**Technomancer**

The Technomancer is a class that focuses on the manipulation of technology and the ability to hack into computer systems. They can use their abilities to control machines, disrupt electronic systems, and create powerful constructs to aid them in battle.

**Creating a Technomancer**

To create a Technomancer, you should focus on high Intelligence and Dexterity scores. These will help you with your technological abilities and increase your chances of success in combat. You can also choose a background that gives you proficiency in hacking or other technological skills.

**Class Features**

As a Technomancer, 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 armor

Weapons: Basic weapons

Tools: Hacking tools, one type of artisan's tools of your choice

Saving Throws: Intelligence, Dexterity

Skills: Choose three from Acrobatics, Athletics, Deception, Hacking, Insight, Investigation, Perception, Stealth, and Survival

**Equipment**

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

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

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

Hacking tools

An explorer's pack

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

**Technomancer Mastery: Tech gadgets (like spells)**

At 1st level, you gain the ability to create and use Tech gadgets. You can choose gadgets from the Gadget list and use them using your Technomancer level as your gadgeteering level. You use a number of gadgets per day equal to your Gadget Capacity + Intelligence modifier, and you regain all expended gadgets after a long rest.

Your Versatile Gadget Assembler is necessary to create gadgets from scraps and can’t do anything without it. If you lose it or is destroyed you can spend 2 hours in a scrap rich environment to create a new one.

Gadget Components:

Verbal: Versatile Gadget Assembler will make noise to create the gadget

Somatic: Versatile Gadget Assembler creates a gadget that need to be deployed by hand

Material: Versatile Gadget Assembler needs a more complex component to create the gadget

(For Gadget list check the end of the class description.)

Every level of Technomancer Mastery increases the highest gadget level that can be used

**Level 2: Tech Constructs**

Starting at 2rd level, when you take a short rest you can use your Technomancy to create Tech Constructs from scrap. These are machines that you can control and command in battle. You can create and control one Tech Construct at a time, and it lasts until it is destroyed or you dismiss it as an action.

You can choose from the following Tech Constructs:

Drone: A small flying machine that can hover above ground and attack with a ranged weapon.

Spider bot: A small machine that can crawl on walls and ceilings, and attack with a melee weapon.

Exosuit: A suit of powered armor that increases your strength and speed, and gives you additional hit points.

(For construct stat blocks check the end of the class description)

Every level in Tech Construct Improvement will increase the health damage and stats of the construct.

Every level in Tech Construct Supremacy will increase the amount of construct that can be created and controlled.

**Level 2: Technomancy Savant**

Starting at 2nd level, you gain a bonus to any ability check you make using hacking tools, artisan's tools, or your handheld computer. The bonus equals your proficiency bonus.

**level 13 Techno Master**:

Your deep understanding of technology allows you to manipulate it effortlessly. You have advantage on all ability checks and saving throws related to interacting with technological devices, hacking, or deciphering complex systems. Additionally, you can use your action to analyze a technological construct or device and instantly gain knowledge about its function, vulnerabilities, or any active security measures.

**level 17 Tech Construct Overdrive:**

You can activate an overdrive mode for your Tech Constructs that will damage their internal working but allowing them to use the overdrive ability.

**Technomancer Archetype**

At 3rd level, you choose an archetype that reflects the type of Technomancer you want to be: Tinkerer.

**Technomancer Archetype: Tinkerer**

The Tinkerer Technomancer specializes in inventing and modifying technological gadgets and devices, utilizing their creativity and mechanical expertise to enhance their abilities and manipulate machinery. As a Tinkerer Technomancer, you gain the following features:

**Mechanical Familiar:** At 3rd level, you gain the ability to create a mechanical familiar. Using your tinkering skills, you can construct a small mechanical creature that serves as your loyal companion. Choose a stat block from a Tiny creature that doesn't fly, such as a spider or a rat, and apply the following modifications:

The creature has immunity to toxic damage and the poisoned, infected condition.

The creature has a climbing speed equal to its walking speed.

The creature can be repaired during a short rest by spending hit dice, as if it were a construct.

The creature can take the Help action as a bonus action on your turn.

**Gadgeteer's Insight**: At 6th level, your mechanical expertise allows you to quickly analyze and understand the workings of technological devices. You gain proficiency in the Investigation and Arcana skills, and you can use your Intelligence modifier instead of your Dexterity modifier when making checks with thieves' tools.

**Augmented Arsenal:** At 11th level, you have mastered the art of integrating technology into your weaponry. Whenever you make a weapon attack, you can choose to add your Intelligence modifier to the attack roll or damage roll (your choice) in addition to the usual modifiers. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a short or long rest.

**Technomantic Adaptation:** At 15th level, your mastery of technology allows you to adapt to different situations. You gain the ability to add and swap out modules in your own equipment (weapon/armor) as a bonus action during combat. Choose one of the following modules to install in your equipment (weapon/armor):

**Protection Module:** Your AC increases by 2.

**Overcharge Module (Weapon):** Your weapon attacks deal an additional 1d6 non-kinetic damage. (You can choose when you install it) If you roll a NAT 1 on an attack roll with this weapon, the modul gets destroyed and you suffer 1d6 of your chosen type.

**Flight module (Armor):** You gain 30 feet flight speed.

**Fail Safe Module:** Grants immunity to Overridden and EMP Exposure.

**Enhanced Sensor Module (Armor):** The Technomancer integrates an advanced sensor module, granting them enhanced perception abilities. They gain advantage on Wisdom (Perception) checks and can use an action to activate the module, granting blindsight with a range of 30 feet for 1 minute.

You can change the installed module freely during a short or long rest.

**Master Tinkerer:** At 20th level, your tinkering skills reach their peak, allowing you to create complex and powerful inventions. You can choose two different modules to install in your equipment, granting you even greater versatility and power. Additionally, you gain advantage on all checks made to repair or modify technological devices, and you can create gadgets and inventions twice as fast as normal.

**Technomancer Improvements**

As you gain experience as a Technomancer, you gain new abilities and improve your existing ones. Here are some of the abilities you gain at each level:

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| --- | --- | --- | --- | --- | --- | --- | --- |
| LVL | Proficiency Bonus | Features | Base Gadgets | Schema Known | Gadget Capacity | Gadget Level | [Tech](https://5e.tools/optionalfeatures.html#blankhash,flstfeature%20type:ei=1) Construct |
| 1st | +2 | Technomancy Mastery 1 | 2 | 2 | 1 | 1st | — |
| 2nd | +2 | Tech Constructs  Technomancy Savant | 2 | 3 | 2 | 1st | 1 |
| 3rd | +2 | Technomancer Archetype, Technomancy Mastery 2 | 2 | 4 | 2 | 2nd | 1 |
| 4th | +2 | Ability Score Improvement | 3 | 5 | 2 | 2nd | 1 |
| 5th | +3 | Technomancy Mastery 3, Tech Construct Improvement 1 | 3 | 6 | 2 | 3rd | 1 |
| 6th | +3 | Technomancer Archetype feature | 3 | 7 | 2 | 3rd | 1 |
| 7th | +3 | Technomancy Mastery 4 | 3 | 8 | 2 | 4th | 1 |
| 8th | +3 | Tech Construct Supremacy 1 | 3 | 9 | 2 | 4th | 2 |
| 9th | +4 | Ability Score Improvement, Technomancy Mastery 5 | 3 | 10 | 2 | 5th | 2 |
| 10th | +4 | Tech Construct Improvement 2 | 4 | 10 | 2 | 5th | 2 |
| 11th | +4 | Technomancer Archetype feature | 4 | 11 | 3 | 5th | 2 |
| 12th | +5 | Ability Score Improvement | 4 | 12 | 3 | 5th | 2 |
| 13th | +4 | Techno Master | 4 | 11 | 3 | 5th | 2 |
| 14th | +5 | Tech Construct Supremacy 2 | 4 | 12 | 3 | 5th | 3 |
| 15th | +5 | Technomancer Archetype feature | 4 | 13 | 3 | 5th | 3 |
| 16th | +5 | Ability Score Improvement | 4 | 13 | 3 | 5th | 3 |
| 17th | +6 | Tech Construct Overdrive | 4 | 14 | 4 | 5th | 3 |
| 18th | +6 | Ability Score Improvement | 4 | 14 | 4 | 5th | 3 |
| 19th | +6 | Tech Construct Improvement 3 | 4 | 15 | 4 | 5th | 3 |
| 20th | +6 | Technomancer Archetype feature | 4 | 15 | 4 | 5th | 3 |

**Conclusion**

The Technomancer is a versatile class that can provide a lot of utility in a sci-fi setting. They can control machines and create powerful constructs to aid them in battle, while also having access to a wide range of Technomancer gadgets. Whether you want to be a cyberwarrior, a hacker, or a tinkerer, the Technomancer can provide a lot of interesting gameplay options.

**Technomancer Constructs:**

A construct’s level = 1+ Tech Construct Improvement lvl

These construct doesn’t have Int Wis and Cha.

If these construct are tried to be affected by hacking, overridden, emp exposed etc. then the save is made with the users stats.

**Drone:**

A small flying machine that can hover above ground and attack with a ranged weapon.

**AC:** 12 + level

**Hit points**: (1 + level)d4

**Speed:** 30 ft flying

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| --- | --- | --- |
| STR | DEX | CON |
| 8 + lvl\*2 | 14 + lvl\*2 | 4 + lvl\*2 |

**Damage Vulnerabilities:** electric

**Damage Immunities:** toxic

**Condition Immunities:** exhaustion, toxic

**Senses:** Basic sensor 60 ft., passive Perception 10

**Actions:**

**Machine gun:** Ranged Weapon Attack: +Dex bonus to hit, range 30/120 ft., one target. Hit: 5 (1+lvl d6 + lvl) piercing damage.

**level 17 Overdrive Spray and Pray:** The construct halves its hp as it overheats it’s ammo loading servos. In a 15 foot cone every creature or construct that isn’t in full cover makes a dexterity saving throw against 11+DEX bonus (if in half cover make the dex save with advantage). On a failed save it takes 10d4 piercing damage as it gets holed up with shots.

**Spider bot:**

A small machine that can crawl on walls and ceilings, and attack with a melee weapon.

**AC:** 14 + level

**Hit** **points:** (1 + level)d6

**Speed:** 30 ft climbing.

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| --- | --- | --- |
| STR | DEX | CON |
| 14 + lvl\*2 | 4 + lvl\*2 | 8 + lvl\*2 |

**Damage Vulnerabilities:** electric

**Damage Immunities:** toxic

**Condition Immunities:** exhaustion, toxic

**Senses:** Basic sensor 60 ft., passive Perception 10

**Actions:**

**Sharp Claws:** Melee Weapon Attack: +STR bonus to hit, range melee., one target. Hit: (1+lvl d8 + lvl) slashing damage.

**level 17 Overdrive Whirlwind:** The construct halves its hp as it overheats it’s servos in its legs. Every creature or construct that is 5 feet from it makes a dexterity saving throw against 11+STR bonus (Cover is ignored). On a failed save it takes 6d4 slashing damage as it gets sliced multiple times.

**Exosuit:**

A suit of powered armor that increases your strength and speed, and gives you additional hit points.

You use the exosuits STR, DEX, and CON while you wearing it. If it reaches 0 hp then it falls apart.

AC: Same as wearer

Hit points (1 + level) d8

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| --- | --- | --- |
| STR | DEX | CON |
| USR + lvl\*2 | USR + lvl\*2 | USR + lvl\*2 |

**Damage Vulnerabilities:** electric

**Damage Immunities:** toxic

**Condition Immunities:** exhaustion, toxic

**Senses:** Basic sensor 60 ft., passive Perception 10

**Actions:**

**Homing Rockets:** Ranged Weapon Attack: User INT bonus to hit, range 30/120 ft., lvl amont of target. Hit: 1d4 + lvl bludgeoning damage. (Targets can be separate or the same)

**level 17 Overdrive Bubble shield:** The construct halves its hp as it overheats its shield emitters. The exosuit generates a 10 feet bubble around itself. Every creature or construct that isn’t wearing the exosuit gets pushed back outside of the bubble. The bubble is invulnerable to any type of damage but can be traversed through after it reaches its maximum size. This movement counts as difficult terrain. The bubble wherever the exosuit was when this ability was used.

**Technomancer Gadgets:**

**Techno Bolt**

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| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| Cantrip | 1 action | 60 feet | V, S | Instantaneous |

**Description** You channel energy through your technological device, unleashing a bolt of electrical energy. Make a ranged spell attack against a target you can see within range. On a hit, the target takes 1d8 Electric damage.

**Holographic Interface**

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| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| Cantrip | 1 action | Self | V | 1 minute |

**Description:** You activate a holographic interface, allowing you to interact with digital systems and technological devices within 30 feet of you. You gain advantage on ability checks related to hacking, deciphering codes, or manipulating technology.

**Energy Pulse**

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| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| Cantrip | 1 action | Self (10-foot radius) | V, S | Instantaneous |

**Description:** You release a short-range burst of energy in all directions. Each creature within a 10-foot radius of you must make a Dexterity saving throw. On a failed save, the creature takes 1d4 force damage. On a successful save, it takes half damage.

**Light Ball**

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| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| Cantrip | 1 action | Self | V, S | 1 hour |

**Description:** You create a small Light Ball that emits bright light in a 10-foot radius and dim light for an additional 30 feet. The ball has the weight of a feather, and can be recalled by using your action.

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| Level | Creation Time | Range | Components | Duration |
| Cantrip | 1 action | Touch | V, S | Instantaneous |

You may disassemble a small device to make scrap metal from it, or create a little metal trinket that fits in your hand (you can use scrap metal too). The metal trinket can emit a faint sound, smell, or it can make simple movements (like a robot toy walking, or a toy car going slowly)

**Holographic Decoy**

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| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| 1st | 1 bonus action | Self | V, S | 1 minute |

**Description:** You create a holographic decoy of yourself that appears in an unoccupied space within 5 feet of you. The decoy mimics your appearance and movement, providing advantage on Dexterity save rolls. Attack rolls against you have disadvantage while the decoy is active. The decoy cannot attack or cause damage, but is destroyed it hit by an AOE damage (e.g. grenade).

**Overclock**

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| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| 1st | 1 action | Touch | V, S | Concentration, up to 1 minute |

**Description:** You touch a technological device or construct, temporarily boosting its performance. For the duration, the device gains advantage on all ability checks and saving throws, and its damage output is increased by 1d4. Additionally, it gains temporary hit points equal to your gadgeteering ability modifier.

**Static Field**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| 2nd | 1 action | Self  (10 foot radious) | V, S | Concentration, up to 1 minute |

**Description:** You generate an electromagnetic field around yourself, crackling with static energy. Creatures within the area when the spell is cast or that enter it for the first time on a turn must make a Dexterity saving throw. On a failed save, the creature takes 2d6 Electric damage and has disadvantage on attack rolls until the start of its next turn.

**Nano-repair**

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| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| 2nd | 1 action | Touch | V, S | Instantaneous |

**Description:** You touch a construct or technological device, mending its broken parts. The target regains 3d8 hit points. If used on a construct, it also ends one condition afflicting it, such as charmed, frightened, or paralyzed.

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| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| 3rd | 1 action | Self | V, S | Concentration, up to 1 minute |

**Description:** You Enhance your sense and your cybernetics (if you have any), granting yourself increased speed and reaction time. For the duration, your movement speed is doubled, and you gain advantage on Dexterity saving throws. In addition, you can take two reactions on each of your turns instead of only one.

**Disrupting Pulse**

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| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| 3rd | 1 action | 60 feet | V, S | Instantaneous |

**Description:** You release a concentrated pulse of disruptive energy. Choose a creature or object within range. The target and every creature/construct within 30 feet must make a Constitution saving throw. On a failed save, they takes 4d6 Electric damage and are affected by Electromagnetic Pulse (EMP) Exposure.

**Techno Override**

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| Level | Creation Time | Range | Components | Duration |
| 4th | 1 action | 120 feet | V, S | Concentration, up to 1 minute |

**Description:** You tap into the underlying technological infrastructure of a target creature or object, temporarily seizing control. Choose a creature or object within range. The target must make an Intelligence saving throw. On a failed save, you gain control over the target's technological systems for the duration. While under your control, you can manipulate its functions, issue commands, or access its data, subject to the limitations of its capabilities. The target can repeat the saving throw at the end of each of its turns, ending the spell on a success.

**Nanite Swarm**

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| Level | Creation Time | Range | Components | Duration |
| 4th | 1 action | Self  (30-foot radius) | V, S | Concentration, up to 1 minute |

**Description:** You release a swarm of nanobots that fill the air around you. The nanobots provide you with enhanced protection. While the spell is active, you gain resistance to all damage except psychic damage. Additionally, any creature that starts its turn within the swarm's radius takes 2d6 piercing damage.

**Nanite Enhancement**

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| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| 5th | 1 action | Touch | V, S | 1 hour |

**Description:** You enhance a willing creature's physical capabilities by integrating advanced cybernetic enhancements into their body. The target gains a +4 bonus to Strength, Dexterity, or Constitution (their choice), their movement speed increases by 10 feet, and they have advantage on saving throws against being overridden, charmed or frightened.

**Isotope Launcher**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level | Creation Time | Range | Components | Duration |
| 5th | 1 action | 30 feet | V, S | 1 hour |

**Description:** You create a small toxic burst at a targeted location. The closes enemy makes a dexterity saving throw. On a failed save the target takes 10d6 toxic damage and launched 10 feet (casters decision). On a success the target takes half damage and isn’t launched. If the target is launched and would start it’s turn in the air it will hover in air for one turn.