

AEGISKNIGHT



HE AEGISKNIGHT IS A WARRIOR ENGINEER WHO powers an ever-mutable suit of magical raiments—one moment a stalwart defender draped in the soft glow of innocent youth and feminine charm, a warrior of love and justice; the next, a crusader against injustice whose heart beats for excitement, speed, and the open road. Sometimes they emerge as a peerless champion in darkness—a silent bulwark against evil, a patient revanchist, a dark knight casting ominous shadows over foes. In truth, the Aegisknight is as multifaceted as a prism: a shapeshifter of ideals, a kinetic paradox, and a living testament that heroism defies definition. Whether they embody the tender radiance of compassion or the fierce intensity of relentless retribution, the Aegisknight continually reinvents what it means to be a hero in a world that refuses to be boxed in.

CORE CLASS MECHANICS

HIT POINTS

- **Hit Dice:** Your hit dice are based on your Chest Armor type:
 - **Balanced Type:** d10 per Aegisknight level.
 - **Bulwark Type:** d12 per Aegisknight level.
 - **Light Type:** d8 per Aegisknight level.
- **Hit Points at 1st Level:** (Die value based on your chest piece) + your Constitution modifier.
- **Hit Points at Higher Levels:** Roll your designated hit die (or take the fixed alternative) + your Constitution modifier for each level after 1.

PROFICIENCIES

- **Armor:** Your magitek suit (all components combined—this is your armor).
- **Weapons:** Simple and martial weapons.
- **Tools:** You gain proficiency with one profession or artisan tool of your choice. (Some armor components may grant additional tool proficiencies.)
- **Saving Throws:** Strength and Wisdom.
- **Skills:** Choose three from Athletics, Acrobatics, Perception, Insight, Investigation, Intimidation, Persuasion, or Sleight of Hand.

EQUIPMENT

You start with:

- (a) a longsword or (b) a warhammer.
- (a) a light crossbow with 20 bolts or (b) a simple firearm with 20 bullets (if firearms exist in your setting).
- An explorer's pack or a dungeoneer's pack.
- Your fully modular magitek armor (see below).

CELL CHARGES

Your armor's abilities are powered by **Cell Charges**. At 1st level, you have **5 Cell Charges**. You spend these charges to fuel many of the special abilities of your armor. You regain all expended charges after finishing a long rest and regain half your maximum charges after a short rest. Some components will increase your maximum or recharge rate as you level up.

FULL SOUL ARMOR:

The Aegisknight has chosen their raiment and loadout over all other regalia and armor. They do not gain attunement slots and can only attune a single weapon.

ARMOR ACTIVATION

At 1st level, you learn how to rapidly deploy your magitek suit:

- **Armor Activation (1st Level):** As an action, you can don or doff your armor a number of times per day equal to your Wisdom modifier + your proficiency bonus. When donned, your personal enhancements and modular abilities become active; when doffed, they are temporarily inactive (you still retain your proficiencies and saving throw benefits).

You may expend a single cell charge to don your armor as a bonus action, or when you have run out of allotted activations per long rest.

POWER SURGE (2ND LEVEL)

As a bonus action, you may spend **2 Cell Charges** to surge extra power through your armor for 1 minute. Choose one of the following effects until the end of your turn:

- Gain advantage on all attack rolls or saves (choose one).
- Deal 1d8 damage of your choice upon successful melee attack.
- Use the dash command as a bonus action.
- Gain resistance to all damage.

You may use this feature a number of times per long rest equal to your proficiency bonus or it may be activated as part of an armor's progression features.

Additionally, you may expend one cell charge to activate a power that is usable once per short rest to activate it again.

LEVEL PROGRESSION

The class gains features as you level up. The modular equipment (Helmet, Pauldrons, Gloves/Arms, Chest Armor, Legs/Boots, and Raiment) each has its own upgrade path. (For these options, "to start" refers to the baseline ability when you first choose that component.)

AEGISKNIGHT PROGRESSION

Level	Proficiency Bonus	Features	Cell Charges	Additional Modular Upgrades
1st	+2	Armor Activation, Cell Charges	5	Choose all modular pieces
2nd	+2	Power Surge	6	—
3rd	+2	Raiment (choose one, see below)	7	Raiment base (see below)
4th	+2	Ability Score Improvement	8	Modular components upgrade (Level 4)
5th	+3	Extra Attack	9	—
6th	+3	New Component Upgrade Effects	10	Modular upgrades (Level 6)
7th	+3	Additional Component Benefits	11	Modular upgrades (Level 7)
8th	+3	Ability Score Improvement	12	—
9th	+4	Advanced Raiment/Component Upgrades	13	—
10th	+4	Overclock	14	—
11th	+4	Enhanced Component Upgrades	15	Modular upgrades (Level 11)
12th	+4	Ability Score Improvement	16	Raiment upgrade (Level 12)
13th	+5	Modular upgrades	17	—
14th	+5	Apex Raiment Ability	18	Modular upgrades (Level 14)
15th	+5	Overdrive Mode	19	—
16th	+5	Ability Score Improvement	20	—
17th	+6	Legendary Component Upgrade	21	Modular upgrades (Level 17)
18th	+6	Master Overdrive Mode	22	—
19th	+6	Ability Score Improvement	23	—
20th	+6	Ultimate Apex Raiment Ability	25	—

DAUNTED? OVERWHELMED? WISHING FOR AN EASY WAY?

YOU ARE IN LUCK! THE AEGISKNIGHT LOADOUT TOOLS ARE HERE FOR YOU!

SELECT FROM DOZENS OF ITEMS, INCLUDING ONES NOT YET IMPLEMENTED IN THIS BOOK- BUT WITH COMPLETE AND ROBUST WRITEUPS COMPARABLE OR BETTER THAN THE ONES CURRENTLY IN THE BOOK.

FORGE YOUR LEGEND: THE AEGISKNIGHT AWAITS!

STEP INTO THE ULTIMATE CUSTOMIZABLE EXPERIENCE WITH THE AEGISKNIGHT! COMMAND THE BATTLEFIELD WITH AN ARSENAL OF NEARLY 60 UNIQUE, EVOLVING ARMOR COMPONENTS FOR YOUR HELMET, PAULDRONS, GAUNTLETS, CHESTPIECE, AND BOOTS.

Will you be a divine champion, a shadowy warlock, a master of ki, or a nature-infused warrior? Explore over a dozen distinct combat archetypes and thematic styles to craft your perfect hero. With a staggering 180,000+ possible loadout combinations, your path to power is truly your own – enough choices to make even a beholder blink!

The Aegisknight's strength lies in its robust modularity: each armor piece grows with you, unlocking new, game-changing abilities. Your armor is your progression.

WHAT HERO WILL YOU BUILD? DISCOVER THE AEGISKNIGHT TODAY!

[AEGISKNIGHT CHARACTER LOADOUT TOOLS](#)

Click here, it's a link, goes to an app on github!

MODULAR ARMOR COMPONENTS

For each armor piece, choose one option when you create your character. **Any new, complex, or otherwise obscure mechanics are explained below these features.**

1. HELMET OPTIONS

A. Hypersensory Scanner Array

This advanced helmet is a marvel of sensory enchantment, merging arcane optics with practical battlefield awareness. Its glassy, rune-etched visor and faintly humming sensors grant you unparalleled insight into the unseen. Whether darkness or illusion conceals your foes, your vision—and your investigative prowess—remains unfaltering.

- **To Start (Level 1):**
 - **Darkvision Bestowal:** If you do not already have it, you gain darkvision out to 60 ft., allowing you to see in nocturnal or dimly lit environments.
 - **Basic Sensor:** Your helmet is equipped with a rudimentary sensor that highlights hidden or invisible creatures, functioning similarly to a “detect invisibility” effect. This ability can be activated once per short rest.
- **Level 4 Upgrade:**
 - **Enhanced Detection Mode:** As a bonus action, you can activate an improved sensor that reveals any invisible creatures within a 30-ft radius for 1 minute. This upgraded detection effect is usable once per short rest, ensuring that no subtle presence goes unnoticed.
- **Level 7 Upgrade:**
 - **Truesight Activation:** Your perceptive faculties are augmented, granting you Truesight out to 30 ft. for 1 minute, once per short rest. With this ability, illusions, disguises, and obfuscations dissolve before your gaze.
- **Level 11 Upgrade:**
 - **Investigative Augmentation:** When you activate your sensor using an action, you also gain advantage on Investigation checks to find illusions or any hidden entities, and you can discern the location of hidden doorways for 1 minute.
- **Level 14 Upgrade:**
 - **Augmented Sensory Overload:** Your helmet’s visionary might expands further: your Truesight range increases to 60 ft., and you can now, as an action, detect magical auras within a 30-ft radius.

B. Neuroprotective Casement

The Neuroprotective Casement is a masterwork of mental fortification—a sleek, rune-etched helmet designed to shield your mind from intrusive psychic assaults. Swirling patterns of arcane energy trace its surface, forming a barrier that not only hones your focus but also defies the subtle manipulation of hostile magic. Whether you face bewildering enchantments or overwhelming psychic force, this helmet stands as a steadfast guardian of your inner resolve.

- **To Start (Level 1):**
 - **Initial Ward:** While wearing the Neuroprotective Casement, you gain a +1 bonus to AC, and its delicate enchantments confer slight resistance to psychic damage. This early defense helps keep your thoughts undisturbed in the midst of chaos.
- **Level 4 Upgrade:**
 - **Charm Deflection:** The helmet’s protective runes intensify, granting you advantage on saving throws against charm effects. Your mind becomes ever more adept at resisting attempts to subvert your will.
- **Level 7 Upgrade:**
 - **Fear Immunity:** Bolstered by deep-seated arcane safeguards, you gain immunity to the frightened condition. No spectral terror or illusory horror can shake your resolve.
- **Level 11 Upgrade:**
 - **Absolute Charm Rejection & Enhanced Force Resistance:** Your mental defenses reach new heights. You become completely immune to charm effects, and the Casement’s energy field extends its protection to offer additional resistance to force damage, softening the impact of overwhelming kinetic strikes.
- **Level 14 Upgrade:**
 - **Psychic Bastion:** The pinnacle of neuroprotective artistry is achieved. You gain full immunity to psychic damage, and your sharp intellect is further safeguarded by advantage on Intelligence saving throws—ensuring that your mind remains a bastion against all forms of mental coercion.

C. Ultimate-Bastion Heavy Helmet

Forged in the crucible of relentless combat and imbued with archaic defensive runes, the Ultimate-Bastion Heavy Helmet is the epitome of protective mastery. Its robust construction and enchanted surface form an unyielding barrier against both divine light and corrupting shadows. As its magic deepens over time, the helmet transforms into a legendary aegis—deflecting radiant fury and necrotic decay with supernatural finesse.

- **To Start (Level 1):**

- **Defensive Ward:** The helmet grants a +1 bonus to AC as its enchanted metal and intricate runes bolster your physical defenses.
- **Radiant Resistance:** Its first shield is set against the searing purity of divine energy, providing **resistance to radiant damage**.

- **Level 4 Upgrade:**

- **Necrotic Fortification:** The mystical inscriptions on the helmet expand to cover darker forces, granting **resistance to necrotic damage** and safeguarding you against energy that drains life.

- **Level 7 Upgrade:**

- **Radiant Immunity:** The helm's power reaches a new threshold, and you become completely impervious to radiant harm—**gaining immunity to radiant damage** and neutralizing even the most potent beams of holy retribution.

- **Level 11 Upgrade:**

- **Enhanced Barrier:** The protective enchantments surge further, granting an **extra +1 bonus to AC (total +2)**. Additionally, you choose one damage type of your choice to receive further protection—whether by gaining resistance or immunity, the helm adapts to your needs.

- **Level 14 Upgrade:**

- **Arcane Shielding:** At its zenith, the Ultimate-Bastion Heavy Helmet solidifies its defenses with unassailable magic. You gain **immunity to necrotic damage** and, by channeling the helm's deep-seated protections, you also gain **advantage on saving throws against spells**, ensuring that both physical and magical assaults are met with unwavering resolve.

D. Golden Chain Hood

*This majestic hood is interwoven with shimmering golden chains that pulse with divine energy. Forged from sacred metal and imbued with celestial radiance, it protects its wearer while subtly enhancing divine

insight. Even if you do not attune to the Godhead Shard, the hood offers its own impressive benefits.

- **To Start (Level 1):**

- **Divine Aegis:** Grants a +1 bonus to AC and to saving throws against charm effects.
- **Luminous Vision:** If you lack darkvision, you gain darkvision out to 60 ft.
- **Chain-Link Detection:** Once per short rest, as an action, activate the hood's built-in sensor to detect magical auras (as per *detect magic*) for 1 minute.
- **Godhead Synergy:** While its sensor is active, you gain an additional +1 bonus to Wisdom saving throws and advantage on Wisdom (Insight) checks.

- **Level 4 Upgrade:**

- **Auroral Scanning:** You can now use a bonus action to activate an enhanced scanning mode that detects invisible or ethereal creatures within 30 ft. for 1 minute (usable once per short rest).
- **Synergistic Glimmer:** If attuned with the Godhead Shard, this mode also reveals the auras of celestial and fiendish entities, offering deeper insights into hidden threats.

- **Level 7 Upgrade:**

- **Chain of Clarity:** Gain a permanent +1 bonus to Wisdom saving throws. Additionally, once per short rest, when you are subject to a charm or fear effect, you can use your reaction to gain advantage on the saving throw—or, if attuned with the Godhead Shard, become immune to that effect until the end of your next turn.

- **Level 11 Upgrade:**

- **Radiant Feedback:** When you activate any of the hood's detection or scanning abilities, you can empower your next attack or spell to deal extra radiant damage equal to 1d8 + your proficiency modifier. If attuned with the Godhead Shard, this bonus increases to 2d8 radiant damage.

- **Level 14 Upgrade:**

- **Divine Ascendancy:** Once per long rest, as an action, invoke the full divine potential of the Golden Chain Hood for 1 minute. During this time, you gain Truesight out to 60 ft., advantage on all Wisdom saving throws, and all your spells that deal radiant or divine damage add an extra 2d8 damage. Additionally, if attuned with the Godhead Shard, you become immune to charm and fear effects for the duration.

E. Oracle's Tongue Helm

*The Oracle's Tongue Helm unlocks the power of language, allowing you to speak, read, and write a multitude of tongues while effortlessly bridging the gap between mortals and the spectral. Naturally effective on its own, its true potential shines when paired with the Transformation Raiment.

- **To Start (Level 1):**

- **Linguistic Resonance:** You gain the ability to read, write, and speak two additional languages of your choice.
- **Ethereal Comprehension:** Once per short rest, as an action, you can invoke a unique version of *Comprehend Languages* that lasts for 10 minutes, enabling you to understand any spoken or written language.
- **Social Augury:** You receive a mild boost—a +1 bonus to Persuasion checks—when interacting with creatures and spirits.
- **Transformation Synergy:** When paired with the Transformation Raiment, you automatically learn one extra language (for a total of three extra languages).

- **Level 4 Upgrade:**

- **Transcendent Tongues:** You learn an additional language (total of three extra languages, or four if paired with Transformation Raiment).
- **Spirit Speech:** Once per short rest, you can, as a bonus action, cast *Speak with Animals* (with the thematic flavor extended to minor spirits), deepening your cross-planar communication.

- **Level 7 Upgrade:**

- **Mystic Translator:** The helm's enchantments allow you to automatically decipher simple texts written in any language. You also gain advantage on checks to interpret ancient writings or cryptic dialects.
- **Ethereal Parley:** Once per short rest, you can initiate a telepathic conversation for up to 1 minute with any creature or spirit that communicates verbally—even if they exist on a different plane of existence.

- **Level 11 Upgrade:**

- **Divine Eloquence:** You gain a permanent +1 bonus to Persuasion checks, and you have advantage on Intelligence (History) or (Arcana) checks when deciphering linguistic or esoteric scripts.
- **Tongue of the Ancients:** Once per long rest, you can cast *Tongues* for 1 hour without expending a spell slot, enabling you to fluently understand and speak any language for the duration.

- **Level 14 Upgrade:**

- **Universal Oratory:** As an action, you can emanate an aura of linguistic clarity for 1 minute. During this time, every creature within 30 ft. understands your words as if they shared a common tongue, and you gain advantage on all Charisma (Persuasion) checks.
- **Enhanced Transformation Synergy:** When paired with the Transformation Raiment, your aura's range increases to 60 ft., and the bonus to Persuasion checks rises to +2.

2. PAULDRONS OPTIONS

A. Exultant Type

Designed for the charismatic and commanding presence on the battlefield, Exultant Type pauldrons enhance your social prowess—directly influencing friend and foe alike with your inspiring aura.

- **To Start (Level 1):**

- Grants a bonus to presence by adding +1 to **Persuasion (or Intimidation) checks**.

- **Level 4 Upgrade:**

- Allies within 10 ft. gain **advantage on saving throws against charm effects**, bolstering their resolve against enchantments.

- **Level 7 Upgrade:**

- If you are already proficient in either Persuasion or Intimidation, your natural influence is magnified—**double your proficiency bonus on relevant checks**.

- **Level 11 Upgrade:**

- Your inspiring presence extends to your allies; those within 10 ft. now also receive a +1 **bonus to their Charisma saving throws**.

- **Level 14 Upgrade:**

- Your personal magnetism reaches its apex, increasing your **Charisma score by 2** (up to a maximum of 22).

B. Vanguard Heavy Type

For Aegisknights who demand unwavering durability, Vanguard Heavy Type pauldrons provide formidable protection while absorbing and deflecting incoming damage.

- **To Start (Level 1):**
 - Provides a **+2 bonus to AC** and grants **extra resistance to nonmagical damage**, forming a robust defensive barrier.
- **Level 4 Upgrade:**
 - The pauldrons strengthen further, and you gain **resistance to two damage types of your choice** (selected as you create your character).
- **Level 7 Upgrade:**
 - Once per short rest, you can use your reaction to **halve incoming damage**, reflecting your ability to shrug off powerful blows.
- **Level 11 Upgrade:**
 - You refine your defenses to the point of near-imperviousness, gaining **immunity to one of your chosen damage types**.
- **Level 14 Upgrade:**
 - The Vanguard Heavy Type evolves further, granting you **resistance to all damage types except psychic**, ensuring comprehensive protection in even the most chaotic skirmishes.

C. Tech Type

Engineered for versatility and precision, the Tech Type pauldrons integrate advanced mechanized components—garnering additional tools and robotic appendages to support your technical and tactical needs.

- **To Start (Level 1):**
 - Grants proficiency in one extra tool of your choice and provides **two extra “robotic arms”** that assist in simple tasks—granting a **+5 bonus to actions** such as crafting or disarming mundane traps.
- **Level 4 Upgrade:**
 - Your robotic arms become more adept at physical tasks; they now **assist in grappling, granting advantage on Strength (Athletics) checks**.
- **Level 7 Upgrade:**
 - Expand your technical versatility with proficiency in an **additional tool of your choice**.

• Level 11 Upgrade:

- Your arms gain enhanced dexterity, allowing them to **manipulate two objects in one turn**, significantly boosting your multitasking capabilities.

• Level 14 Upgrade:

- Your advanced robotic arms are upgraded to function even more efficiently—they can now use the **Help action as a bonus action**, streamlining support tasks in the heat of battle.

D. Marksman Type Pauldron

Engineered for ranged specialists and snipers, this pauldron is optimized for precise targeting and rapid missile deployment. It integrates a built-in stabilizer that grants the benefits of Sharp Shooter along with a mounted missile launcher that offers versatile ammunition options for devastating ranged attacks.

• To Start (Level 1):

- **Stabilizer Accuracy Module:** Grants you the ability to use the Sharp Shooter feature a number of times per day equal to your proficiency bonus. When activated, this module temporarily enhances your precision, allowing you to ignore disadvantage on long-range attack rolls and add extra damage bonus as per Sharp Shooter’s mechanics.
- **Mounted Missile Launcher:**
- **Single Dart Mode:** As an action, fire one self-generated dart as a ranged attack. On a hit, the dart explodes, dealing its normal weapon damage plus an additional **1d6 explosion damage** to the target and, at DM’s discretion, to adjacent foes.
- **Barrage Mode:** Once per battle, you may expend 1 Cell Charge to fire a barrage of 3 darts simultaneously. Each dart is resolved as a separate ranged attack (you may choose to target the same or different creatures).
- **Ammunition Production:** The pauldron naturally produces its own ammunition. However, you can load it with specially prepared ammunition if desired, allowing for alternate effects based on your campaign or DM’s rulings.

• Level 4 Upgrade:

- **Enhanced Stabilizer:** The precision module is refined—its effectiveness increases so that you gain an additional use of the Sharp Shooter feature once per day (up to a total equal to your proficiency bonus + 1). Additionally, its benefits reduce the impact of adverse conditions on your ranged attacks.

- **Level 7 Upgrade:**

- **Precision Amplifier:** The missile launcher's targeting system improves. In Single Dart Mode, the explosion damage increases by an extra **1d6** (now totaling 2d6 explosion damage). In Barrage Mode, the launcher fires 4 darts instead of 3 (while still costing 1 Cell Charge).

- **Level 11 Upgrade:**

- **Rapid Reload Mechanism:** The pauldron's ammunition production and loading systems become more efficient. Once per short rest, you can automatically reload and prepare a special round of ammunition, granting you a temporary **+2 bonus to ranged attack rolls** for 1 minute.

- **Level 14 Upgrade:**

- **Auto-Targeting System:** An advanced targeting AI is integrated into the pauldron. When using the Sharp Shooter feature, you gain advantage on one ranged attack roll per turn. Additionally, when employing Barrage Mode, any missed dart attack can be re-rolled once, ensuring that even in the chaos of battle your shots find their mark.

E. Kinetic Resonance Pauldron

Crafted from lightweight, energy-conductive plating interwoven with shimmering, radiant filigree, this pauldron pulses with the raw kinetic energy of movement. Every step you take imbues you with a surge of power, turning the very act of dashing into a storehouse of explosive force.

- **To Start (Level 1):**

- **Enhanced Resonant Momentum:** You gain a **+2 bonus to Athletics and Acrobatics checks** as the pauldron amplifies your physical prowess. Additionally, whenever you take the Dash action, you store 1 "Kinetic Charge" that can be used to enhance your next melee attack or reaction attack. Kinetic Charges reset at the start of your next turn if you do not move at least 10ft. The maximum number of Kinetic Charges you can store is equal to your Aegisknight level.
- At any time you are storing more than 1 charge in combat, you may choose to **Sudden Discharge** the energy- functioning like Hellish Rebuke, but exploding outward in a 15 foot radius centered on the user, DEX saves, spell level of the variant Hellish Rebuke is determined by number of charges above 2 that were expended.

- If you end combat with more than 1 Kinetic Charge stored, you may immediately convert it into a restored Cell Charge at a rate of 2/3/4/5... per cell charge restored.

- **Level 4 Upgrade:**

- **Momentum Augmentation:** When you move at least half your speed in a turn, you now gain **advantage on Dexterity saving throws** as your body rides the raw momentum. In addition, any Kinetic Charge you gain lingers until the start of your next turn, allowing you to preserve its energy for a more opportune moment.

- **Level 7 Upgrade:**

- **Explosive Impact:** When you expend a Kinetic Charge to enhance a melee attack, your strike now deals an extra **1d8 force damage** and optionally pushes the target 5 feet away from you. You can use this explosive bonus once per short rest.

- **Level 11 Upgrade:**

- **Chain Reaction Counter:** When you're hit by a melee attack while holding at least one stored Kinetic Charge, you may use your reaction to unleash a burst of stored energy. The attacker suffers **2d8 force damage**, and you gain a **+2 bonus to AC** until the start of your next turn. This counterattack can only be triggered once per short rest.

- **Level 14 Upgrade:**

- **Moment of Absolute Momentum:** Once per long rest, as an action, you can tap into the full reservoir of kinetic energy within your pauldron for 1 minute. During this time, your movement speed is **doubled**, and whenever you use the Dash action, your next melee attack that turn deals bonus force damage equal to your proficiency bonus plus an extra **1d8**. Additionally, every enemy within 5 feet of you must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

F. Gravitational Stabilizers

These advanced pauldrons manipulate localized gravitational fields to enhance stability and positioning control. Strange metallic plates orbit the shoulders, emanating a subtle blue-purple glow that intensifies when active. With these pauldrons, you can defy conventional movement limitations—anchoring to surfaces, altering local gravity, and even creating zones of controlled gravitational distortion that can dramatically reshape battlefield dynamics.

To Start (Level 1):

- **Surface Anchoring:** As a bonus action, you can activate a gravitational tether that anchors you to any surface you're touching. While anchored, you cannot be forcibly moved, knocked prone, or pushed by any effect that doesn't specifically counter gravitational magic. This allows you to stand on walls or ceilings for up to 1 minute, though your movement is halved while traversing these surfaces.
- **Stabilized Stance:** You gain advantage on Strength saving throws to avoid being pushed or knocked prone, as the pauldrons automatically counter destabilizing forces.

Level 4 Upgrade:

- **Gravitational Zone:** Once per short rest, as an action, you create a 15-foot-radius sphere of altered gravity centered on a point within 60 feet. Choose one effect: halve movement speed for creatures entering the area, double jumping distance within the area, or make the area difficult terrain for enemies only. The zone lasts for 1 minute or until you create another one.

Level 7 Upgrade:

- **Weight Manipulation:** You can adjust the apparent weight of objects you touch. As an action, you can either reduce an object's effective weight by 75% (allowing you to easily carry items up to 3× your normal carrying capacity) or increase it to 3× normal (making it difficult for others to move). This effect lasts for 10 minutes and can be used on one object at a time.

Level 11 Upgrade:

- **Gravity Well:** Once per long rest, as a reaction when an ally within 30 feet takes damage, you can create a gravity well that instantly pulls them up to 30 feet directly toward you, potentially removing them from danger. This movement doesn't provoke opportunity attacks, and the ally lands safely regardless of distance moved.
- **Enhanced Anchoring:** Your Surface Anchoring ability now allows full movement speed on walls and ceilings, and you can anchor yourself to surfaces up to 5 feet away, letting you effectively float near them.

Level 14 Upgrade:

- **Gravitational Mastery:** Once per long rest, you can manipulate gravity with extraordinary precision for 1 minute. During this time, you gain a flying speed of 30 feet, can use your action to increase or decrease gravity in a 20-foot radius (imposing disadvantage on Dexterity saves or making creatures weightless), and can use your bonus action to fling a Small or Medium creature or object up to 30 feet in any direction (requiring a DC 16 Strength save to resist).

G. Incense Censer Pauldron

For the cautious tactician and support fighter, this pauldron resembles an incense censer that dispenses beneficial vapors to aid allies and subtly hinder foes.

To Start (Level 1):

- **Basic Dispersion:** When activated (by expending 1–2 Cell Charges), choose one incense from the table below. The effect lasts for a number of rounds equal to your proficiency bonus.

Level 4 Upgrade:

- **Enhanced Diffusion:** All incense effects have their area increased by 10 ft. and their duration extended by 1 round.

Level 7 Upgrade:

- **Dual Incense Operation:** Once per short rest, you may release two distinct incense effects simultaneously. Both effects must be chosen from the table and must not aid enemies in the vicinity.

Level 11 Upgrade:

- **Extended Coverage:** The effective radius of all incense effects increases by an additional 10 ft., and any aura effects grant allies within the area a +1 bonus on saving throws.

Level 14 Upgrade:

- **Sacramental Concoction:** You may expend an extra 3 Cell Charges (in addition to the base cost) to combine two incense effects for a new effect. For example, merging Healing Ember with Sacred Zephyr creates a "Healing Zephyr" that restores hit points and grants an extra 10 ft. of movement speed for one round.

3. GLOVES AND ARMS OPTIONS

A. Shadestreak Handmantles

These dexterity-focused gauntlets are designed for finesse and subtlety. They not only grant you proficiency with thieves' tools but also provide technological assistance for precise actions, such as bypassing locks with a magitek laser-bore.

- **To Start (Level 1):**
 - Grant proficiency with thieves' tools.
 - Once per day, you can use a magitek laser-bore to bypass a lock (DC 15 or lower).
- **Level 4 Upgrade:**
 - Gain advantage on Dexterity (Sleight of Hand) checks.
- **Level 7 Upgrade:**
 - Once per short rest, you can disarm traps without triggering them.
- **Level 11 Upgrade:**
 - Gain the ability to cast *Invisibility* on yourself once per short rest.
- **Level 14 Upgrade:**
 - You can bypass magical locks (such as those from *Arcane Lock*) once per long rest.

B. Blastbreaker Fists

Engineered for raw melee power, these augmented smashing hands enhance your physical might. They enable you to wield larger weapons with ease, reclassify lighter weapons for finesse, and improve your unarmed and melee damage output.

- **To Start (Level 1):**
 - Advantage on strength checks to lift, drag, carry, or pull heavy objects. **+1 to damage on all melee-based attacks.**
 - Treat two-handed weapons as if wielded in one hand; any non-two-handed weapon is considered light for you, and any such light weapon that isn't finesse is treated as finesse.
- **Level 4 Upgrade:**
 - Gain a **+2 bonus to melee attack rolls.**
- **Level 7 Upgrade:**
 - When you hit with a melee attack, you may deal an extra **1d8 force damage** once per turn.
- **Level 11 Upgrade:**
 - You can grapple two creatures simultaneously. Additionally, at the start of your turn, each grappled creature takes **1d6 bludgeoning damage.**

- **Level 14 Upgrade:**

- Your melee attacks ignore nonmagical damage resistance and add an extra **2d8 force damage** on a critical hit.

Gloves of Reflective Aegis

Engineered for vigilant defense, these gauntlets channel Cell Charges into swift deflections and protective countermeasures. When you expend charges on powers that aid allies, you gain fleeting bonuses to your own protection, reinforcing your role as both guardian and protector.

- **To Start (Level 1):**
 - **Missile Deflection:** When you would be hit by a ranged weapon attack, you may expend 1 Cell Charge to deflect the projectile using the 2024 monk Deflect Missiles rules. If successful, you take no damage from the attack.
- **Level 4 Upgrade:**
 - **Ally Empowerment:** Whenever you expend Cell Charges on a power that benefits an ally, you gain a temporary +1 bonus to your AC until the start of your next turn.
- **Level 7 Upgrade:**
 - **Unarmed Parry:** You can use your reaction to parry a melee attack aimed at you, expending 1 Cell Charge to reduce the damage by an appropriate amount (as determined by your DM, e.g. 1d6).
 - **Deflect for Allies:** When an ally within 10 ft. is targeted by a ranged weapon attack, you may use your reaction and spend 1 Cell Charge to attempt to deflect the missile, using the same deflection rules.
- **Level 11 Upgrade:**
 - **Ally Melee Parry:** When an ally within 10 ft. is targeted by a melee attack, you can use your reaction to expend 1 Cell Charge to parry the blow, reducing the incoming damage to that ally (the reduction amount is determined by your DM).
- **Level 14 Upgrade:**
 - **Wall of Perfect Defense:** As an action, you can expend 3 Cell Charges to project a static wall of magical defense. The wall is 5 ft. wide, 15 ft. long, and 10 ft. high. It shimmers and distorts the area behind it yet remains completely see-through. Only effects from potent antimagic or exceptional abilities (as determined by your DM) can penetrate this wall.

C. Somatic Satellites

Small magical spheres orbit your hands, serving both as ranged attackers and auxiliary spell-storage devices. These satellites can be launched to deliver force damage or to hold spells for later use; when paired with Tech pauldrons, they even boost your spellcasting capabilities.

- **To Start (Level 1):**
 - You have a set of floating magical spheres that can be launched as ranged missiles dealing **1d8 force damage** or used to store a spell (usable by you or your allies later). Spells stored in this manner disappear at dawn on the day after they were stored.
 - When paired with Tech pauldrons, they enable additional spellcasting opportunities.
- **Level 4 Upgrade:**
 - Increase the number of satellites by 1 (total of 3).
- **Level 7 Upgrade:**
 - Stored spells can be cast as a reaction. Counterspell may be spontaneously stored on a satellite once per day. Expending **1 Charge Cell** allows this power to be used more than once.
- **Level 11 Upgrade:**
 - Satellites can deliver touch-range spells to a target up to 30 ft away.
- **Level 14 Upgrade:**
 - Gain an additional satellite (total of 4), and stored spells last until cast, allowing for somatic satellite spells to be cast without consuming daily spell slots.

D. Serene Palm Gauntlets

Fashioned from supple, rune-etched leather and tempered mithral, these gauntlets are imbued with the essence of time-honored martial arts. More than mere gloves, they channel the disciplined spirit of ancient masters. Whether wielding a weapon or fighting unarmed, you can seamlessly blend defense and controlled offense—deflecting blows and delivering pinpoint open palm strikes that echo the calm fury of inner ki.

- **To Start (Level 1):**
 - **Parry Reflex:** When you are targeted by a melee attack, you can use your reaction to parry the blow. Doing so reduces the damage taken by 1d4 + your proficiency bonus.
 - **Deflective Guard:** The steady energy of the gauntlets grants you a +1 bonus to AC against melee attacks, as your arms instinctively adopt a defensive stance.
- **Level 4 Upgrade:**
 - **Enhanced Deflection:** Your techniques improve: once per short rest, when targeted by a ranged attack, you can use your reaction to force the attacker to roll with disadvantage. In addition, your Parry Reflex now reduces incoming melee damage by 1d6 + your proficiency bonus instead of 1d4.
- **Level 7 Upgrade:**
 - **Open Palm Strike:** You unlock the disciplined art of the open palm. Once per short rest, as an action, you can execute a focused open palm strike. This special attack deals an additional 1d6 force damage, and on a hit the target must make a Strength saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or be pushed 5 feet away.
- **Level 11 Upgrade:**
 - **Flowing Ki Enhancement:** Your mastery deepens, allowing you to merge defense with immediate counterattacks. Whenever you successfully use your Parry Reflex, you can follow it with a free minor unarmed strike dealing an extra 1d4 force damage. Additionally, your Open Palm Strike's damage increases by an extra 1d4 (totaling 1d6 + 1d4) and its effective range extends to 10 feet, symbolizing your expanded reach through focused chi.
- **Level 14 Upgrade:**
 - **Zen Reversal:** At the pinnacle of your martial artistry, you can harness the ultimate counter: once per long rest, when struck by an attack, you may invoke Zen Reversal as a reaction. The triggering attack is completely negated, and you immediately make an unarmed strike against the attacker that deals 2d8 force damage on a hit. In the round you invoke Zen Reversal, your unarmed strikes gain advantage, and you gain an additional +2 bonus to AC as a luminous aura of focused energy protects you.

4. CHEST ARMOR OPTIONS

This piece determines your Hit Dice. **Balanced Type Composite Frame**

- **To Start (Level 1):**
 - **Base AC:** Your armor grants an effective AC of **14 + Dexterity modifier** (up to a maximum bonus of +2), representing its lightweight, streamlined design.
 - **Shield Bonus (Daily):** Once per day, you can activate an energy shield to gain a temporary **+2 shield bonus to AC** for 1 minute.
- **Level 4 Upgrade:**
 - **Elemental Resistance Activation:** You gain the ability to imbue your frame with a protective enchantment—once per short rest, choose one damage type (fire, cold, lightning, etc.) and gain resistance to that damage type for 1 minute.
- **Level 7 Upgrade:**
 - **Initiative Amplification:** Your balanced design and enhanced reflexes grant you a permanent **+2 bonus to initiative rolls**, ensuring you act quicker in combat.
- **Level 11 Upgrade:**
 - **Enhanced Shield Projection:** When you activate your shield bonus, you can choose to intensify its effect—granting a temporary **+4 shield bonus to AC** instead of +2, representing a moment of peak defensive prowess.
- **Level 14 Upgrade:**
 - **Defensive Immunity:** Your frame's protective magic evolves further, and you gain **immunity to one chosen damage type** (selected at the time of upgrade), completely negating that type of harm.

Bulwark Type Frame

Embodying steadfast resilience, this chestpiece is designed for Aegisknights who demand the utmost in protective fortitude. Sacrificing nimbleness for solid defense, this frame not only bolsters your AC but actively negates select damage types, offering a unique counter to both magical and physical onslaughts.

- **To Start (Level 1):**
 - **Base AC:** 17
 - **Bulwark Aegis:** Once per day, you can activate the Bulwark Aegis for 1 minute. While active, choose one magical or physical damage type; any damage of that type is completely negated against you.
 - **Hit Die:** Uses a d12 hit die.

- **Level 4 Upgrade:**
 - **Increased Activation:** The uses of Bulwark Aegis increase to twice per day.
- **Level 7 Upgrade:**
 - **Dual Resistance:** The frame now provides passive resistance to two chosen damage types.
- **Level 11 Upgrade:**
 - **Critical Block:** While the Bulwark Aegis is active, any critical hit against you is negated and treated as a normal hit.
 - **Charge Activation:** You can also activate the Bulwark by spending 1 Cell Charge.
- **Level 14 Upgrade:**
 - **Comprehensive Resilience:** Gain resistance to all damage types except psychic.

Light Type Frame

This variant maximizes mobility at the expense of heavy armor, designed for agile Aegisknights who prioritize speed and dexterity over brute defense. Its lightweight design grants a modest shield bonus while boosting your movement, as represented by its use of a d8 hit die.

- **To Start (Level 1):**
 - **Base Defense:** Grants the lowest base AC among chestpiece options, reflecting its minimal plating.
 - **Mobility Augmentation:** Provides a static bonus to movement speed of +15 ft., enabling rapid repositioning.
 - **Shield Bonus Activation:** When activated, the frame projects an energy field that grants a +1 bonus to AC.
 - **Hit Die:** Uses a d8 hit die.
- **Level 4 Upgrade:**
 - **Enhanced Stride:** Your frame is further streamlined, permanently increasing your movement speed by an additional +10 ft.
- **Level 7 Upgrade:**
 - **Agile Reflexes:** The frame's lightweight construction sharpens your acumen in evading danger, granting advantage on Dexterity saving throws.
- **Level 11 Upgrade:**
 - **Unrestricted Movement:** The design improves further to prevent encumbering conditions, rendering you immune to being restrained or grappled.

- **Level 14 Upgrade:**

- **Dash Booster:** Once per short rest, you can activate a burst of speed as a bonus action to Dash without provoking opportunity attacks.

D. Xtra-Hev Composite Frame

- **To Start (Level 1):**

- **Hitdice:** 1d10 per level
- **AC:** 16
- **Constitution Bonus:** Gain a +1 bonus to Constitution saving throws and ability checks.
- **Regen Shield:** When activated (1 Charge), the frame projects a regenerating energy shield that grants temporary hit points equal to 10 + your Constitution modifier. At the start of each turn, if any of these temporary hit points remain, the shield automatically regenerates 2 temporary hit points (up to the maximum).

- **Level 4 Upgrade:**

- **Advanced Plating:** The frame's defensive panels improve, increasing to **AC 17**.
- **Enhanced Shield Regeneration:** The regeneration factor of your shield improves, so it now restores 4 temporary hit points at the start of each turn while active.

- **Level 7 Upgrade:**

- **Fortified Constitution:** The frame's integration with your body improves, and the bonus it provides to Constitution checks and saving throws increases to +2.
- **Reinforced Shield Capacity:** The maximum temporary hit points granted by the shield increase by

- **Level 11 Upgrade:**

- **Adaptive Regeneration:** If your shield was not completely depleted on your previous turn, it now regenerates an additional temporary hit points equal to your Constitution modifier at the start of your turn.
- **Optimal Defense:** When your shield is fully active, your AC is 18.

- **Level 14 Upgrade:**

- **Fortress Mode:** Once per short rest, you can activate Fortress Mode as a bonus action. For 1 minute, your shield's maximum capacity increases by 50%, and you reduce all incoming damage by 2 (unless the damage comes from a source that bypasses non-magical defenses).
- **Stalwart Mobility:** While in Fortress Mode, you gain advantage on Dexterity saving throws against effects that specifically target your movement, though your base movement speed remains 30 ft.

Chest Piece: Aegis of Fleeting Vitality

This lightweight arcane cuirass is designed for the agile Aegisknight who values speed and dexterity over heavy plating.

To Start (Level 1):

- **Base AC:** 12 + *Dexterity modifier*.
- **Hit Die:** d12
- **Augmented Fortification:** Once per short rest or when you expend 1 **Cell Charge**, you may add your Constitution modifier to your AC for 1 minute.
- **Dash Amplifier:** As a bonus action, you can expend 1 Cell Charge to take the Dash action.

Level 4 Upgrade:

- **Enhanced Mobility:** Your chest piece is streamlined for faster movement—your base movement speed increases by an additional +10 ft.
- **Mobility Shield (Initial):** If you move 35 ft. or more in one turn, a protective aura activates, granting you a +2 bonus to AC until the start of your next turn.

Level 7 Upgrade:

- **Partial Arcane Resistance:** The chest piece now grants you resistance to non-magical damage.
- **Selective Magical Resistance:** Additionally, you choose one magical damage type (your choice during attunement) to which you also gain resistance.

Level 11 Upgrade:

- **Enhanced Mobility Shield:** Your Mobility Shield improves further:
 - It now grants a +5 bonus to AC.
 - There is a chance (**1 on a roll of 1d4**) that any incoming missile attack is completely negated.
 - Additionally, while the shield is active, any magic missile spell targeting you is negated.

Level 14 Upgrade:

- **Augmented Magical Defense:** Your chest piece further refines its defensive arcana:
 - You gain resistance to magical melee damage.
 - In addition, you gain immunity to one chosen magical damage type. You can change this chosen damage type once per month at dawn.

ADAPTIVE ENVIRONMENT FRAME

This responsive chest piece constantly reconfigures itself to match environmental conditions, providing optimal protection through a sophisticated array of micro-adjusting plates and energy fields. Its surface shimmers with subtle energy patterns that shift between elements - rippling like water, crackling with electricity, or radiating gentle heat - depending on the challenges you face. The frame not only defends against environmental threats but transforms incoming energy into power for its systems, allowing you to thrive in even the most extreme conditions.

To Start (Level 1):

- **Base AC:** Your armor grants an effective AC of **14 + Dexterity modifier** (maximum +2).
- **Environmental Adaptation:** As a bonus action, you can attune your frame to the current environment, gaining resistance to one damage type associated with your surroundings (fire in volcanic areas, cold in icy regions, etc.). This adaptation lasts for 1 hour or until you change it.
- **Energy Conversion:** Whenever you take damage of a type your frame is currently adapted to, you store 1 "Environmental Charge" (maximum equal to your proficiency bonus). These charges reset after a long rest.

Level 4 Upgrade:

- **Specialized Defenses:** Your frame now maintains two simultaneous environmental adaptations instead of one.
- **Survival Systems:** You gain advantage on saving throws against extreme environmental conditions (extreme heat, cold, toxic atmosphere, etc.) and can breathe normally underwater or in smoke-filled areas for up to 1 hour per day.

Level 7 Upgrade:

- **Energy Recycling:** When you take damage from a source your frame is adapted to, you convert 10% of the damage (minimum 1) into temporary hit points that last for 1 minute.
- **Micro-Drone Deployment:** Once per short rest, you can release a small surveillance drone that flies within 120 feet of you for 10 minutes. You can see through its visual sensors as if looking through its eyes.

Level 11 Upgrade:

- **Combat Adaptation:** As a reaction when hit by an attack, you can expend 2 Environmental Charges to immediately adapt your frame to that damage type, gaining resistance to it until the start of your next turn.

- **Responsive Defense Grid:** Your base AC increases by 1 (to AC 15 + Dexterity modifier).
- **Enhanced Drones:** Your micro-drones can now perform minor tasks (flip switches, deliver small items) and can emit a small electric shock (1d4 lightning damage) to distract enemies.

Level 14 Upgrade:

- **Complete Environmental Mastery:** Once per long rest, you can activate full environmental mastery for 1 minute. During this time, you have immunity to the damage types your frame is adapted to, and your movement is unimpeded by difficult terrain caused by environmental factors.
- **Emergency Recovery Protocol:** When reduced to 0 hit points, you can expend all stored Environmental Charges to immediately regain hit points equal to 1d8 per charge spent, and your frame automatically adapts to the damage type that downed you.
- **Medical Systems:** Once per short rest, you can expend 3 Environmental Charges to stabilize a dying creature within 30 feet or restore 2d8 hit points to an injured ally.

5. LEGS AND BOOTS OPTIONS

This piece determines your movement speed and directly influences your battlefield mobility.

A. Ultra-Duty Boots

Built for the stalwart warrior who refuses to be knocked off balance, these rugged boots are engineered with heavy-duty enchantments that anchor you to the ground—even if it means sacrificing some speed.

- **To Start (Level 1):**
 - **Stalwart Stance:** You gain advantage on saving throws against effects that would knock you back or knock you prone.
 - **Heavily Anchored:** Your base movement speed is reduced by 5 ft., setting it at **25 ft.** to reflect the boots' extra weight and bulk.
- **Level 4 Upgrade:**
 - **Immovable Resolve:** You become completely immune to knockback effects.
- **Level 7 Upgrade:**
 - **Steadfast Posture:** You gain advantage on saving throws against being knocked prone.
- **Level 11 Upgrade:**
 - **Quick Recovery:** You can stand up from being prone without using any of your movement.
- **Level 14 Upgrade:**
 - **Forcefield Footing:** You gain a +5 bonus to saving throws against any effects that attempt to forcibly move you.

B. Balanced Boots

Perfect for the agile combatant, these sleek, streamlined boots enhance your speed and nimbleness. They amplify your natural grace while helping you navigate tricky terrain and avoid entangling hazards on the battlefield.

- **To Start (Level 1):**
 - **Fleet Footed:** Increase your movement speed by +5 ft., setting your base movement speed at **35 ft.**
 - **Agile Evasion:** Once per short rest, you can gain advantage on saving throws against trip attacks.
- **Level 4 Upgrade:**
 - **Terrain Mastery:** You ignore the effects of difficult terrain, letting you move as if the ground itself were smooth.
- **Level 7 Upgrade:**
 - **Burst of Speed:** Gain an additional +10 ft. bonus to movement speed.

- **Level 11 Upgrade:**

- **Speed Preservation:** You gain advantage on saving throws against effects that would reduce your speed.

- **Level 14 Upgrade:**

- **Vertical and Fluid Mobility:** You gain the ability to traverse vertical surfaces and liquids during your turn without falling—opening up new tactical avenues for maneuvering in unconventional environments.

C. Blastcore Soles

For the bold and unpredictable fighter, these cutting-edge soles infuse your every step with volatile energy. They grant you explosive speed and gravity-defying leaps that catch foes off guard, making your movement as disruptive as your combat style.

- **To Start (Level 1):**

- **Explosive Propulsion:** Your base movement speed increases to **40 ft.**, channeling unstable energy beneath your feet.

- **Level 4 Upgrade:**

- **Extended Reach:** Your jump distance increases by 25%, allowing you to cover more ground in your leaps.
- **Acrobatic Edge:** You have advantage on jump checks if you have a 10-ft running start. Additionally, once per short rest, you may attempt to leap over enemies without provoking opportunity attacks (make an Acrobatics check using a DC determined by enemy size, e.g., DC 11 for medium enemies).

- **Level 7 Upgrade:**

- **Seamless Leap:** Once per short rest, you can automatically leap over enemies without provoking opportunity attacks—trusting your explosive momentum to carry you effortlessly.

- **Level 11 Upgrade:**

- **Aerial Dominance:** Your enhanced training allows you to leap up to **60 ft. horizontally** or **30 ft. vertically**, propelling you into superior tactical positions.

- **Level 14 Upgrade:**

- **Shockwave Landing:** You gain immunity to fall damage. Furthermore, when you land after a leap, you create a shockwave that deals **2d10 force damage** to all creatures within 10 ft., demonstrating the raw kinetic force behind every jump.

ETHEREAL STRIDE BOOTS

General – Kinetic, Arcane-Infused Mobility

- **Description:**

These sleek, mystically enhanced boots bear subtle, luminescent runes that channel arcane energy into your step. They are designed for rapid, unhindered movement—and pair especially well with raiment that lacks synergy. The runes spark with kinetic vigor as you dash across the battlefield.

- **Level 1 – Initial Features:**

- **Enhanced Mobility:** Your walking speed increases by +5 ft. (for a total of 40 ft.).
- **Difficult Terrain Negation (Once/Short Rest):** Once per short rest, you can treat difficult terrain as normal ground for 1 minute when dashing.

- **Level 4 Upgrade:**

- **Runic Surge:** Once per short rest, as a bonus action, you activate a surge of arcane energy for 1 minute. During this surge, you gain advantage on Acrobatics checks to avoid hazards and traps.

- **Level 7 Upgrade:**

- **Resonant Stride:** When you take the Dash action, you store a burst of kinetic energy. On your next melee attack before the end of your turn, you may expend that energy to add extra force damage (1d6 extra damage), as the runes flash with power. You may also use this charge to activate Power Burst or Runic Surge.

- **Level 11 Upgrade:**

- **Mystic Shift:** Once per short rest, as a bonus action, you can teleport up to 15 ft. without provoking opportunity attacks. The teleportation is accompanied by a brief flash of arcane light as the runes pulse.

- **Level 14 Upgrade:**

- **Ethereal Ascension:** Once per long rest, as an action, you become partially ethereal for 1 round. During that round, you gain the benefits of being invisible to nonmagical eyes and can pass through obstacles and traps (subject to DM discretion) without hindrance.

VIRTUE'S BASTION (DIAPER COVER-LEGWEAR/BOOTS OPTION)

Integrated with a magical self-cleaning booster, the cover continuously sanitizes, deodorizes, and refreshes your diaper area, allowing you to navigate treacherous, trap-laden grounds without penalty and always look, feel, and smell immaculate.

Level 1 – Initial Features:

- **Diaper Mastery Activation:**

- When you expend 1 Fuel Cell, for 1 minute you gain the benefits of the Diaper Mastery feat: improved mobility despite bulky diaper gear (such as advantage on Acrobatics checks to evade traps, and reduced movement penalties).

- **Trap Safety:**

- Gain a +1 bonus on saving throws against trap-induced immobilization or forced movement.

- **Built-In Self-Cleaning Booster:**

- At the start of each turn during activation, minor soiling and odors are automatically cleansed from your diaper and lower body.

Level 4 Upgrade – Enhanced Cleaning Booster:

- **Advanced Cleansing Burst:**

- When Diaper Mastery is activated, the booster's effectiveness increases—granting advantage on hygiene-based (Potty) checks and raising your trap safety saving throw bonus to +2.

Level 7 Upgrade – Passive Diaper Mastery:

- **Continuous Cleanliness:**

- The benefits of Diaper Mastery become inherent; you no longer need to expend a Fuel Cell to enjoy improved mobility and hygiene. The cover maintains optimal cleanliness and trap safety at all times.

Level 11 Upgrade – Diaper Dash & Refresh:

- **Rapid Refresh:**

- Once per short rest, as a bonus action, you can trigger a burst from the self-cleaning booster:
 - Move an extra 10 ft. immediately without provoking opportunity attacks.
 - Gain a temporary +1 bonus to all saving throws until the start of your next turn, as if you've been given a rapid "freshening-up" boost.

Level 14 Upgrade – Ultimate Diaper Time-Out:

- **Absolute Cleanliness Aura:**

- Once per long rest, as an action, you activate an aura of pristine cleanliness for 1 minute:
 - All trap or messy effects (such as forced movement or immobilization due to soiling) are negated.
 - Every enemy within 15 ft. must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) or become incapacitated by the overwhelming freshness.
 - Your appearance, scent, and overall hygiene are maintained impeccably regardless of environmental challenges.

PADDING OF THE BUTTBUSTER

Monastic Diaper Cover – Cheek-Infused Modular Component (Smelly & Loaded)

Fashioned in honor of the legendary diaper school, these magically imbued diaper covers harness the kinetic force of your well-endowed booty. Not only do they serve as a stylish (and mischievous) emblem of disciplined absurdity, but their arcane energy channels your natural cheek power into devastating rear attacks. As the diaper's 5 base charges are spent, its malodor intensifies—making it increasingly “loaded.” With each missing charge, your bum-kicks grow more potent and leave foes reeling from both the impact and the stench!

To Start (Level 1): Buttbuster

- **Use Charges:**
This item has 5 base Diaper Use charges per long rest. As charges are expended, bonus effects scale with the number of missing charges (i.e. if only 2 charges remain, it is loaded by 3 levels).
- **Passive:** When you make a melee weapon attack or unarmed strike using your posterior (a cheeky bum-kick) against an enemy within 5 ft., you may immediately make one bonus cheek kick attack.
- **Active:** This bonus attack is made without adding your proficiency bonus to the roll and deals 1d4 bludgeoning damage. Additionally, for each missing charge out of 5, add +1 bonus damage to this attack (up to a maximum of +5 when 0 charges remain).
Example: With 3 charges expended (2 remaining), the attack deals 1d4+3 damage.

Level 4 Upgrade – Scooty-Booty Strike

- Once per short rest, you may use a bonus action to deliver an additional Buttbuster attack that deals an extra hit die of your unarmed damage (using the same damage die as your base cheek kick).
- After its initial use, you may expend **1 Cell Charge** to trigger this bonus attack again. If the diaper is “loaded” (fewer than 3 charges remain), the extra damage die from the Loaded Smell effect is doubled for that attack.

Level 7 Upgrade – Breaker Booty

- When you hit with a cheek kick attack, you may expend **1 Cell Charge** to force the target to make a Strength saving throw (DC = 8 + your proficiency bonus, or as determined by your stats).
 - On a failure, the target is knocked off balance (flustered and prone) and suffers a reduction of 2 to its AC until the end of its next turn.
- Moreover, if the diaper is loaded (fewer than 3 charges remain), the overpowering stench further disorients the target—imposing disadvantage on its next attack roll or ability check.

Level 11 Upgrade – Furious Booty-Bump Flurry

- Whenever you successfully land a cheek kick attack, you may immediately make an additional cheek kick attack as a bonus action.
- All current loaded bonuses (from missing charges) apply to this extra attack. If the diaper is completely loaded (0 charges remain), instead you may make two bonus cheek kick attacks.

Level 14 Upgrade – Bottom-Heavy Surge

- When you expend Cell Charges to enhance a martial arts move that supports or aids an ally (for example, distracting an enemy with your well-timed rear display), you gain a +1 bonus to AC until the start of your next turn. This bonus stacks with similar effects, up to a maximum of +2 from this diaper cover.
- Additionally, if the diaper has 0 charges remaining (i.e. it's completely loaded), its stench reaches cataclysmic proportions. Any enemy within 5 ft. of you must succeed on a Constitution saving throw (DC = 10 + your proficiency bonus) or be nauseated—imposing disadvantage on attack rolls until the end of its next turn.

Note: The Pugilist's Bumguard Diaper recharges to 5 base charges after a long rest. Its most dramatic (and malodorous) effects come into play as its charges dwindle.

6. RAIMENT FEATURES

Acquired at 3rd level, this piece is the core of your suit and provides the largest suite of abilities that scale with level. (Raiment upgrade progression: base at Level 3; immediate enhancement at Level 3; upgrades at Levels 6, 8, and 12.)

Photonic Cape

A high-tech cloak suffused with prismatic energy, the Photonic Cape allows its wearer to harness light and shadow in defense and stealth. Even at its base, it enhances your protective and evasive abilities; as you invest in upgrades, it evolves into a conduit for defensive magic, enhanced stealth, and rapid movement.

- **To Start (Level 3):**

- **Shield Casting:** You may cast the *Shield* spell a number of times per long rest equal to your proficiency bonus (minimum twice). This reactive defense helps you absorb sudden blows by magically deflecting attacks.
- **Displacement Effect:** Once per day, you can invoke a Displacement effect (as per the corresponding spell's description), temporarily distorting your image so that enemies have disadvantage on attack rolls against you.
- **Stealth Enhancement:** When you are in dim light or darkness, the cape refracts ambient light to help you blend with the shadows, granting you a +2 bonus on Stealth checks.

- **Level 6 Upgrade:**

- **Invisibility & Flight Activation:** Once per short rest, you can activate the cape's enhanced photonic emitter. As an action, you become invisible for 1 minute. Additionally, for the next 30 minutes, you gain a flying speed of 30 ft., allowing you to reposition or escape with ease.

- **Level 8 Upgrade:**

- **Harmonic Resistance:** The prismatic energies within the cape start to absorb external forces. You gain resistance to both radiant and necrotic damage, reducing the harm from these potent energy types.

- **Level 12 Upgrade:**

- **Radiant Immunity & Teleportation:** Your armament reaches a new pinnacle of defensive magic. You gain immunity to radiant damage. Furthermore, as a bonus action, you can teleport up to 60 ft. to a location you can see (usable once per short rest).

- **Optional Higher-Level Upgrade:**

- (At your DM's discretion, a future upgrade may grant you the ability to cast *Prismatic Wall* once per long rest without expending any Cell Charges, further solidifying your role as a dynamic, near-impenetrable force on the battlefield.)

Soul Core Manifold

*A cutting-edge core of raw elemental power integrated into your raiment, the Soul Core Manifold channels a potent surge of energy that fuels your abilities. It grants bonus Cell Charges and the unique ability to cast a chosen version of *Hellish Rebuke*, with further upgrades enhancing its recharge efficiency, defensive counterattacks, and elemental fortitude.*

- **To Start (Level 3):**

- **Bonus Cell Charges:** You gain two extra Cell Charges compared to other raiments, allowing you to power additional abilities.
- **Elemental Rebuke:** You may cast *Hellish Rebuke* (using an elemental type of your choice, determined at the time of acquisition) a number of times per long rest equal to your proficiency bonus.
- **Enhanced Recharge Rate:** Your recharge rate improves, allowing you to regain an extra ½ hit die worth of Cell Charges per short rest.

- **Level 6 Upgrade:**

- **Elemental Resistance:** You gain resistance to your chosen elemental type, reducing damage from that element by half.

- **Level 8 Upgrade:**

- **Retaliatory Burst:** When a creature within 10 ft. hits you with a melee attack, you automatically deal 2d8 retaliatory damage of your chosen elemental type to the attacker.

- **Level 12 Upgrade:**

- **Elemental Immunity & Shielding:** You become immune to your chosen element. In addition, you gain a reaction-based shield that can fully negate one incoming attack per short rest.

Godhead Shard

A radiant fragment of divine essence, the Godhead Shard infuses your raiment with celestial power. Far more than a mere accessory, it integrates divine spells and sacred invocations directly into your armor—empowering you to channel miracles on demand. While potent on its own, its true brilliance is revealed when you align it with other divine components, transforming your Aegisknight into a living conduit of sacred might.

- **To Start (Level 3):**

- **Divine Spellcasting Integration:** Choose two divine cantrips and one 1st-level divine spell (similar in function to the Magic Initiate feat, but seamlessly built into your raiment)
- **Enhanced Cell Charge Pool:** You gain the second-highest pool of Cell Charges among all raiments, ensuring you have ample energy to activate your other magical abilities.

- **Level 3 Upgrade:**

- **Sacred Recharge:** The shard grants you the ability to attempt to restore 2 Cell Charges per short rest. To do so, you must succeed on a DC 14 Religion check within three attempts. Each attempt requires using a small fuel component—such as incense, candles, or a 5 gp expenditure per Cell Charge restored—symbolizing your ritualistic devotion.

- **Level 6 Upgrade:**

- **Additional Divine Slot:** You gain an extra divine spell slot (or an extra spell effect), equivalent to one of the early abilities granted to clerics. This extra slot deepens your access to sacred magic, adding versatility to your divine arsenal.

- **Level 8 Upgrade:**

- **Cleric Subclass Feature Integration:** You may now select one cleric subclass feature (available at 3rd level) to integrate into your armor's divine capabilities. This chosen feature is woven into your raiment's magic, providing specialized benefits that reflect your divine focus.

- **Level 12 Upgrade:**

- **Divine Word Invocation & Advanced Recharge:** Once per long rest, you gain the ability to cast *Divine Word*, unleashing a potent blast of holy retribution. Additionally, you can restore additional Cell Charges through focused religious invocations, bolstering your energy reserves and ensuring that your divine power is never in short supply.

D. Arcanomatrix

The Arcanomatrix is a nexus of pure arcane energy intricately woven into your raiment. Designed for the aspiring arcane caster, it grants you a built-in spellcasting focus that not only supplies extra Cell Charges for your magical arsenal, but also evolves with you—integrating key wizard abilities and defensive enchantments that bolster your arcane prowess.

- **To Start (Level 3):**

- **Arcane Spellcasting Integration:** Choose two arcane cantrips and one 1st-level arcane spell (in the manner of the Magic Initiate feat for an arcane caster). These spells are organically bound to your raiment, allowing you to wield established arcane powers with ease.

- **Level 3 Upgrade:**

- **Enhanced Magical Capacity:** The Arcanomatrix boosts your spellcasting focus by granting extra Cell Charges dedicated to fueling arcane spells. This heightened capacity ensures you can access your stored magical energy more frequently for intricate spellcasting maneuvers.

- **Level 6 Upgrade:**

- **Wizard Subclass Feature Integration:** You may choose one low-level wizard subclass feature (such as an early evocation or abjuration benefit) to merge with the matrix. This choice weaves specialized magical expertise into your armor, providing additional utility or power in line with your preferred arcane discipline.

- **Level 8 Upgrade:**

- **Counterspell Conduit:** Once per long rest, you gain the ability to cast *Counterspell* without expending any Cell Charges. This built-in reaction is seamlessly integrated into the Arcanomatrix, allowing you to disrupt enemy magic when it matters most.

- **Level 12 Upgrade:**

- **Arcane Resilience:** Your deep connection with arcane forces fortifies your defenses. You gain resistance to force damage and have advantage on saving throws against spells. This upgrade embodies the dual nature of sophisticated arcane mastery—both destructive and protective.

E. Luminant Engine

The Luminant Engine is a radiant marvel—a pulsating core of light and potential woven into your raiment. Forged by visionary luminancers and fueled by cosmic energy, it channels the ephemeral power of illumination into tangible effects. Whether you choose to send forth searing bolts of light or create protective barriers with a flash of brilliance, the Engine offers a unique blend of utility and explosive power. As its power grows, so too does its ability to bend space and unleash dazzling bursts of energy that shatter the darkness.

• To Start (Level 3):

- **Causal Points:** You gain a small pool of “Causal Points” equal to your proficiency bonus. These points represent stored radiant energy that you can expend on abilities mimicking a luminancer’s powers—such as a low-level version of a Causal Missile (a ranged damage effect) or a Causal Shield (an energy barrier to protect you).

• Level 3 Upgrade:

- **Enhanced Energy Reservoir:** Your innate connection to the radiant forces deepens, increasing your Causal Point pool by 2. This upgrade reflects the Engine’s improved efficiency in harnessing cosmic light.

• Level 6 Upgrade:

- **Luminal Motion:** You acquire the ability to cast *Luminal Motion*, a dazzling 30-ft teleport, once per short rest. By spending Cell Charges to activate this ability, you vanish in a burst of radiant light and reappear at a location you can see, blending mobility with brilliance.

• Level 8 Upgrade:

- **Hastened Radiance:** The Engine’s protective energies begin to fortify your very being. You gain resistance to both radiant and necrotic damage, as the interplay of light and shadow shields you from opposing forces.

• Level 12 Upgrade:

- **Nova Eruption:** At the pinnacle of its power, the Luminant Engine transforms into an awe-inspiring force. You gain immunity to radiant damage, and once per long rest, you can expend a large burst of Causal Points to unleash a miniature Causal Nova. This scaled-down 9th-level effect radiates from you in a blinding explosion, dealing significant radiant damage to all creatures in its area and temporarily banishing the encroaching darkness.

F. Mystery Module

Shrouded in enigma and ever unpredictable, the Mystery Module is the wild card of your raiment. Its true nature is determined by fate—a roll on a custom table (crafted by your DM) unleashes its myriad potential, whether that means bonus Cell Charges, a quirky spell-like ability, or even an extra proficiency. As its power is refined through upgrades, the module’s chaotic gifts become a reliable part of your arsenal, setting you apart as an Aegisknight of limitless possibility.

• To Start (Level 3):

- **Variable Effect:** Roll on a custom DM table to determine your module’s baseline effect. Options might include receiving bonus Cell Charges, acquiring a unique spell-like ability, or gaining an extra proficiency in a specific skill.

• Level 3 Upgrade:

- **Stable Augmentation:** The initial randomness is tempered by the module’s evolving design. You gain a stable bonus—such as temporary immunity to a specific damage type once per day or a constant +1 bonus to AC—that remains in effect until further upgrades alter its nature.

• Level 6 Upgrade:

- **Unlocked Potential:** The module reveals an additional ability determined by your DM’s table. This extra effect might manifest as a once-per-short-rest area effect, a sudden boost to your mobility, or another surprising benefit that adds depth to your combat versatility.

• Level 8 Upgrade:

- **Reality Shifter:** A rechargeable special action is integrated into the module, allowing you to “bend reality” in a small but meaningful way. For instance, you might force all nearby enemies to reroll their attack rolls once per activation, introducing a tactical twist to critical moments.

• Level 12 Upgrade:

- **Module Ascendancy:** The Mystery Module reaches its apotheosis—granting you a major ability (as determined by DM design) that unmistakably distinguishes your Aegisknight. This crowning effect might redefine your battlefield role, embodying the full, unpredictable power of chaos harnessed and mastered.

G. Transmorphic Belt: The Shapeshifter's Cinch

• To Start (Level 3):

- **Elemental Resistance:** Upon acquiring the Transmorphic Belt, choose one elemental damage type (fire, cold, lightning, acid, or poison). You gain resistance to that damage type.
- **Breath of Transformation:** You learn to unleash a potent breath weapon as an action a number of times per day equal to your proficiency bonus. When activated, you emit a 30-ft cone of elemental energy. Choose one of the following breath weapons at creation. You can change this breath weapon once per month, and whenever you can swap armor pieces. *See Breath Weapon Chart for Details*
- **Shapeshift Initiation:** As an inherent bonus action, you can activate the belt's growth mode. For a duration equal to **10 rounds + your Wisdom modifier** (minimum 1 round), your armor expands—granting you the Large Build trait. If you already possess Large Build (or have it granted by your Xtra-Hev Frame Chestpiece), you instead become Huge for the duration.

• Level 6 Upgrade:

- **Enhanced Breath:** Your breath weapon damage increases by 1d10 for Radiant, Necrotic, or Force variants (or by 1d4 for Poison, raising it from 4d4 to 5d4).
- **Extended Transformation:** The duration of your size transformation increases by an additional 5 rounds.

• Level 10 Upgrade:

- **Elemental Mastery:** You may now select a second elemental variant for your breath weapon (allowing you to choose, for example, either Radiant or Necrotic on a given use) to add versatility.
- **Augmented Resistance:** The resistance granted by your elemental choice improves—damage of that type is halved rather than simply resisted.

• Level 14 Upgrade:

- **Advanced Transformation:** Once per short rest, through a bonus action you can trigger a burst transformation. For the next 10 rounds + your Wisdom modifier, in addition to gaining the Large (or Huge) Build trait, your speed and Strength score increase by 2 (temporary bonuses).

Variant	Damage & Effects
Radiant	Deals 2d10 radiant damage . On a failed Constitution saving throw (DC = your class save DC), targets are dazzled and suffer disadvantage on attack rolls until the end of their next turn.
Necrotic	Deals 2d10 necrotic damage . On a failed Constitution saving throw, targets suffer a reduction in maximum hit points equal to the damage taken (lasting until a long rest).
Force	Deals 2d10 force damage . On a failed Constitution saving throw, targets are knocked back 10 ft.
Poison	Deals 4d4 poison damage . On a failed Constitution saving throw, targets are poisoned for 1 round and take an extra 1d4 poison damage at the start of their next turn.
Time	Deals 2d10 temporal damage . On a failed Constitution saving throw, targets experience temporal disruption – their movement is reduced to 0 and they suffer disadvantage on attack rolls and ability checks until the end of their next turn.
Fire	Deals 2d10 fire damage . On a failed Constitution saving throw, targets become ignited – suffering an extra 1d6 fire damage at the start of their next turn, and flammable objects in the area may catch fire.
Ice	Deals 2d10 cold damage . On a failed Constitution saving throw, targets become encased in a thin layer of frost, reducing their movement speed by 50% until the end of their next turn.
Sonic	Deals 2d10 thunder damage . On a failed Constitution saving throw, targets are disoriented – they become deafened and suffer disadvantage on their next attack roll or ability check as the resounding shock unsettles them.
Electricity	Deals 2d10 lightning damage . On a failed Constitution saving throw, targets are stunned for 1 round as the surge of energy incapacitates them.
Water	Deals 2d10 water damage (flavored as a high-pressure, crushing jet of aqueous force). On a failed Constitution saving throw, targets become soaked and slippery, imposing disadvantage on Strength-based checks or attack rolls until the end of their next turn.
Earth	Deals 2d10 bludgeoning damage infused with the power of shifting earth. On a failed Constitution saving throw, targets are knocked prone as the ground trembles beneath the force.

- **Capstone (Level 18 or 20):**

- **Monstrous Metamorphosis:** Once per long rest, as an action, you can transform into a huge-sized armored monster of your choice (CR 13 or lower). In this form, you adopt the creature's stat block (per DM guidance) but retain your Aegisknight features and the ability to use your breath weapon. This transformation lasts for 1 minute.

- **Additional Notes:**

- The breath weapon's damage scales with your level as noted above, reflecting your growing mastery over elemental manipulation.
- Activating any manifestation of the Transmorphic Belt's abilities requires spending the appropriate number of Cell Charges per standard Aegisknight mechanics.
- The combination of elemental resistance, versatile breath attacks, and size-altering transformation makes the Transmorphic Belt a formidable tool for adapting to any encounter.

H. Unstable Fury Core

Deep within the heart of this raiment pulses a volatile engine of primal might. Drawing on the furious legacy of barbarian rage and refined via Aegisknight ingenuity, the Unstable Fury Core transforms raw aggression into pinpoint, destructive power. Each surge unleashes soul-crushing blows against a single foe—but beware: such overwhelming energy demands a heavy price. Every activation costs an extra cell charge and teeters on the brink of catastrophic overload, reminding you that even fury can turn on its master.

- **To Start (Level 3):**

- **Fury Mode Activation:** As an action, once per short rest, you may activate Unstable Fury mode for 1 minute. While in this state, your melee attacks deal an additional **1d6 force damage** and each successful hit grants you temporary hit points equal to your proficiency bonus. You may activate Fury Mode more than once if you expend **2 Charge Cells** but there is an inherent risk of overloading the core when this is performed.
- **Extra Charge Cost:** All abilities granted by the Fury Core cost an additional 1 cell charge per use.
- **Overload Risk:** At the end of each turn while in Fury mode, roll a d20. On a roll of 1–3, the core overloads—ending Fury mode immediately and forcing you to absorb 1d8 force damage as chaotic backlash.

- **Level 3 Upgrade:**

- **Deepening the Rage:** Your Unstable Fury mode now lasts for **2 minutes**. The bonus damage on melee attacks increases to **1d8 force damage**. Furthermore, when Fury mode ends normally, you recover an additional cell charge as you reclaim a measure of the spent raw power.

- **Level 6 Upgrade:**

- **Focused Smash:** While in Fury mode, once per short rest you can channel your rage into a devastating focused strike. Activate this ability to have your next melee attack against a single target deal an extra **2d10 force damage** that bypasses any resistances. Using this focused strike costs an additional **1 cell charge**. If the attack misses, your next overload check suffers a heightened risk: a d20 roll of 1 now triggers misfire, inflicting **2d8 force damage** upon you.

- **Level 8 Upgrade:**

- **Field Stabilizer:** Your control over the wild energy improves. While in Fury mode, you gain **temporary resistance to bludgeoning, piercing, and slashing damage**. Additionally, the Overload check becomes slightly more forgiving—now only a roll of 1–2 (instead of 1–3) results in a misfire. The extra charge cost remains in effect, a constant reminder of the peril in channeling such furious power.

- **Level 12 Upgrade:**

- **Fury Unleashed:** Once per long rest, you can harness the full, unbridled might of the Unstable Fury Core. As an action, expend an extra **3 cell charges** to execute Fury Unleashed—a cataclysmic single-target attack that deals **4d10 force damage**. The target must also make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier); on a failure, it is stunned until the end of your next turn.
 - **Severe Overload Risk:** While using Fury Unleashed, immediately perform an overload check. If you roll a 1 on a d20, the chaotic energies erupt back against you, inflicting **4d10 force damage**.
 - After using Fury Unleashed, you cannot activate Unstable Fury mode again until you complete a long rest, as your core requires deep recalibration from the massive energy discharge.

Singularity Drive

A **Singularity Drive** is an experimental gravitational core that grants control over spatial distortions. It enhances movement and battlefield manipulation by allowing momentary teleportation, repulsion fields, and time-dilation effects.

- **To Start (Level 3):**

Your Singularity Drive grants instinctive repositioning and subtle spatial control.

- **Event Blink:** By expending **3 charge cells**, you can instantly **teleport 15 feet** as a **reaction when attacked**. *This movement negates the triggering attack if it relies on physical contact.* You may use this ability as a reaction to defend allies within 5ft as well as yourself.
- **Dimensional Distortion:** You generate a minor gravitational field, forcing enemies within 5 feet to have disadvantage on opportunity attacks against you and allies within 5ft of you.

- **Level 6 Upgrade:**

Expanding your control over localized gravity, you gain access to repulsion-based battlefield manipulation.

- **Spatial Pulse:** By spending 3 Cell Charges, you unleash a gravitational shockwave. All creatures within 10 feet must succeed on a Strength save (DC = 8 + proficiency + Wisdom modifier) or be pushed 10 feet away.
- **Singularity Step:** You gain an additional Event Blink charge, which can now be used once per turn.

- **Level 8 Upgrade:**

Your gravitational mastery deepens, allowing momentary singularities to reshape the battlefield.

- **Event Horizon:** By spending 6 Cell Charges, you create a localized gravitational singularity (10-ft radius) for 1 round. Hostile creatures in the area must succeed on a Strength save or be restrained until the end of your next turn.
- **Kinetic Instability:** Your Singularity Step now allows you to teleport 20 feet instead of 15.

- **Level 12 Upgrade:**

Your ability to warp physical energy reaches its peak, allowing you to disperse force and manipulate the flow of battle.

- **Entropy Shield:** When struck by an attack, you may spend 4 Cell Charges to temporarily disperse kinetic force. This halves incoming physical damage for 1 minute.
- **Singular Flow:** You gain resistance to force damage, and any forced movement imposed upon you by an enemy is reduced by half.

Adorned with resonant plating and intricate sonic emitters, this raiment transforms battlefield maneuvers into a symphony of support and disruption, inspiring allies and disorienting foes.

To Start (Level 3):

- **Inspiring Cadence:** As a bonus action, you can expend 1 Cell Charge to grant one ally you can see within 60 feet advantage on the next attack roll, saving throw, or ability check they make before the end of their next turn. This can be used once per short rest without expending Cell Charges. You can use this feature again by expending 1 Cell Charge.
 - **Mechanics:** Bonus Action, 1 Cell Charge (or 1/short rest free), 60-ft range, grant advantage on one roll to one ally before end of their next turn.
- **Discordant Pulse:** As an action, you can expend 1 Cell Charge to emit a pulse of jarring energy. One creature you can see within 30 feet must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or have disadvantage on the next attack roll it makes before the end of its next turn.
 - **Mechanics:** Action, 1 Cell Charge, 30-ft range, Constitution save (DC = 8 + prof + Cha), on failure, target has disadvantage on its next attack roll before end of its next turn.

Level-Up Effects:

- **Level 6 Upgrade: Aura of Harmony & Dissonance:** You and friendly creatures within 10 feet of you have advantage on saving throws against being deafened or against effects that would cause disadvantage on Wisdom (Perception) checks based on hearing. The range of this aura increases to 20 feet at level 14. Additionally, hostile creatures that start their turn within 10 feet of you or enter the area for the first time on a turn must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or have their speed reduced by 10 feet until the start of their next turn. This can be used once per short rest without expending Cell Charges. You can use this feature again by expending 2 Cell Charges.
 - **Mechanics:** Passive Aura (10 ft, increases to 20 ft at 14), grants advantage on saves vs. deafened/hearing-based Perception disadvantage to allies. Hostile creatures in aura save vs Constitution (DC = 8 + prof + Cha) or speed reduced by 10 ft until start of their next turn. Aura activation: Once per short rest (or 2 Cell Charges).

MAESTRO-HARNESS RAIMENT

- **Level 8 Upgrade: Rousing Anthem & Protective Crescendo:** Once per short rest, as a bonus action, you can expend 2 Cell Charges to choose up to three allies within 60 feet. Each chosen ally gains temporary hit points equal to your proficiency bonus + your Charisma modifier. Additionally, their next attack roll or saving throw within 1 minute has advantage. Furthermore, when an ally affected by this feature is hit by an attack, you can use your reaction and expend 1 Cell Charge to grant them a bonus to AC equal to your Charisma modifier against that attack. This can be used once per short rest without expending Cell Charges. You can use this feature again by expending 2 Cell Charges for the Anthem and 1 Cell Charge per reaction.
 - *Mechanics:* Once per short rest (or 2 Cell Charges), Bonus Action, 60-ft range, grant temp HP (prof + Cha mod) to up to 3 allies. Their next attack/save within 1 min has advantage. Reaction (1 Cell Charge): When affected ally is hit, grant Cha mod bonus to AC vs that attack.
- **Level 12 Upgrade: Symphony of Disruption & Deafening Cacophony:** When you use your Discordant Pulse, you can choose to affect all hostile creatures in a 15-foot cone originating from you. Each creature must succeed on the Constitution saving throw or suffer the effect. This costs an additional 2 Cell Charges (total 3 CC). Additionally, creatures that fail the saving throw against this effect are also deafened until the end of their next turn. This can be used once per short rest without expending additional Cell Charges. You can use this feature again by expending 3 Cell Charges.
 - *Mechanics:* Action, 3 Cell Charges (or 1/short rest free), 15-ft cone, Constitution save (DC = 8 + prof + Cha). On failure, disadvantage on next attack roll and deafened until end of their next turn.
- **Level 14 Apex Raiment Ability: Grand Crescendo & Resonant Shielding:** Once per long rest, as an action, you can expend 4 Cell Charges to unleash a powerful sonic burst. Each creature in a 20-foot radius sphere centered on you must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, a creature takes 6d8 thunder damage and is pushed 15 feet away from you. On a successful save, it takes half damage and is not pushed. Additionally, for 1 minute, you and allies within the area gain a +1 bonus to attack rolls and saving throws. While this ability is on cooldown, you and allies within 30 feet have advantage on saving throws against thunder damage and effects that cause the deafened condition. This ability cannot be used again until you finish a long rest.
 - *Mechanics:* Once per long rest (or 4 Cell Charges), Action, 20-ft radius sphere centered on you, Constitution save (DC = 8 + prof + Cha). On failure, 6d8 thunder damage and pushed 15 ft. On success, half damage, not pushed. For 1 min, allies in area gain +1 to attack/saves. Passive (while on cooldown): Allies within 30 ft. have advantage on saves vs. thunder damage/deafened condition.
- **Level 17 Capstone: Maestro's Command & Overpowering Harmony:** Once per long rest, as an action, you can expend 5 Cell Charges to issue a powerful command. Choose up to three creatures you can see within 60 feet. Each target must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be charmed or frightened by you (your choice) for 1 minute. While charmed or frightened this way, a creature is also deafened and has disadvantage on Wisdom (Perception) checks that rely on hearing. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This ability cannot be used again until you finish a long rest.
 - *Mechanics:* Once per long rest, Action, 5 Cell Charges, 60-ft range, target up to 3 creatures. Wisdom save (DC = 8 + prof + Cha). On failure, charmed or frightened for 1 min, deafened, and disadvantage on hearing-based Perception. Save to end effect at end of turn.

Incense Table

Incense Name	Effect
Tranquil Balm	Allies within 10 ft. gain +1 to saving throws until the start of your next turn.
Healing Ember	A single target ally within 10 ft. regains hit points equal to your proficiency bonus.
Serene Aura	Allies in a 10-ft radius gain advantage on concentration checks until the effect ends.
Vitality Smoke	Allies in a 10-ft cone gain temporary hit points equal to half your proficiency bonus (rounded up).
Purifying Haze	Allies in a 10-ft radius gain advantage on death saving throws and remove one minor condition (e.g., exhaustion).
Sacred Zephyr	Allies within 10 ft. gain an additional 5 ft. of movement speed until the effect ends.
Mystic Veil	Creates a 20-ft sphere of magical vapor that only those with magical sight can penetrate; allies inside gain advantage on Stealth checks, while enemies suffer disadvantage on Perception checks.

ADDITIONAL CLASS FEATURES

EXTRA ATTACK (5TH LEVEL)

You can attack twice instead of once when you take the Attack action on your turn.

OVERCLOCK (10TH LEVEL)

As a bonus action, once per long rest, you can overclock your suit to instantly regain 5 Cell Charges.

APEX RAIMENT ABILITY (14TH LEVEL)

Your chosen raiment unlocks its ultimate ability. (Refer to the specific raiment option's final feature below.)

OVERDRIVE MODE (15TH LEVEL)

As an action, you enter Overdrive Mode for 1 minute. During Overdrive:

- You gain a +2 bonus to AC.
- You make an extra attack when you use the Attack action.
- At the start of each of your turns, you regain 1 Cell Charge. After using Overdrive Mode, you can't use it again until you finish a long rest.

ABILITY SCORE IMPROVEMENTS

Standard Ability Score Improvement levels occur at 4th, 8th, 12th, and 16th level.

ARMOR FEATURES EXPLAINED

HYPERSCANNER'S SECONDARY STARTING ABILITY

Hypersensory Scanner Array

This secondary feature – built into the Hyperscanner option for the Helmet – grants advanced visual detection. At its base, it provides darkvision (up to 60 ft.) if you lack it and lets you, once per short rest, briefly highlight hidden or invisible creatures. By activating its sensor mode, the helmet temporarily overlays your vision with a subtle glow that reveals otherwise imperceptible silhouettes, ensuring you never miss stealthy foes or hidden traps.

TECH-PAULDRON BENEFITS TO MAGIC AND CRAFT PREPARATION

Tech Pauldron (Tech Type)

The tech-pauldron is engineered for versatility in both magical and technical tasks. It grants you proficiency with an extra tool and adds two extra “robotic arms” that, while unable to attack or cast spells, sharply reduce the time needed for mundane or intricate tasks (such as crafting, disarming traps, or repairing mechanisms). These arms grant a substantial +5 bonus to actions related to such preparatory or technical activities, making your overall routine more efficient.

STARTING ABILITY FOR BLASTBREAKER FISTS

Blastbreaker Fists

Designed for raw melee dominance, Blastbreaker Fists enhance your unarmed or melee combat. From the outset, they increase your base melee and unarmed damage. Their unique design allows you to wield two-handed weapons in one hand with no penalty, and they reclassify normally non-finesse light or one-handed weapons as finesse weapons for you. This versatility means you can combine speed and power in melee engagements while maintaining a high damage profile and flexibility in weapon choice.

SOMATIC SATELLITES SYNERGY WITH TECH PAULDRON

Somatic Satellites

These small floating spheres serve two roles. On their own, they act as ranged missiles (delivering 1d8 force damage) or function as temporary spell storage devices. When paired with the Tech Pauldron, the satellites integrate with the robotic arms—bypassing the normal magic action economy. This synergy permits you to cast additional non-cantrip spells in one turn (provided a spell is stored in a satellite), effectively bolstering your

overall casting capacity and allowing for powerful, unexpected bursts of magical might during combat.

STARTING AC VALUES AND ABILITIES FOR CHEST ARMOR TYPES

Chest Armor Options

- **Balanced Type:**
 - *Starting AC:* 14 + DEX (max2)
 - *Starting Ability:* Grants a bonus to movement speed (e.g., +10 ft.) and, once per day, an ability to activate a temporary +2 shield bonus to AC.
- **Bulwark Type:**
 - *Starting AC:* 16
 - *Starting Ability:* Once per day, negate one chosen magical or physical damage type for 1 minute.
- **Light Type:**
 - *Starting AC:* 13 + DEX
 - *Starting Ability:* Provides a static increase to movement speed (e.g., +15 ft.) and a temporary +1 shield bonus to AC while active.

BLASTCORE SOLES MECHANICS

Blastcore Soles

These advanced boots are engineered for volatile, high-speed movement. At the start, they set your base movement speed at 40 ft. and grant advantage on jump checks provided you have a 10-ft running start. Once per short rest, they allow the user to attempt a leap over enemies without provoking opportunity attacks—using an Acrobatics check with a DC that scales by enemy size. Upgrades later enhance jump distance, reduce mishap risks, and eventually confer immunity to fall damage while creating a damaging shockwave upon landing.

SOUL CORE MANIFOLD CHARGE BOOST MECHANICS

Soul Core Manifold

The Soul Core Manifold is integral to the suit's energy management. In its starting mode, it grants you two bonus Cell Charges over other raiments and improves your recharge rate (restoring an extra half-hit-die's worth of charges per short rest). As upgrades are applied, the manifold further accelerates charge recovery, ensuring that your suit's active abilities remain consistently fueled during prolonged engagements.

MECHANICS TIP: CELL CHARGE ACTIVATION FOR AEGISKNIGHT ABILITIES

Any Aegisknight ability that can be used once per short rest is activated by expending **1 Cell Charge**. If an ability has a base cost higher than 1, you must expend that many Cell Charges each time you use it.

Any Aegisknight ability that can be used once per long rest can be activated more than the allotted amount of times by expending **3 Cell Charges** per further activation. If these skills incur any risk of overload or critical failure, that risk is heightened by forcing the armor to process the strain of converting energy into the specific power. That risk of failure should be represented as a roll of 1-2 on a d20.

Note: Certain armor pieces – such as the **Unstable Fury Core** – are designed to channel especially overwhelming power and inherently require extra Cell Charges for every activation of their abilities. Be sure to review each item's individual activation cost and manage your Cell Charge pool wisely during your adventures!

GODHEAD SHARD PRAYER/RITE RECHARGE MECHANICS

Godhead Shard

This divine component, mounted atop the Soul Core, operates on a ritualistic recharge method. At the base level, it restores 2 Cell Charges per short rest—but only if you pass a DC 14 Religion check, representing a brief prayer or rite. You have up to three attempts per recharge cycle, and failure limits its restorative capacity. In addition, invoking the shard requires a material component (oils, incenses, candles, or vapor cartridges costing 5 gp per fuel cell) if you wish to improvise additional recharges. This mechanic emphasizes the spiritual discipline needed to harness divine energies.

MYSTERY MODULE EFFECT CHART

Mystery Module (Initial Effects)

Whenever you activate a power, power surge, or expend a cell charge- or at the request of the DM- you may choose to roll on the Wonder Module Miracore table.

MYSTERY MODULE 6TH LEVEL UPGRADE CHART

Mystery Module (6th Level Upgrades)

At 6th level, the Mystery Module improves via another the Wonder Node upgrade chart provided by your DM. This chart is provided on the next page. At the start of each day and during a short rest, you may roll on the Mystery Module table to determine your Wonder Node Upgrade for the day. This power can be triggered to activate whenever you use a power surge. By expending an additional **1 Cell Charge**, you can apply a random effect from the provided chart. By expending **3 Cell Charges**, you may choose the power upgrade you

MYSTERY MODULE LEVEL 8 MECHANIC DESCRIPTION

Mystery Module (8th Level Upgrade)

Upon reaching 8th level, the Mystery Module gains a powerful, rechargeable special action. This ability might force all enemies within a 10-ft radius to reroll their attack rolls or saving throws, or create a short-lived field of chaotic energy that disrupts enemy positioning. The effect activates once per short rest and lasts until the end of your next turn, reflecting the module's maturing integration with your suit's overall tactics.

MYSTERY MODULE LEVEL 12 DESCRIPTION

Mystery Module (12th Level Upgrade)

At 12th level, the Mystery Module reaches its apex. It unlocks a major ability chosen from a DM-provided list—such as a potent area-of-effect attack, a robust defensive shield that triggers automatically in response to incoming damage, or even a temporary alteration to movement dynamics (like slowing foes or quickening allies). This ultimate upgrade distinguishes your Aegisknight by providing a game-changing feature that epitomizes the unique and unpredictable power of your customized armor.

Whenever you use your Power Surge ability, roll a d30 (or choose an effect at random) to determine an additional benefit or complication provided by your Mystery Module:

MYSTERY MODULE MIRACORE EFFECTS TABLE

Roll	Effect
1	Gain 2 additional Cell Charges immediately.
2	Restore half of your expended Cell Charges (rounded down).
3	Your next attack deals an extra 1d8 force damage .
4	Gain a +2 bonus to AC until the start of your next turn.
5	You may immediately use a bonus action to move 10 ft. without provoking opportunity attacks.
6	For the next minute, all critical hits against you become normal hits.
7	Regain the ability to activate one modular upgrade without spending additional Cell Charges .
8	All allies within 10 ft. gain a +1 bonus to attack rolls until the start of your next turn.
9	Once before the start of your next turn, you may reroll one failed saving throw .
10	Your movement speed is doubled for 1 minute.
11	Gain resistance to all damage types until the start of your next turn.
12	Your next melee attack gains a +4 bonus to damage .
13	You may immediately cast <i>Shield</i> as a spell without spending Cell Charges .
14	For the next round, your weapon attacks score an automatic critical on a roll of 18–20.
15	Gain advantage on all attack rolls until the end of your next turn.
16	Your next successful attack forces the target to make a DC 15 Strength saving throw or be knocked 10 ft. away .
17	You may briefly see invisible or ethereal creatures (as per a detect invisibility effect) for 1 minute.
18	The next spell or ability you cast costs 1 fewer Cell Charge .
19	Create a burst of light: all creatures within 10 ft. must succeed on a DC 12 Dexterity saving throw or be blinded until the start of your next turn.
20	Your next spell cast does not consume its normal Cell Charge cost .
21	Regain 5 additional temporary hit points .
22	Until the start of your next turn, you ignore difficult terrain and have advantage on Acrobatics checks .
23	Your fatigue is momentarily alleviated: regain one expended ability feature (DM's discretion).
24	Unleash a pulse of energy that deals 2d6 force damage to one target within 15 ft. of you.
25	Your next bonus action is free and does not cost any Cell Charges.
26	Gain a +1 bonus to all saving throws until the start of your next turn.
27	You may transfer 1 Cell Charge from your reserve to an ally within 10 ft.
28	Gain a temporary boost: your proficiency bonus increases by +1 for one round.
29	Your modular upgrades momentarily function at maximum efficiency— choose one upgrade to benefit from its Level 14 effect for 1 round.
30	Unleash a miniature area burst: all creatures within 10 ft. take 2d6 force damage .

MYSTERY MODULE WONDER MODULE EFFECTS

When your Mystery Module reaches its level 6 upgrade stage, roll a d10 (or select one) to determine which additional upgrade effect activates as part of a Power Surge or other trigger event:

Roll	Level 6 Upgrade
1	Enhanced Recharge: Instantly restore 2 additional cell charges.
2	Flux Amplifier: For the next turn, reduce the cell charge cost of all activated abilities by 1 (to a minimum of 1).
3	Kinetic Boost: Your movement speed increases by an additional 10 ft. for 1 minute.
4	Reactive Shield: Gain a temporary +3 bonus to AC until the start of your next turn.
5	Precision Strike: Your next attack is made with advantage and deals an extra 1d6 force damage.
6	Quick Reload: Immediately regain 1 cell charge after you activate a Power Surge ability this turn.
7	System Overload: The next time you activate an ability, you may apply one extra effect from any modular upgrade without spending an additional cell charge.
8	Rapid Fabrication: You gain a bonus action this turn that can be used to activate a minor modular ability without any cell charge cost.
9	Energetic Infusion: Convert 1 expended cell charge into temporary hit points equal to 1d6 + your Aegisknight level.
10	Adaptive Circuitry: Choose one upgrade effect from any of your armor components and apply its next-level bonus effect for 1 round.

DIAPER-SCHOOL OPTIONS FOR THE AEGISKNIGHT

These playful, irreverent components are designed for Aegisknights who favor a whimsical, diaper-themed aesthetic. They provide unique abilities and upgrades that not only fit the humorous theme but also offer tactical, flavor-rich utility for caster-builds and socially oriented characters—or even those who prefer a less “hands-on” approach.

PACIFIER-THEMED HELMET: THE PACIFIER OF QUIETUDE

For caster-builds who value quiet spellcasting and mental focus over brute protection.

To Start:

- **Silent Spellcasting:** Your pacifier helmet negates the need for verbal components when you cast spells, letting you channel your magic in an almost wordless, meditative state.
- **Telepathic Link:** You gain short-range telepathy (up to 30 ft.) to communicate silently with allies.

Level-Up Effects:

- **Level 4 Upgrade:** Your helmet mutes ambient noise around you, granting advantage on Concentration checks when casting spells in a loud environment.
- **Level 7 Upgrade:** Enhance your telepathy to extend communication range to 60 ft. and allow nonverbal spell components to be entirely dispensed with.
- **Level 11 Upgrade:** Gain a subtle “mind shield” that occasionally deflects disruptive mental effects (once per short rest, you can re-roll a failed Wisdom saving throw against a psychic effect).
- **Level 14 Upgrade:** Your silent casting becomes nearly undetectable—opponents must succeed on a DC 15 Perception check to notice you casting spells, even if you use somatic components.

BONNET-THEMED HELMET: THE BONNET OF BLUSHING BRAVADO

For those who'd rather charm than conceal, this ostentatiously babyish bonnet radiates an irresistible level of adorable absurdity that distracts everyone around it.

To Start (Level 1):

- **Innocent Charm:** The bonnet bestows a +1 bonus to Charisma and grants advantage on Persuasion checks, reflecting the pure, sugary innocence of its design.
- **Captivating Cuteness:** Once per short rest, as an action, you may activate the bonnet's captivating display. When activated, every creature (both allies and foes) within 10 ft. must immediately roll a “potty check”—a Constitution saving throw (DC = your class save DC, typically 14). On a failure, the creature is overwhelmed by the sheer babyish allure and becomes

distracted: they lose their reaction and have disadvantage on attack rolls and ability checks involving concentration until the start of your next turn.

Level-Up Effects:

- **Level 4 Upgrade:** The bonnet's charm intensifies—your bonus to Charisma increases by an additional +1, and the effective radius of your captivating display increases to 15 ft. In addition, any creature that fails the potty check becomes dazed for 1 round instead of merely losing their reaction.
- **Level 7 Upgrade:** Your bonnet now exudes an aura of irresistible whimsy that enhances your social prowess: you gain advantage on Deception and Performance checks related to your captivating presence.
- **Level 11 Upgrade:** The bonnet further empowers you and your nearby allies. Allies within 10 ft. gain an additional +1 bonus to saving throws against fear, charm, and effects that would “soil” their spirits, as your infectious babyish delight bolsters their resolve.
- **Level 14 Upgrade:** The pinnacle of infantile charm is reached. Once per long rest, you may invoke a “Potty Parade” as an action. When activated, every creature within 15 ft. must make a potty check (DC = 16, or your class save DC if higher). On a failure, the affected creatures become incapacitated by uncontrollable mirth and adoration for 1 round, as if caught in a state of utter, adorable distraction.

MITTEN-THEMED GAUNTLETS: THE INFANTILE MITTENS

These gauntlets feature oversized, cuddly mittens that limit fine dexterity but grant unique protective benefits.

To Start:

- **Inelegant Grip:** Your gauntlets impose a slight penalty on Dexterity-based tasks (at DM's discretion) but make your hands less susceptible to traps and poisons—granting immunity to effects that rely solely on manual touch (such as handling a poisoned item or disarming trap triggers that require delicate manipulation).
- **Anti-Curse Touch:** You have advantage on saving throws against curses or magical effects that require you to physically touch the triggering object.

Level-Up Effects:

- **Level 4 Upgrade:** Although your manual finesse remains infantile, your gauntlets bolster your brute force—increasing your unarmed strike damage by 1d4.
- **Level 7 Upgrade:** The mittens magically adjust to improve your grip in grappling, granting you advantage on Strength (Athletics) checks involving grappling or shoving.
- **Level 11 Upgrade:** Gain an additional bonus to Strength checks that involve physical tasks (such as moving heavy objects) while wearing the gauntlets.

- **Level 14 Upgrade:** Your gauntlets reach peak infantile power, giving a one-time bonus to any Strength-based contest per short rest—allowing you to automatically win a contest that involves raw physical touch.

BIB-THEMED CHEST ARMOR

OPTION: THE SOILING SHIELD BIB

This oversized, magically enchanted bib is designed to ward off the filth and chaos of the battlefield—ensuring that no matter how messy the combat gets, you (and your reputation) remain pristine.

To Start (Level 1):

- **Potty Protection:** You gain advantage on any ability checks or saving throws against effects that would “soil” you (whether from enemy abilities or environmental hazards), reflecting an innate resistance to the grimy influences that might otherwise tarnish you.
- **Initial AC:** Your base AC is determined as 14 + your Dexterity modifier (up to a maximum bonus of +3), representing the bib’s modest physical protection.

Level-Up Effects:

- **Level 4 Upgrade:** The bib’s enchantments improve—once per short rest, you can automatically succeed on a “potty check” (a saving throw against conditions that would impose a soiling or muck-related debuff).
- **Level 7 Upgrade:** As the bib becomes more robust, it grants an additional +1 bonus to AC against “mucky” effects and provides resistance to one damage type related to filth (such as acid or sludge), channeling the protective functions seen in an *Absorbent Barrier*.
- **Level 11 Upgrade:** The bib now exudes restorative magic; whenever an effect would soil or debilitate you, you gain temporary hit points equal to your Aegisknight level and reduce the duration of that effect by 1 round.
- **Level 14 Upgrade:** The ultimate enchantment of the bib awakens: once per long rest, you can invoke the “Cleanliness Covenant” as an action. For 1 minute, you and all allies within 15 ft. become immune to soiling effects and automatically dispel any active conditions tied to filth.

PLAYTIME ENGINE: THE DIAPER DAYCARE RAIMENT

Harnessing the wholesome chaos of Diaper School, this raiment transforms your suit’s central core into a beacon of nurturing mischief and disruptive battleflow.

Base Functionality (Level 3):

Drawing inspiration from the playful miracles and protective charms found in the Combat Academy Regulation Handbook, the Diaper Daycare Raiment grants you an array of diaper school-themed abilities:

• Soothing Miracle:

Once per short rest, invoke an aura reminiscent of the “Little Miracle” cantrip. For 1 minute, all allies within 15 ft. gain advantage on saving throws against fear and panic effects—bathed in a gentle, comforting radiance that soothes their wounds and worries. You may also create one other effect from the Little Miracle effect list that remains constant for the duration.

• Absorbent Shield:

When you are hit by an attack, you can use your reaction to manifest an invisible, absorbent barrier (in the style of the “Absorbent Barrier” spell). This shield reduces the triggering damage by 1d8 + your spellcasting modifier as if your raiment momentarily mops up the impact.

• Diaper Douse Blast:

Once per short rest, you can unleash a burst of saturated, messy energy. As an action, all creatures within a 15-ft radius must succeed on a Dexterity saving throw (DC = your class save DC) or have their movement reduced to 0 until the end of their next turn—as if suddenly caught in a drenching Diaper Douse.

Level-Up Effects:

- **Level 4 Upgrade:**
The raiment’s soothing aura grows more potent. You may use Soothing Miracle one extra time per short rest.
- **Level 7 Upgrade:**
The disruptive field of Diaper Douse expands by an additional 5 ft., and its saving throw DC increases by 1. Additionally, Absorbent Shield now reduces damage by 1d10 instead of 1d8.
- **Level 11 Upgrade:**
You gain an enhanced protective synergy: once per short rest, you can combine Soothing Miracle and Absorbent Shield. When activated in tandem, you gain temporary hit points equal to your level while also reducing the next incoming attack’s damage by an extra 1d8.
- **Level 14 Upgrade:**
Unlock the ultimate “Diaper Time-Out” ability. Once per long rest, as an action, you force all enemies within 15 ft. to make a Wisdom saving throw (DC equal to 16 or your class save DC, whichever is higher). On a failure, affected creatures become incapacitated—overwhelmed by the absurdity and cuteness of your raiment—for 1 round.

This Diaper Daycare Raiment weaves humor with heartfelt magic, ensuring that amidst chaos on the battlefield, your nurturing influence both disrupts foes and uplifts your allies.

MEPHIDIUM CODA: THE SKUNK'S TAIL RAIMENT

Embodying toxic misfortune and grimy power, the Mephidium Coda transforms your battle presence into a malodorous curse. When soiled by combat's grime, its venomous energies intensify—buffing your poison attacks and, with devilish regularity, cursing friend and foe alike with untimely accidents.

To Start (Level 3):

- **Toxic Emission:** As an action, you can activate the Mephidium Coda to exude a noxious cloud in a 10-ft radius. Every creature in that area must succeed on a Constitution saving throw (DC = your class save DC) or take 1d6 poison damage and become “soiled”—their next attack roll is made at disadvantage until the start of your next turn. *If you are wearing a messy diaper, the DC increases by +2.*
 - **Mechanics:** Action, 10-ft radius, Constitution save (DC = your class save DC), 1d6 poison damage on failure, creature is “soiled” (disadvantage on next attack roll) on failure. DC increases by +2 if you are in a messy diaper.
- **Soiled Buff:** When the Coda is in its “soiled” state (triggered whenever you load your diaper or when environmental grime or battle conditions “dirty” the raiment), you gain a +1 bonus to poison attack rolls and all of your poison effects deal an additional 1d4 points of poison damage.
 - **Mechanics:** Passive bonus while in “soiled” state (+1 to poison attack rolls, +1d4 poison damage to all poison effects). Triggered by diaper state or environmental factors.
- **Malodorous Fortitude:** You gain resistance to poison damage and advantage on saving throws against poison-based effects. You gain advantage against poison and gas-based effects that might cause you to mess your diaper, but you may voluntarily fail such a secondary effect to take half-damage or otherwise negate a primary effect (such as negating the damage of a Magic Messle missile by dumping butt into one's hero huggies).
 - **Mechanics:** Passive resistance to poison damage, advantage on saves vs. poison effects, advantage on saves vs. effects that cause messy diaper, ability to voluntarily fail a messy diaper save to gain a benefit (half damage or negate primary effect).

Level-Up Effects:

- **Level 3 Immediate Upgrade: Extra Rancor:** Once per short rest, you may command the Coda to surge with extra rancor. This ability increases its poison damage by 1d4 for the next activation of Toxic Emission and temporarily boosts the saving throw DC of its Toxic Emission by 1 until the start of your next turn. You can trigger this enhancement additional times by expending 1 Cell Charge.
 - **Mechanics:** Once per short rest (or 1 Cell Charge), bonus action, next Toxic Emission deals +1d4 poison damage and its save DC increases by +1.
- **Level 6 Upgrade: Expanded Emission & Lingering Stench:** The area of Toxic Emission expands to 15-ft, and any creature that fails the saving throw becomes more susceptible: they take an additional 1d4 poison damage from subsequent poison effects you inflict until the start of your next turn. Additionally, while you are in a “soiled” state, hostile creatures that start their turn within 5 feet of you have disadvantage on Wisdom (Perception) checks that rely on smell and on saving throws against effects that cause the poisoned condition.
 - **Mechanics:** Toxic Emission radius increases to 15 ft. On failed save vs. Toxic Emission, target takes +1d4 poison damage from your subsequent poison effects until the start of your next turn. Passive: While “soiled”, hostile creatures within 5 ft. have disadvantage on smell-based Perception and saves vs. poisoned condition.
- **Level 8 Upgrade: Enhanced Soiled Buff & Pestilent Synergy:** When your Mephidium Coda is soiled, your next attack within the following round deals an extra 1d8 poison damage. Additionally, any target hit must succeed on a Constitution saving throw (DC increased by 1) or be poisoned for 1 round. Furthermore, when a friendly creature within 15 feet of you hits a creature within your Toxic Emission radius with an unarmed strike (Monk synergy) or a spell attack (Warlock synergy), you can use your reaction and expend 1 Cell Charge to cause the hit creature to take an additional 2d6 poison damage from a burst of noxious fumes from your raiment.
 - **Mechanics:** While “soiled”, your next attack within 1 round deals +1d8 poison damage, and the target must save vs. poisoned for 1 round (DC increased by 1). Reaction: When Monk/Warlock ally hits creature in your Toxic Emission radius, expend 1 Cell Charge, target takes 2d6 poison damage.

- **Level 12 Upgrade: Accidental Misfortune & Greater Resistance:** Unleash the ultimate “Accidental Misfortune.” Once per long rest, you may invoke this power as an action. All enemies—and any unfortunate allies within a 15-ft radius—must immediately make a Constitution saving throw (DC = 16 or your class save DC, whichever is higher). On a failure, they are overwhelmed by a vile stench and become incapacitated with nausea (treated as the poisoned condition) for 1 round while taking 2d8 poison damage. Until the start of your next long rest, any activation of Toxic Emission further increases your bonus to poison-based effect rolls by +2, and your resistance to poison damage is doubled.
 - *Mechanics:* Once per long rest, Action, 15-ft radius, Constitution save (DC 16 or your class DC, whichever is higher). On failure, incapacitated (poisoned condition) for 1 round and 2d8 poison damage. Passive (until next long rest): Toxic Emission grants +2 bonus to poison-based effect rolls, double poison resistance.
- **Level 14 Upgrade: Plaguebearer’s Presence (Apex Diaper-School Ability):** Once per long rest, as an action, you can expend 4 Cell Charges to emanate a potent plague aura for 1 minute. Hostile creatures within 15 feet of you become susceptible to poison damage, losing resistance and immunity to poison damage for the duration. Additionally, when you use your Toxic Emission while this aura is active, creatures who fail the saving throw are poisoned for 1 minute (instead of 1 round) and take 2d6 poison damage at the start of each of their turns while poisoned this way. This ability can be used once per long rest (this ‘free’ use still costs the initial 4 Cell Charges). You can use this feature again by expending 6 Cell Charges.
 - *Mechanics:* Once per long rest (or 4/6 Cell Charges), Action, 1-minute duration, 15-ft radius aura. Hostile creatures in aura lose poison resistance/immunity. While aura active, failed save vs Toxic Emission results in poisoned for 1 minute and 2d6 poison damage at start of turn.
- **Level 17 Capstone: Toxic Overlord:** Once per long rest, as an action, you can expend 5 Cell Charges to unleash the full, putrid power of the Mephidium Coda for 1 minute. For the duration, you gain immunity to poison damage and the poisoned condition. Hostile creatures that start their turn within 20 feet of you or enter the area for the first time on a turn must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or take 4d8 poison damage and be poisoned until the start of their next turn. While poisoned this way, a creature takes 2d6 poison damage at the start of each of its turns. This ability cannot be used again until you finish a long rest.
 - *Mechanics:* Once per long rest, Action, 5 Cell Charges, 1-minute duration. Gain immunity to poison damage/condition. 20-ft radius aura. Hostile creatures in aura save vs Constitution (DC = 8 + prof + Con mod). On failure, take 4d8 poison damage and are poisoned for 1 minute (taking 2d6 poison damage at start of turn).

Flavor Text: The Mephidium Coda is notorious among Aegisknights—both a badge of unholy misfortune and a weapon of repulsive efficacy. Like the lingering trail of a skunk, its power multiplies with every patch of filth clinging to its surface. When battle ends, its noxious aroma remains as a reminder: here, even the stench of decay has been harnessed to do your bidding.

Diaper Duty Pauldrons

Adorned with adorable embroidered swaddles, cartoonish bibs, and a scattering of tiny pacifiers, these pauldrons capture the nurturing chaos of diaper school. Infused with cleaning magic and childlike exuberance, they protect you with a refreshing burst of cleanliness—and a few surprises that will leave enemies (and allies) grinning in spite of themselves.

• To Start (Level 1):

- **Absorbent Barrier:** When you are hit by a melee or ranged attack, you can use your reaction to activate an absorbent aura. Doing so reduces the damage taken by 1d6 + your proficiency bonus, as if a fresh, padded diaper cushions the blow. (Usable once per short rest.)
- **Cleanliness Aura:** Your ever-present freshness grants you a +1 bonus to saving throws against conditions linked to messy or soiled effects (such as slippery, muddy, or chaotic battlefield states).

• Level 4 Upgrade:

- **Sanitizing Swirl:** Once per short rest, you can use a bonus action to unleash a burst of cleansing energy in a 10-ft radius around you. Every hostile creature in the area must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or suffer disadvantage on their attack rolls until the start of your next turn, as they are briefly overwhelmed by an aroma of baby powder and scented wipes.

• Level 7 Upgrade:

- **Diaper Dash:** Channeling the quick-change efficiency of diaper school, you can, once per short rest as a bonus action, immediately stand up (if prone) and move an extra 10 ft. without provoking opportunity attacks. This nimble burst of movement embodies that swift diaper change when every second counts.

• Level 11 Upgrade:

- **Clean Sweep Counter:** Whenever you successfully use your Absorbent Barrier reaction, you can simultaneously splash a wave of cleansing liquid at your attacker. The attacker must then make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or have its movement reduced by half until the end of its next turn, as if caught in a slick torrent of freshly laundered magic.

• Level 14 Upgrade:

- **Ultimate Diaper Time-Out:** Once per long rest, as an action, you can invoke an aura of absolute cleanliness. For 1 minute, all hostile creatures within 15 ft. must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) or become incapacitated with the ridiculous charm and overwhelming freshness. It's as if your enemies have been put into an enforced "time-out" by the adorable authority of your impeccably clean appearance.

