

ASCENTIONISTS

The Ascentionists are composed of members from all across the multiverse. Whether they be man, woman or beast, anyone is welcome into their ways. Excelling Augmentations of the flesh and spirit, Ascentionist are often found in the most technological societies, and function in highly dangerous professions.

MUCH LIKE THE VERSATILITY OF THEIR members, there is much versatility within the capabilities of the Ascentionists. Many options lay ahead of anyone who joins their ways.

CLASS FEATURES

As an Ascentionist, you gain the following class features

HIT POINTS

Hit Dice: 1d12 per Ascentionist level

Hit Points at 1st Level: 1d12 + your Adaptability modifier

Hit Points at Higher Levels: 1d12 (or 8) + your Adaptability modifier per Ascentionist level after 1st

PROFICIENCIES

Skills: Choose two from either base D&D or HB Skills

ADDITIONS

Per Level: One addition is awarded for each level

BONUS POINTS

Alternating Levels: Bonus points are utilized by each subclass in different manners. They replenish on long rest unless stated otherwise.

ASCENDANT PATH

Starting at level 3, Ascentionists gain access to their Ascendant Path. Select either Neurological Augments (Enlightened), Physical Augments (Exalted), or Soul Augments (Spiritualist)

If Enlightened is selected:

The three locked Neurological Augments slots are unlocked for free. If they already were unlocked, an additional Neurological Augment slot is granted

If Exalted is selected: The Ascentionist gains access to using both Physical Cybernetics and Genetic Augments without restrictions. In addition, the 5 available augment slots may hold Cybernetic Augments without needing to be converted, and converted slots may hold Genetic Augments.

If Spiritualist is selected: The Ascensionist gains access to 2 additional soul casing slots.

THE ASCENTIONISTS

			Bonus Resource Count
Level	Additions	Features	
1st	1	Base Features	+0
2nd	2		+0
3rd	3	Ascendant Path	+0
4th	4		+0
5th	5	Ascendant Perk	+1
6th	6		+2
7th	7	Ascendant Perk	+2
8th	8		+3
9th	9		+4
10th	10	Prerequisites	+4
11th	11		+5
12th	12	Prerequisite Ascendant Perk	+5
13th	13		+6
14th	14	Prerequisite Ascendant Perk	+6
15th	15		+7
16th	16	Prerequisite Ascendant Perk	+7
17th	17		+8
18th	18	Prerequisite Ascendant Perk	+8
19th	19		+9
20th	20	Ascendant Radiant Form	+9

PREREQUISITES

At level 10 the Ascensionist gains access to prerequisites. Refer to the prerequisites page for a list of all prerequisites. As long as the prerequisite is met, Ascentionists are able to take any prerequisite.

Only one prerequisite may be selected and may not be changed once selected unless specified otherwise.

ASCENDANT RADIANT FORM

When Ascensionists reach level 20, they gain access to one of three Ascendant Radiant Forms each correlating with the subclass they specialized in. These are powerful transformations each with their own ruleset, and function as a class radiant form, not consuming a Radiant Form slot.

ENLIGHTENED ASCENDANT PERKS

Meta Mind: Starting at level 5, the Enlightened gain access to a slew of arcane abilities along with their Bonus Resources to utilize the abilities. (Reference the Ascensionist's chart for Bonus Resource count). For the Enlightened, Bonus Resource points may be used to cast any spell, expending equivalent Bonus Points to the level of the spell they are attempting to cast. The spell functions as normal, however they do not require any components. All modifiers for these spells utilize the selected Homebrewed Ability Score.

Meta Extensions: Starting at level 7, the Enlightened gain access to improvements to their magical alignments. They gain three main abilities. Firstly they may add their proficiency to every modifier when casting spells using their bonus resources. Secondly, they regain their Bonus Resources during short rests. Thirdly, the user gains additional attunements based on the modifier of the homebrewed Ability Score they chose previously.

EXALTED ASCENDANT PERKS

Overclock: Starting at level 5, the Exalted gain access to the ability to Overclock their structural features, along with access to their bonus resources to be able to fuel the action. As a free action, Exalted may burn one of their bonus resource points to double any numerical values of a physical augment, both Genetic and Physical Cybernetics. The Overclock uses one bonus point and lasts until the end of the Ascensionist's next turn. Overclock may also be used as an action, bonus action, and reaction if desired. Only one overclock may be applied to a Physical Augment at a time.

Supercharge: Starting at level 7, the Exalted begin to tap into the extent of their physical prowess. They gain a few features relating to the augmentation of their physical self. Firstly, they gain extra augment slots equal to the modifier of the Homebrewed Ability Score, these slots function as any physical augment slot and can hold any augment of such classification outside of conversions. Secondly, When using Overclock, Ascensionists may now apply multiple Overclocks to an augment at the same time, doubling the stat each time. Finally, the first time you would use Overclock each turn as a free action, you may expend 2 Bonus Resources to Overclock the same augment or two separate augments.

SPIRITUALIST ASCENDANT PERKS

Possession: Starting at level 5, the Spiritualist gains control over their Soul in an extreme mannerism. Spiritualists gain the ability to soul hop along with Bonus Resources to expend. As an action, Spiritualists may burn one of their Bonus Resource points that possess an entity or object capable of holding a soul. If the Entity is able to resist, they must succeed on a saving throw determined by the Homebrewed Ability Score calculated as $(8 + \text{prof} + (\text{HBAS modifier}))$. The spiritualist may stay in this body for however long they please, however while the possessed entity is alive, they may repeat the saving throw at the end of each of their turns in an attempt to break free. If this happens the spiritualists will return to their body. While the Spiritualist is outside of their body, enemies will have advantage on hits against it. Moreover, when the body is reduced to 0 HP, the Spiritualist will return to the body, and be knocked unconscious.

While in a possessed body, Spiritualists have the same skill set and abilities they had in their original body, however they also gain the HP, AC, and weapon stats of the possessed entity.

Soul Hoper: Starting at level 7, the Spiritualist exceeds their mortal limitations. As an action the Spiritualist may remove their Soul from their body and transition into a Limbo state. While in the Limbo state, the Spiritualist experiences everything as normal, however, entities outside of the Limbo state are unable to perceive the Spiritualist. In this state, the Spiritualist is unable to attack, cast spells, or interact with objects. However, while in the Limbo state, the Spiritualist may expend a Bonus Resource point to possess an entity as normal. In addition, the Homebrewed Ability Score modifier for the possession save is doubled and when the save is succeeded, if the Spiritualist was in the Limbo state, they will return to it when expelled from the posesee. Moreover, the Spiritualist no longer is tied to a body. The original body of the Spiritualist may be knocked down to 0 HP or completely destroyed, but as long as the Spiritualist possesses at least one Bonus Resource point and is in Limbo, they will not be knocked unconscious.

ALL INFORMATION SUBJECT TO CHANGE

All resources and information in this Homebrewed class are subject to change in the future. tis is mainly just a test run and may need to be ironed out in the future to balance things