

THE TECHNOCRAT

CLASS FEATURES

As a Technocrat, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Ascensionist level

Hit Points at 1st Level: 1d10 + your Adaptability modifier

Hit Points at Higher Levels: 1d10 (or 7) + your Adaptability modifier per Ascensionist 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

ITEM GRADE

Technocrats gain the distinct ability to bolster the quality of their craftables. Whenever the Technocrat makes a Tinkering check or crafts a Speciality they may choose to increase its grade. When doing so, the Technocrat may add the grade times their Tinkering modifier (grade lv * Tinkering mod) to any numerical value. They may do this a set number of times per long rest determined by their level, shown in the chart below.

THE TECHNOCRAT

Level	Features	Provisional Components	Provisional Component Grade	— Item Grade —								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	Class Features	0	0	1	—	—	—	—	—	—	—	—
2nd	Provisional Components	1	1	1	—	—	—	—	—	—	—	—
3rd	Specialties	1	2	1	1	—	—	—	—	—	—	—
4th		2	2	1	1	—	—	—	—	—	—	—
5th	Technical expert	2	2	2	2	—	—	—	—	—	—	—
6th		2	3	3	2	2	—	—	—	—	—	—
7th	Provisional Additions	2	3	3	3	3	—	—	—	—	—	—
8th		3	3	4	3	3	1	—	—	—	—	—
9th		3	4	4	3	3	2	—	—	—	—	—
10th	Prerequisites	3	4	4	3	3	3	—	—	—	—	—
11th		3	5	4	3	3	3	2	—	—	—	—
12th	Prerequisite Perk	3	5	4	3	3	3	2	—	—	—	—
13th		4	5	4	3	3	3	3	1	—	—	—
14th	Prerequisite Perk	4	5	4	3	3	3	3	1	—	—	—
15th		4	6	4	3	3	3	3	2	1	—	—
16th	Prerequisite Perk	4	6	4	3	3	3	3	2	2	1	—
17th		4	7	4	3	3	3	3	2	2	1	1
18th	Prerequisite Perk	4	8	4	3	3	3	3	2	2	1	1
19th		4	9	4	3	3	3	3	2	2	1	1
20th	Technocratic Radiance	5	10	4	3	3	3	3	2	2	1	1

PROVISIONAL COMPONENTS

Starting at level 2, the Technocrat gains access to Provisional Components. These resources are used in both Tinkering and Specialities to replace missing components. The grade of Provisional Components increases with the level of the Technocrat, and can be used to replace more powerful and complex missing components. Provisional Components are restored at long rest. Refer to the Components chart for conversion rules.

SPECIALTIES

Starting at level 3, Technocrats gain access to two Specialities. They may choose from,

Weapons

Armor

Augments

Machines

Vehicles

Power

When crafting an item or structure that falls under these categories, the Technocrat will only be required to make Tech Tree check.

TECHNICAL EXPERT

Starting at level 5, the Technocrat gains to a Technical Expert Path. They may choose between,

Artificial Intelligence: The Technocrat gains an uncanny understanding of mechanical intelligence and computer technicalities. The Technocrat gains proficiency in Computer Language allowing them to code, communicate with computers, and understand them from both a hardware and software perspective. Furthermore, The Technocrat gains the AI Accord trait, allowing them to create Artificial Intelligences and an increased affinity with AI entities.

Integrated Weaponry: The Technocrat gains an uncanny understanding of complex materials found across the multiverse. The Technocrat gains the ability to understand the elements of the Core 10 principles that influence all of reality, and moreover, how to integrate them into mechanisms. Furthermore, the Technocrat gains an understanding on the mechanisms that go into altering the elements into their respective variants.

Networking: The Technocrat gains an uncanny understanding of combining mechanisms. Predominantly, the Technocrat gains the understanding of how to link mechanisms and machines together to create more complex functionality. Furthermore, the Technocrat gains affinity with Augmentations, allowing them to repair and replace components still attached to functioning entities.

Power Vice: The Technocrat gains an uncanny understanding of Power Integrations. The Technocrat gains the ability to generate power from peculiar sources, and direct it into powering stronger mechanisms. This most often comes in handy when trying to power structures of immense magnitudes, weapons beyond comprehension, or utilizing artifacts to their fullest.

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

PROVISIONAL ADDITIONS

Starting at level 7, Technocrats gain access to an improvement to one of their basic class features. They may choose one of the following.

Specialist: Gain additional Specialties equal to the Technocrat's Tinkering Modifier, and the Technocrat may add their Tinkering modifier to Tech Tree checks when crafting Specialties.

Technical Education: Gain an additional Technical Expert Path.

High Quality: When calculating the grade modifier when crafting a specialty item, the Technocrat may also add their Proficiency Bonus as well (Grade lv * Tinkering Mod + Proficiency Bonus)

TECHNOCRATIC RADIANCE

Starting at level 20, the Technocrat gains access to their class Radiant Form. Ascendant Radiant Forms each correlating with the Technical Expert Path the Technocrat specialized in. These are powerful transformations each with their own ruleset, and function as a class radiant form, not consuming a Radiant Form slot.

PROVISIONAL COMPONENT EXAMPLES

Example Component	Grade
Metals	1
Chemicals	2
Circuitry	3
Power Components	4
Pre Constructed Components	5
Coded Machines	6
Entire Mechanisms	7
Souls	8
Fluxium	9
Rare Multiversal Components	10