail an additional one or two death saving throws to increase the fire damage by 2d6 for each additional failed death saving throw.

SHIELD TECH: ALACRITY

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

An unenhanced light or medium shield generator that you touch gains an upgrade that affects whoever wields it. While receiving the shield's AC bonus, a creature gains a +1 bonus to its Armor Class and advantage on Dexterity saving throws.

SHIELD TECH: COMBAT STIMULANT

3rd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

An unenhanced light or medium shield generator that you touch gains an upgrade that affects whoever wields it. While receiving the shield's AC bonus, a creature adds 1d4 to its attack rolls and has advantage on saving throws against being frightened.

SHIELD TECH: MEDICAL REGULATOR

4th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

An unenhanced light or medium shield generator that you touch gains an upgrade that affects whoever wields it. While receiving the shield's AC bonus, a creature has advantage on Constitution saving throws and ability checks. At the start of each of its turns, the creature gains 10 temporary hit points. Remaining temporary hit points gained from this power are lost when the power ends.

SHIELD TECH: PHOENIX DRIVE

9th-level tech power

Casting Time: 1 action

Range: Touch

Duration: 1 hour

An unenhanced light or medium shield generator that you touch gains an upgrade that affects whoever wields it. When a creature receiving the shield's AC bonus dies or is reduced to 0 hit points, it returns to life with full hit points at the start of its next turn. This power then ends.

SHIELD TECH: POWERED SHIELD

4th-level tech power

Casting Time: 1 action

Range: Touch

Duration: 1 minute

An unenhanced light or medium shield generator that you touch gains an upgrade that affects whoever wields it. A creature receiving the shield's AC bonus gains resistance to kinetic and energy damage from unenhanced weapons. In addition, as long as the power lasts the creature can use its reaction to impose disadvantage on a single attack made against it.

SHIELD TECH: STEROID

5th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

An unenhanced light or medium shield generator that you touch gains an upgrade that affects whoever wields it. While receiving the shield's AC bonus, a creature gains a +2 bonus to AC and has advantage on attack rolls and ability checks that use Strength. The creature also does 1d6 additional damage with melee weapon attacks.

SHIELD TECH: SUPPORT PACKAGE

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

An unenhanced light or medium shield generator that you touch gains an upgrade that affects whoever wields it. While receiving the shield's AC bonus, a creature can add 1d4 to its saving throws.

SHOCKING BLOW

1st-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit with a weapon attack during this power's duration, your weapon glows with blue ionic energy, and the attack deals an extra 1d4 ion damage to the target. Additionally, if the target is a creature, it must make a Constitution saving throw or be shocked for the duration. At the start of each of its turns, it can repeat the saving throw, ending this power on a success. If the target or a creature within 5 feet of it uses an action to neutralize the current, or if some other effect neutralizes the current (such as the target being submerged in water), the power ends.

Overcharge Tech. When you cast this power with a tech slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

SHOCKWAVE

2nd-level tech power

Casting Time: 1 action

Range: Self (15-foot-radius sphere)

Duration: Instantaneous

A ripple of sonic energy expands from you to a radius of 15 feet. Each creature in the area (other than you) must make a Constitution saving throw. If the saving throw fails, the creature takes 3d8 sonic damage and is pushed 10 feet away from you. On a successful save, the creature takes half damage and is not pushed.

Overcharge Tech. When you cast this power with a tech slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

SHRED

At-will tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You launch a series of sharp projectiles at a creature or object within range, which dig into the target's weak points. Make a ranged tech attack against the target. On a hit, the target takes 1d4 kinetic damage. If the target is missing any of its hit points, it takes additional damage equal to your proficiency bonus.

This power's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

SHREDDING EXPLOSION

5th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You create an explosion of deadly shrapnel at a point within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a creature takes 6d8 kinetic damage as it is impaled by shards, or half as much damage on a successful one. Regardless of whether the creature succeeded or failed its save, at the start of the creature's next turn, the shards continue to dig deeper, causing it to take half the damage it took when the power was cast. The shards then disintegrate.

Overcharge Tech. When you cast this power with a tech slot of 7th level or higher, the damage increases by 1d8 for every two slot levels above 5th.

SIGNAL FLARE

1st-level tech power

Casting Time: 1 action

Range: 300 feet

Duration: 10 minutes

You shoot a bright light resembling a flare to a point you can see within range. The flare is any color of your choice and gives off bright light in a 20-foot radius and dim light for an additional 20 feet. The light drifts 10 feet toward the ground at the start of each of your turns. The source of the light is immaterial; it can't be picked up, thrown, carried, or moved in any way after its initial "launch" or once it reaches the ground. You can use a bonus action to end the power and extinguish the light before the end of the power's duration.

SKILL PROTOCOL

5th-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You enhance a droid or construct's protocols. You touch one willing droid or construct and give it expertise in one tool or skill of your choice.

You must choose a tool or skill in which the target is proficient and that isn't already benefiting from an effect, such as expertise, that doubles its proficiency bonus.

SMART 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 burst or rapid attack with a blaster with the appropriate property against at least one creature within your weapon's range, otherwise the power fails. The DC of this burst or rapid attack equals your tech save DC instead of its usual DC. If a target succeeds on its saving throw, it takes half as much damage as it would have on a failed save.

SMOTHERING CLOUD

2nd-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a thick, roiling mass of gray clouds in a 10-foot-radius sphere centered on a point you can see. Creatures inside the cloud can't breathe, and fires inside the cloud are extinguished. The cloud also prevents other air-based phenomena, such as *debilitating cloud*, from affecting those inside it.

You can choose to anchor this power on a creature you can see within range when you cast it. The creature must make a Dexterity saving throw. On a successful save, this power ends immediately. On a failed save, the cloud moves with it. The creature can use its action to make its choice of either a Strength or Dexterity check against your tech save DC, ending this power on a success.

The cloud's area is heavily obscured. It lasts for the duration of the power or until a wind of moderate or greater force disperses it.

SONIC BLAST

3rd-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

You create a great burst of sound emanating from a point you can see. All creatures within 20 feet of that point must make a Constitution saving throw. On a failed save, a creature takes 6d6 sonic damage, is deafened for 1 minute, is pushed 5 feet away from the center of the blast, and it is knocked prone. On a success, a creature takes half as much damage and is not deafened. A creature deafened by this power can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

This power also damages objects in the area that aren't being worn or carried.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

SONIC BOOM

6th-level tech power

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You teleport up to 120 feet to an unoccupied space you can see. This creates a line of sonic energy leading from the space you left, to the space you teleported to. Each creature besides you within 10 feet of that line must make a Constitution saving throw. On a failed save, a creature takes 6d8 sonic damage and is pushed 10 feet away from the line. On a successful save, the creature takes half as much damage and isn't pushed. The resulting blast can be heard up to 300 feet away.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the damage increases by 1d8 and the maximum distance you can teleport increases by 10 feet for each slot level above 6th.

SONIC BURST

At-will tech power

Casting Time: 1 action

Range: Self (5-foot sphere)

Duration: Instantaneous

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 sonic damage.

The power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SONIC IMPACT

At-will tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You unleash a burst of sonic energy at a creature or object you touch. Make a melee tech attack against the target. On a hit, the target takes 1d8 sonic damage, and if it is no more than one size larger than you, you can push it up to 5 feet away from you.

This power's damage increases by 1d8 and the maximum distance you can push the target increases by 5 feet when you reach 5th level (2d8, 10 feet), 11th level (3d8, 15 feet), and 17th level (4d8, 20 feet).

SONIC PULSE

3rd-level tech power

Casting Time: 1 action

Range: Self (15-foot cone)

Duration: Concentration, up to 1 minute

You gather sonic energy and can expel it in shockwaves for the duration. When you cast this power, and then as an action on each of your turns until the power ends, you can emit a shockwave in a 15-foot cone. Each creature in that area must make a Constitution saving throw, taking 3d8 sonic damage and being knocked 10 feet away from you on a failed save, or half as much damage and not being knocked away on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

SONIC SHRIEK

5th-level tech power

Casting Time: 1 action

Range: Self (120-foot cone)

Duration: Instantaneous

You emit a sonic blast covering a huge area. Each creature in a 120-foot cone must make a Constitution saving throw. On a failed save, a creature within 60 feet of you takes 6d8 sonic damage and is deafened for 1 minute. If it is further than 60 feet from you, it takes 3d8 sonic damage instead, and is not deafened. On a successful save, a creature takes half as much damage and suffers no additional effect.

A creature deafened by this power makes a Constitution saving throw at the end of each of its turns. On a successful save, it is no longer deafened. This power also damages objects in the area that aren't being worn or carried, and emits a thunderous boom audible out to 1,000 feet.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, both damage rolls increase by 1d8 for each slot level above 5th.

SONIC SPIKE

At-will tech power

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

You emit a powerful burst of sound that hammers your enemy, distracting it from a nearby ally. Choose a creature you can see within range. The target must make a Wisdom saving throw. If the target fails the saving throw, it takes 1d6 sonic damage and you can choose one ally that is within 5 feet of the target. That ally can use its reaction to move up to 10 feet without provoking an opportunity attack from the target. The sound of the burst can be heard up to 100 feet away.

This power's damage increases when you reach higher levels, dealing 2d6 sonic damage at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

SOOTHING TONES

8th-level tech power

Casting Time: 1 action

Range: Self (120-foot radius)

Duration: Concentration, up to 1 hour

You emit a series of pleasant sonic tones that relax nearby allies and keep them focused. Creatures of your choice that can hear within 120 feet of you have advantage on Wisdom saving throws and are immune to being charmed or frightened for the duration.

SPECTRUM ASSESSOR

4th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You gain 6 elemental charges. When you cast this power, you can spend a charge to unleash a ray of elemental energy at a target you can see within range. Choose acid, cold, fire, lightning, poison or sonic, and then make a ranged tech attack against the target. On a hit, the target takes 1d10 damage of the type you chose, and your tech focus indicates to you if the creature has resistance, vulnerability, or immunity to the chosen damage type. As a bonus action on each of your turns thereafter, you can expend another charge to unleash another elemental ray, choosing a different damage type each time. After you hit a creature with an elemental ray (and know how effective it was), you can cause the target to explode in elemental energy. The target takes 1d10 damage of the chosen type for each remaining charge, and the power then ends.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the elemental explosion deals an additional 1d10 damage for each slot level above 4th.

SPECTRUM BARRIER

9th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: 10 minutes

A shimmering, multicolored field of energy 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 power fails, and your action and the tech 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 cast the power 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 only be dispelled by destroying it one layer at a time, in order from thermal to ultraviolet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the power. A *scrambling field* has no effect on it.

1. Thermal. The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, unenhanced ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.

2. Corrosive. 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, enhanced ranged attacks can't pass through the wall. The layer is destroyed when it comes into contact with at least a gallon of liquid.

3. Electric. The creature takes 10d6 lightning 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. Toxic. The creature takes 10d6 poison damage on a failed save, or half as much damage on a successful one. The *disintegrate* power can destroy this layer.

5. Nonthermal. The creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 fire damage to it.

6. Carbon. 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, this effect ends. If it fails its save three times, it is frozen in carbonite 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, powers can't be cast through the wall. The layer is destroyed by bright light shed by a *greater light* power or a similar power of equal or higher level.

7. Ultraviolet. 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 stunned until the end of its next turn, when both effects end. This layer is destroyed by a *diminish tech* power or similar tech power of equal or higher level that can end tech powers and enhanced effects.

SPECTRUM BARRAGE

3rd-level tech power

Casting Time: 1 action

Range: Varies

Duration: Instantaneous

You loose a burst of multicolored energy bolts at creatures within range. Choose one of the following options:

Controlled Bombardment. You choose acid, cold, fire, lightning, poison, or sonic. You create six bolts and launch them at targets within 60 feet. You can aim them at one target or several.

Make a ranged tech attack against each target. A target takes 1d8 damage of the type you chose per bolt on a hit, or half as much damage on a miss.

Chaotic Burst. You unleash a burst of elemental projectiles, striking enemies and allies alike. Each creature within 20 feet, other than you, rolls a d6 to determine how many projectiles target it, and then must make a Dexterity saving throw. A creature takes 1d12 damage per projectile, or half as much damage on a successful save. The number rolled on the d6 determines the attack's damage type, as shown below.

d6	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Poison
6	Sonic

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, a *controlled bombardment* creates one more projectile for each slot level above 3rd. For a *chaotic burst*, the damage per projectile increases by 1 for each slot level above 3rd.

SPECTRUM FIELD

9th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a field of multicolored rays bouncing around inside a 20-foot cube, centered on a point you can see within range. The area is difficult terrain. Each creature that starts its turn in the affected area or enters it for the first time on a turn must make a Dexterity saving throw. For each creature, roll a d8 to determine which type of energy affects it.

1. Thermal. The target takes 8d8 fire damage on a failed save, or half as much damage on a successful one.

2. Corrosive. The target takes 8d8 acid damage on a failed save, or half as much damage on a successful one.

3. Electric. The target takes 8d8 lightning damage on a failed save, or half as much damage on a successful one.

4. Toxic. The target takes 8d8 poison damage on a failed save, or half as much damage on a successful one.

5. Nonthermal. The target takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

6. Carbon. 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 power ends. If it fails its save three times, it is frozen in carbonite 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. Ultraviolet. 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 stunned until the end of its next turn, when both effects end.

8. Special. The target is struck by two rays. Roll twice more, rerolling any 8.

SPECTRUM MULTI-BOLT

4th-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You create three multicolored rays of energy and launch them at one or more creatures within range. Make a ranged tech attack for each ray. On a hit, roll a d8 to determine its effect and damage type.

d8	Damage Type/Effect
1	4d6 acid damage
2	2d6 cold damage, target gains one level of slowed
3	4d6 energy damage
4	4d6 fire damage
5	2d6 ion damage, target is stunned
6	4d6 lightning damage
7	2d6 poison damage, target is poisoned
8	4d6 sonic damage

Effects beyond damage require the target to make a Constitution saving throw. On a successful save, the target only takes the damage, and suffers no additional effect. On a failed save, the target takes the damage, and can repeat the saving throw at the end of each of its turns, ending the additional effect on a success.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, you create an additional ray for every two slot levels above 4th.

SPECTRUM SPRAY

7th-level tech power

Casting Time: 1 action

Range: Self (60-foot cone)

Duration: Instantaneous

Eight multicolored rays of energy flash from you. 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 type of energy affects it.

1. Thermal. The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.

2. Corrosive. The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.

3. Electric. The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

4. Toxic. The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.

5. Nonthermal. The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.

6. Carbon. 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 power ends. If it fails its save three times, it is frozen in carbonite 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. Ultraviolet. 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 stunned until the end of its next turn, when both effects end.

8. Special. The target is struck by two rays. Roll twice more, rerolling any 8.

SPIKED ARMOR

2nd-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You line yourself with numerous sharp protrusions. A creature that is grappled by you takes 1d6 kinetic damage at the start of each of your turns. On your turn, you can use an action to make a melee tech attack against a creature grappled by you. On a hit, a creature takes kinetic damage equal to 1d6 + your Strength modifier (minimum of 1).

Overcharge Tech. When you cast this power using a tech slot of 3rd level, the damage at the start of your turn and when you make a melee attack becomes 2d6. If you use a 5th level tech slot, the damage dice becomes 4d6. If you use a 7th level tech slot, the damage dice becomes 8d6.

SPLINTERING SHOT

1st-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack before the power ends, this power causes the bolt or projectile to splinter. 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 damage of the weapon's type on a failed save, or half as much damage on a successful one.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

STATIC CHARGE

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: 10 minutes

You channel lightning energy into a creature. The energy is harmless to the creature, but escapes in dangerous bursts to other nearby creatures. Every time that creature hits another creature with a melee attack, is hit by another creature with a melee attack, or ends its turn while grappling or being grappled by another creature, it deals 1d6 lightning damage to that creature. Once this power has discharged 6 times (dealing up to 6d6 damage), the power ends.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the total number of discharges this power can make before ending increases by two (dealing 2d6 more total damage) for each slot level above 2nd.

STEAM CLOUD

4th-level tech power

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You call up a billowing cloud of superheated water in a 20-foot-radius sphere centered on a point within range. The area of the cloud is heavily obscured. Each creature that starts its turn in the cloud or enters the cloud must make a Dexterity saving throw. On a failed save, a creature takes 2d6 fire damage and is blinded for the duration. On a successful save, it takes half as much damage and is not blinded. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the condition on itself on a success.

At the start of each of your turns, the cloud moves 10 feet directly away from you. A wind of 10mph disperses the cloud after 4 rounds. A wind of 20mph disperses it after 1 round.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

STUNNING SHOT

4th-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack during this power's duration, a dazzling burst of energy erupts on impact, releasing a concussive clap that is audible out to 100 feet. The attack deals an extra 2d6 kinetic damage and 2d6 sonic damage to the target and disorients nearby creatures. The target of the attack and each creature within 5 feet of it must make a Constitution saving throw. On a failure, a creature becomes blinded and deafened until the start of your next turn.

SUBROUTINE

5th-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

You utilize a processor that allows you to manage multiple tech powers at once. When you cast this power, choose a tech power of 1st or 2nd level that you can cast and requires concentration. You immediately cast that power without expending a tech slot. It doesn't require concentration, but instead lasts for the duration, or until you cast this power again.

SUBZERO

2nd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

One creature you can see must make a Constitution saving throw as you surround it with numbingly cold vapors. If the saving throw fails, it takes 2d10 cold damage and is incapacitated until the end of its next turn. On a successful save, it takes half damage and is not incapacitated.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, the damage increases by 1d10 for every two slot levels above 2nd.

SUPERIOR PHEROMONES

8th-level tech power

Casting Time: 1 action

Range: Self

Duration: 1 hour

Until the power ends, when you make a Charisma check to influence creatures that are not droids or constructs, you can replace the number you roll with a 15.

SUPERIOR ENERGY SHIELD

5th-level tech power

Casting Time: 1 reaction, which you take when you are dealt damage

Range: Self

Duration: 1 round

A sphere of energy erupts from you, encasing and protecting you. Until the end of your next turn, the shield absorbs up to 50 points of damage that you would take (including from the triggering attack or effect) before fading away. Once the shield has absorbed its maximum amount of damage, you take any remaining damage. Line effects and powers that require a Dexterity saving throw, such as *force lightning*, stop completely at the shield if the damage is entirely absorbed.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the maximum amount of damage the shield can absorb increases by 10 for each slot level above 5th.

SUPPRESS GRAVITY

2nd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of extremely diminished gravity centered on a point you can see within range. Whenever a Large or smaller creature inside the sphere takes damage from a weapon attack, it is pushed 10 feet away from the attacker.

Additionally, when a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or it becomes buoyant. Objects not worn or carried by a creature automatically become buoyant in the area. A creature can choose to fail this saving throw if it wishes. This lasts for the duration or until it exits the sphere. A buoyant creature gains 1 slowed level, and whenever it is pushed or pulled, it moves double the distance. If a creature or object becomes buoyant while falling, its rate of descent slows to 60 feet per round, and if it lands while it is still buoyant, it takes no falling damage, and a creature can land on its feet. Otherwise, it begins to fall again.

A buoyant object travels twice as far when thrown or pushed.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the sphere's radius increases by 10 feet for each slot level above 2nd.

SURVEILLANCE

3rd-level tech power

Casting Time: 10 minutes

Range: 500 feet

Duration: Concentration, up to 10 minutes

You send your sight into an unenhanced security system, allowing you to see out of cameras linked to it. Choose a building or a location no larger than 1000 square feet within range. You are able to see through one of the cameras in that location as if you were there. As an action, you can switch to a different camera of your choice in that location, provided there is one, or back to your own senses.

While using this power, you are blind with regard to your own sight.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the range is 1 mile. If you use a tech slot of 7th level or higher, the range is 100 miles. If you use a tech slot of 9th level, the range is unlimited, but must be on the same planet.

SWARM OF DRONES

3rd-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

You release a large swarm of drones, filling a 10-foot radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and ranged attacks that pass through the sphere have disadvantage. The sphere's area is difficult terrain.

When you cast the power, you can make a ranged tech attack from the sphere against a creature within 60 feet of it. This attack has advantage on creatures inside the sphere instead of disadvantage. On a hit, the target takes 2d6 energy damage.

As a bonus action on your turn, you can move the sphere up to 30 feet and repeat the attack against a creature within 60 feet of it.

Overcharge Tech. When you cast this power using a tech slot of 4th or higher, the damage increases by 1d6 for each slot level above 3rd.

SYSTEM FAILURE

6th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You force a droid or construct you can see within range to begin to shut down. The target must make a Charisma saving throw. If the construct has the 'Piloted' trait, and has a pilot controlling it that is not incapacitated, it gains a bonus to the saving throw equal to the pilot's Intelligence modifier. If the target is immune to the charmed condition, it automatically succeeds. On a failure, it falls unconscious.

While it is unconscious, the target can repeat the saving throw at the end of each of its turns, or whenever it takes damage (aside from damage dealt by this power). If the saving throw succeeds, it wakes up and the power ends. Otherwise, it takes 2d8 energy damage and remains unconscious. If a creature within 5 feet of the target spends an action trying to awaken it, the target has advantage on its next saving throw. If the target remains unconscious but alive for the power's full duration, it must make a Constitution saving throw at the end of its turn instead of a Charisma saving throw. If the Constitution saving throw fails, the target dies. The target instantly awakes when the power ends.

SYSTEM SEQUENCE

7th-level tech power

Casting Time: 10 minutes

Range: Self

Duration: Concentration, up to 24 hours

You set a sequencer matrix to deploy tech powers at a moment's notice. As part of casting this power, you cast up to three different powers of 1st to 3rd level that you know (expending tech points for each, as normal). Each power must have a casting time of 1 action or 1 bonus action.

For the duration of the power, you can use your action to end this power and activate the sequencer, casting all three powers immediately in the order they were cast, as if you had just cast all three of them in the same turn, before the power.

You may only have one *system sequence* active at a time. This power ends early if you finish a short or long rest. If this power ends before you activate the sequencer as an action, all of the powers you cast are wasted.

TARGETING PROGRAM

3rd-level tech power

Casting Time: 1 bonus action

Range: 150 feet

Duration: Concentration, up to 1 round

Designate a creature you have seen in the past minute, or one you can see, within range. Until the end of your next turn, you can make ranged weapon attacks with a blaster or a weapon with the thrown property against that creature even if it is not in your line of sight, as long as it is within range of the weapon. Your shots can maneuver around corners, go up and down stairs, and even seek out alternative paths to the target if a door is closed. They ignore cover and obscurement. Only a creature that has blocked all possible routes from you to it is safe from your shots.

Overcharge Tech. When you cast this power using a tech slot of 4th level or higher, you can target an additional creature for each slot level above 3rd.

TECH ARMOR

1st-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You must not be wearing armor when you cast this power, otherwise the power fails. You protect yourself with armor of your own creation. This can be your choice of any kind of light armor. If you are proficient with medium armor, you can choose any kind of light or medium armor with which you are proficient. You instantly don this armor as part of casting this power. The armor is enhanced, and in addition to the normal properties of the type of armor you chose, it grants you a +1 enhancement bonus to AC. Wielding a shield does not interfere with this power, but it ends if you attempt to doff the armor, or don other armor.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the armor can be your choice of any kind of heavy armor with which you are proficient, as well as light or medium. When you cast this power using a tech slot of 5th level or higher, the armor's enhanced bonus increases to +2, and you can concentrate on the power for up to 8 hours.

TECH EMPOWERMENT

6th-level tech power

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You undergo a transformation, using grounded, biohazard, or thermal tech (your choice) to empower yourself. You gain the following benefits until the power ends:

- You are immune to ion and lightning damage (grounded), acid and poison damage (biohazard), or fire and cold damage (thermal).
- You are immune to the shocked condition (grounded), poison (biohazard), or the petrified condition (thermal).
- You gain a flying speed of 40 feet.
- You have a +2 bonus to AC.
- All your weapon attacks are enhanced, and when you make a weapon attack, you can use your techcasting 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 gives you extra attacks.

TECH MALFUNCTION

3rd-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

Choose one creature you can see within range, which must make an Intelligence saving throw. On a failed save, the creature is cursed for the duration. While cursed, any time the creature attempts to cast a tech power, it instead casts a randomly determined tech power of the same level. The creature can attempt a new saving throw at the end of each of its turns, and on a success, the power ends for that creature.

THERMAL BARRIER

4th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a wall of thermal energy 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 cast this power, 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.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

TIME BOMB

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

Make a melee tech attack against a target you touch. On a miss, this power ends. On a hit, you deal 2d6 kinetic damage as you plant an explosive charge on the target's body. You can then detonate the charge as a bonus action, which ends this power. It deals 1d8 fire damage if detonated on the same turn. It deals 2d8 fire damage on your next turn, increasing by 1d8 for each round you do not detonate it, to a maximum of 6d8. If this power ends before you detonate the charge, the target takes no fire damage.

A creature affected by this power can use an action to attempt to remove the detonator from its person, making a Strength or Dexterity check (the creature chooses the ability to use) against your tech save DC.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the kinetic damage increases by 1d6 for each slot level above 1st.

TORRENT

6th-level tech power

Casting Time: 1 action

Range: Self (60-foot cone)

Duration: Instantaneous

You project a blast of water in a 60-foot cone. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 7d6 + 15 kinetic damage and is pushed 30 feet away from you. On a successful save, a creature takes half damage and is not pushed.

All flames in the cone are extinguished.

TOXIC DISCHARGE

4th-level tech power

Casting Time: 1 action

Range: Self (100-foot line)

Duration: Concentration, up to 1 minute

An emission of caustic green energy forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Every creature in the affected area must roll a Dexterity saving throw, taking 2d6 acid damage and 2d6 poison damage on a failed save or half as much damage on a success.

In addition, the blast poisons the area it struck with toxic energy and nauseating fumes for the duration. When a creature enters the affected area for the first time on a turn or starts its turn there, it must make a Constitution saving throw or take 2d8 poison damage and become poisoned for the duration. On a successful save, it takes half the damage and is not poisoned.

A creature that is poisoned by this power but is no longer within the affected area can make a Constitution saving throw at the end of each of its turns. On a success, it is no longer poisoned.

Overcharge Tech. When you cast this power using a tech slot of 5th level or higher, the acid damage increases by 1d6 for each slot level above 4th.

TOXIC EXPLOSION

9th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You generate a burst of toxic energy which lingers in a 30-foot radius sphere centered on a point you can see within range. The sphere becomes difficult terrain and is lightly obscured for the duration. Each creature that starts its turn within the affected area or enters it for the first time on a turn takes 2d12 poison damage, and becomes poisoned for the duration. A poisoned creature must make a Constitution saving throw at the end of each of its turns. On a failed save, it takes 6d12 poison damage, or half as much damage on a successful one.

TRACING BLOW

2nd-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this power ends, the weapon gleams with energy as you strike. The attack deals an extra 2d6 energy 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 power ends.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

TRACKER BEACON

1st-level tech power

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You stealthily place a tracker on a creature or object that you touch. For the duration, you know the exact location of the target, as long as they are on the same planet as you.

If a creature uses an action to examine the target, it can realize the target is being tracked with a successful Intelligence (Investigation) check against your tech save DC.

Overcharge Tech. If you cast this power using a tech slot of 3rd level or higher, the duration is 8 hours. If you use a tech slot of 5th level or higher, the duration is 24 hours. If you use a tech slot of 7th level or higher, the duration is 10 days. If you use a 9th level tech slot, the power lasts until it is dispelled.

TRACKER'S GAZE

5th-level tech power

Casting Time: 1 action

Range: 150 feet

Duration: 8 hours

Select one creature you can see within range. You don't need to be able to see the target if you know its current location precisely, as through the *scan area* power. For the duration of the power, the target cannot benefit from being invisible to you, and you can see it clearly, regardless of distance, cover, lighting, or even enhanced effects, as long as the creature is within the range of your normal vision. This power allows you to ignore illusory effects on the target as though you were under the effects of truesight, though it does not allow you to see the true form of a shapechanger. You are aware that such a creature can change its shape, however.

TRACTOR BEAM

5th-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures and objects with a miniaturized tractor beam. When you cast this power, and as your action each round for the duration, you can focus the beam 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 power.

Creature. You can try to move a Huge or smaller creature. The target must make a Strength saving throw. On a failed save, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this power. Until the end of your next turn, the creature is restrained by your tractor beam. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your aim on the creature by repeating the contest.

Object. You move an object that isn't being worn or carried and weighs up to 1,000 pounds up to 30 feet in any direction, but not beyond the range of this power.

You can't exert fine control on objects with the tractor beam.

TRANSFER POWER

2nd-level tech power

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

A droid or construct you touch must make a Constitution saving throw. A willing target can voluntarily fail the saving throw. On a failed save, the target gains one level of exhaustion, and another willing droid or construct you also touch loses one level of exhaustion.

If you are not touching another willing droid or construct with at least one level of exhaustion, the initial target makes its saving throw with advantage.

UNITY GRID

5th-level tech power

Casting Time: 1 minute

Range: Touch

Duration: Until dispelled

One droid or construct you touch gains resistance to kinetic and energy damage from unenhanced weapons.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, you can target one additional droid or construct for each slot level above 5th.

UNSTABLE PROTOTYPE

2nd-level tech power

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You attempt to jury-rig a tech effect with whatever you have at hand. As part of the action of casting this power, you instantly replicate the effects of any tech power of 1st level or lower with a casting time of 1 action or bonus action.

Before the power takes effect, roll a d8. If the result is 1, the power fails as your tech focus overloads and delivers a deadly shock. You take 1d12 lightning damage for each level of the power you were attempting to replicate (1d12 for an at-will power), and are stunned until the end of your next turn. In addition, make a DC 20 Intelligence saving throw. On a failed save, you cannot cast any tech powers for 1 hour.

Overcharge Tech. When you cast this power using a tech slot of 3rd level, you can replicate a tech power of 2nd level or lower, and your tech focus overloads on a result of 2 or lower on the d8. When you cast this power using a tech slot of 4th level, you can replicate a tech power of 3rd level or lower, and your tech focus overloads on a result of 3 or lower on the d8. When you cast this power using a tech slot of 5th level, you can replicate a tech power of 4th level or lower, and your tech focus overloads on a result of 4 or lower on the d8. When you cast this power using a tech slot of 6th level or higher, you can replicate a tech power of 5th level or lower, and your tech focus overloads on a result of 5 or lower on the d8.

UPLIFT

6th-level tech power

Casting Time: 8 hours

Range: Touch

Duration: Instantaneous

After spending the casting time developing a unique serum, you touch a Huge or smaller beast or plant and genetically modify it to grant it a modicum of sentience. 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 humanoid's. Your DM chooses statistics appropriate for the uplifted plant, such as the statistics for the uplifted shrub or the uplifted tree.

The uplifted 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 uplifted creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

You can only affect a total of five creatures with this power at one time. If you target another creature with this power while the maximum number of creatures benefit from its effects, you must choose one creature to lose the effects.

VACCINATION

5th-level tech power

Casting Time: 1 action

Range: Touch

Duration: 24 hours, or until the end of your next short or long rest

A creature you touch becomes immune to poison and disease, and has resistance to poison damage for the duration. Any poison or disease the target is already affected by is placed in a form of stasis until the power ends, then resumes just as if the power was never cast.

VENOMOUS BLOW

1st-level tech power

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack before this power ends, the target takes an additional 1d12 poison damage and must make a Constitution saving throw. On a failed save, the target becomes poisoned until the end of your next turn.

Overcharge Tech. When you cast this power using a tech slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

VOLTAIC ELECTROMESH

8th-level tech power

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

You expel a mass of flame-resistant, electrified mesh at a point of your choice within range. The mesh fills a 30-foot cube from that point for the duration. The mesh is difficult terrain and heavily obscures its area.

If the mesh isn't anchored between two solid masses (such as walls) or layered across a floor, wall, or ceiling, the electromesh collapses on itself, and the power ends at the start of your next turn. Mesh layered over a flat surface has a depth of 5 feet.

Each creature that starts its turn in the mesh or that enters it during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the mesh or until it breaks free.

A creature restrained by the mesh can use its action to make a Strength check against your tech save DC. If it succeeds, it is no longer restrained.

A creature that ends its turn restrained by the mesh must make a Constitution saving throw. It takes 6d8 lightning damage on a failed save and half as much damage on a successful one.

VORTEX BEAM

6th-level tech power

Casting Time: 1 action

Range: Self (100-foot line)

Duration: Instantaneous

You manifest a streak 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 Dexterity saving throw, taking 8d8 energy 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 kinetic damage and be pulled toward the line until the creature is in its area.

Overcharge Tech. When you cast this power using a tech slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

WALL OF ACID

5th-level tech power

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

You create a wall of dense, powerful acid on the ground within range. You can make the wall up to 60 ft long, 10 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 10 feet high, and 1 foot thick. The wall is opaque.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, it takes 8d4 acid damage immediately and 4d4 acid damage at the end of its next turn. On a successful save, a creature takes half as much initial damage, and no damage at the end of its next turn.

As an action, you can have the wall collapse, filling an area on the ground with acid for the remainder of the duration. A long wall fills a 5-foot square on each of its sides. A ringed wall fills a 15-foot radius. A creature takes 2d4 acid damage for every 5 feet of acid it passes through.

Overcharge Tech. When you cast this power using a tech slot of 6th level or higher, the damage increases by 2d4 for each slot level above 5th.

WARP STRIKE

At-will tech power

Casting Time: 1 action

Range: Varies

Duration: 1 round

As part of the action used to cast this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and you can teleport to an unoccupied space of your choice within 10 feet of you. If you teleport to a space within 5 feet of the target, the target cannot take reactions until the end of its next turn.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 energy damage to the target. This extra energy damage increases to 2d6 at 11th level and 3d6 at 17th level.

WATCHFUL EYE

2nd-level tech power

Casting Time: 1 minute

Range: 150 feet

Duration: 8 hours, or until the end of your next short or long rest

You create a series of cameras or probes which provides you with security and information. Choose an area within range no larger than a 60-foot cube. Until the power ends, you are aware of when any creature enters the area, and can use an action to allow you to see the area through your tech focus as if you were there until the start of your next turn. You are not able to see anything outside of the area.

Once you move further than 1 mile from the designated area, the power ends.

WATER BREATHING

3rd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: 24 hours, or until the end of your next short or long rest

This power grants up to ten willing creatures you can see within range the ability to breathe underwater until the power ends. Affected creatures also retain their normal mode of respiration.

WEAPONS MALFUNCTION

2nd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

One blaster or vibroweapon you can see within range begins to malfunction. Any creature that attempts to wield the weapon must first make an Intelligence saving throw. On a successful save, this power ends. On a failed save, the creature can only use the weapon for improvised weapon attacks for the duration of the power. A creature still carrying the weapon may repeat this saving throw at the start of each of its turns, ending the power on a success. The power also ends if the target is ever outside the power's range or if it has total cover from you.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, you can affect an additional blaster or vibroweapon for each slot level above 2nd. The targets must be within 10 feet of each other when you target them.

WIRE TOW

2nd-level tech power

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You project a length of wire towards a foe to bring them within your grasp. Make a ranged tech attack against the target. On a hit, the target takes 2d10 kinetic damage, and you can pull it up to 25 feet closer to you. If you score a critical hit, the target is also knocked prone. If the target ends this movement within 5 feet of you and is a creature no more than one size larger than you, the target is grappled by you, just as if you had made a successful grapple attack against it.

If a creature you grapple with this power uses its action to escape, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your tech save DC to do so.

This power ends if the attack misses, or when the grapple ends.

Overcharge Tech. When you cast this power using a tech slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.