**Cyber Demon**

The Cyber Demon is a formidable fusion of flesh and technology, embracing the power of cybernetic enhancements to become a fearsome force on the battlefield. These individuals willingly integrate cybernetic implants and enhancements into their bodies, granting them superhuman abilities and unmatched resilience. Whether as enhanced soldiers, agents of corporate espionage, or rogue operatives, Cyber Demons excel in both combat and subterfuge.

**Class Features:**

As a Cyber Demon, you gain the following class features:

**Hit Points**

Hit Dice: 1d8 per Technomancer level

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

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

**Proficiencies**

Armor: Light, medium armor, shields

Weapons: Basic weapons, Military Weapons

Saving Throws: STR, CON

**Equipment**

You start with the following equipment, in addition to the equipment granted by your background:

(a) a military kinetic weapon and 30 kinetic ammo or (b) any military melee weapon (army knife, laser edge. etc...)

(a) Light forcefield (kinetic) or (b) Nanofiber suit (laser) or (c) Thermo plating (plasma)

An explorer's pack

Hand held computer and a Versatile Gadget Assembler (V.G.A.)

**Cybernetic Enhancements:** At 1st level, you undergo a series of surgical procedures and implantations, integrating cybernetic enhancements into your body making you into cyber monster. These enhancements can grant you unique abilities and bonuses, such as enhanced strength, agility, sensory perception, or specialized cybernetic weaponry but dull some of your humanoid senses. Choose 2 ability except charisma and 4 skills except insight, deception and persuasion and a tool. Add +2 to the chosen abilities and -2 to Charisma. You gain proficiency in the chosen skills. You can’t get proficient with insight, deception and persuasion skills and you add -2 to any of these rolls. The chosen tool is integrated in your cybernetics and you can use it any time.

**Techno-Adept:** At 2nd level, your cybernetic augmentations grant you proficiency with a specific set of technological tools or weapons, reflecting your specialization. This proficiency allows you to utilize advanced technology more effectively, whether it's hacking into computer systems, operating advanced weaponry, or repairing and modifying cybernetic implants.

**Subclass: Cyber Psycho**

The Cyber Psycho subclass represents a darker and more volatile aspect of Cyber Demon abilities. These individuals embrace the chaotic and destructive potential of their cybernetic enhancements, channeling their inner fury into devastating attacks. They possess an intense and unrelenting drive to overpower their enemies, leaving a trail of destruction in their wake.

**Cyber Psycho Features:**

**Raging Circuitry:** Starting at 3rd level, your cybernetic enhancements unlock a reservoir of inner fury. As a bonus action, you can activate your Raging Circuitry, entering a state of heightened aggression that protects your vitals from serios damage. While in this state, you gain temporary hit points equal to your level + your Constitution modifier advantage on Strength-based checks and saving throws. This state lasts for 1 minute and ends early if you are incapacitated or if you use a bonus action to end it.

**Implanted Weapons:** At 3rd level, you gain the ability to deploy hidden implanted weapons from your cybernetic enhancements. Choose one of the following options: Cyber Blades or Sonic Blaster. Each option provides you with unique benefits and the ability to make special attacks using your implanted weapons.

**Cyber Blades:** Your cybernetic arms transform into deadly retractable blades. You can make unarmed strikes with your Cyber Blades, 1d6 + STR slashing damage. Additionally, you gain a bonus to your AC equal to your proficiency bonus + STR while wearing no armor.

**Sonic Blaster:** Your cybernetic implants are equipped with a sonic blaster that unleashes powerful concussive waves. As an action, you can make a ranged gadget attack with your Sonic Blaster, dealing 1d6 force damage. The range of your Sonic Blaster is 10 feet and doubles at 6th-10th-14th level.

**Cyber Fury:** At 6th level, your inner cyber psycho allows you to tap into a wellspring of raw fury. Whenever you reduce a hostile creature to 0 hit points, you can use your reaction to make an additional attack against another creature within reach.

**Dreadful Resilience:** At 10th level, your cybernetic enhancements grant you increased resilience to harmful effects. You have advantage on saving throws against being frightened, charmed, or paralyzed. Additionally, you gain resistance to psychic damage.

**Rampage:** At 14th level, your cybernetic upgrades unleash an unparalleled wave of destruction. Once per long rest, you can activate your Rampage as an action. For the next minute, your attacks deal additional damage equal to half your Cyber Demon level (rounded up). Additionally, you have advantage on saving throws against gadgets and other tech effects.

The Cyber Psycho subclass emphasizes aggressive combat and embracing the destructive power of cybernetic enhancements. With their implanted weapons and the ability to tap into their inner fury, Cyber Psychos become relentless forces on the battlefield, leaving devastation in their wake.

**Cybernetic Resilience:** At 6th level, your cybernetic enhancements provide increased resilience and durability. You gain resistance to a specific type of damage, chosen from kinetic, energy, or plasma. Additionally, you have advantage on saving throws against being poisoned or diseased.

**Neural Interface:** At 11th level, your cybernetic implants allow you to establish a direct neural interface with technology. You gain the ability to wirelessly connect to and control compatible devices, granting you advantages in hacking, bypassing security systems, and manipulating electronic systems.

**Cybernetic Overdrive:** At 15th level, you can tap into your cybernetic enhancements to unleash a burst of immense power. Once per long rest, you can enter a state of Cybernetic Overdrive, gaining increased speed, strength, and combat prowess. While in this state, you have advantage on attack rolls and your cybernetic abilities are enhanced. The Cybernetic Overdrive lasts for 1 minute.

**Cybernetic Fusion:** At 18th level, your cybernetic enhancements reach their apex, enabling you to merge your consciousness with machines. You can temporarily transfer your mind into compatible technological systems, granting you the ability to remotely control them, gather information, or manipulate their functions. This fusion with technology expands your capabilities and unlocks new possibilities.

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| Level | Proficiency Bonus | Features |
| 1 | +2 | Cybernetic Enhancements |
| 2 | +2 | Techno-Adept |
| 3 | +2 | Cyber Archetype 1 |
| 4 | +2 | Ability Score Improvement |
| 5 | +3 | Cybernetic Resilience |
| 6 | +3 | Cyber Archetype 2 |
| 7 | +3 |  |
| 8 | +3 | Ability Score Improvement |
| 9 | +4 |  |
| 10 | +4 | Cyber Archetype 3 |
| 11 | +4 | Neural Interface |
| 12 | +4 | Ability Score Improvement |
| 13 | +5 |  |
| 14 | +5 | Cyber Archetype 4 |
| 15 | +5 | Cybernetic Overdrive |
| 16 | +5 | Ability Score Improvement |
| 17 | +6 |  |
| 18 | +6 | Cybernetic Fusion |
| 19 | +6 | Ability Score Improvement |
| 20 | +6 |  |

The Cyber Demon class combines the raw power of cybernetic enhancements with technological expertise, allowing players to embody a fearsome amalgamation of man and machine. With their array of cybernetic abilities and resilience, they become relentless forces in the futuristic world they inhabit.