

Magnus

A fire genasi taps into her fiery heritage, summoning forth far more of her elemental attunement than is normal for her kind. Grin on her face, she rushes towards the hill giant, greatsword in hand. With every slash she makes, a wave of fire blasts into the giant, sending it staggering back, until a well-placed blow brings the giant crumbling to its knees.

A mischievous gnome slips all-too-silently into a loft. From their vantage point, they can see into a neighboring inn, where a local official is visiting with a friend. The gnome focuses in, every word echoing as though they were in the room together. *Tonight*, the gnome thought with a smirk, *I will find what they're hiding*.

Peering up—or rather, down—from the ceiling he is perched on, the elven assassin sees his target. Diving toward the ground, he launches an attack with his maul that shakes the ground and leaves a crater where he impacts. His target, a half-orc, had deftly dodged out of the way with lightning-fast instincts. The elf stares puzzledly; as he blinks, he notices all too late that the half-orc has a shortsword in his hand. Suddenly, the half-orc is gone. Behind the elf, the former target sheathes his blade; the would-be assassin crumples to the ground, bleeding from a flurry of wounds he'd just realized would spell his doom.

Perhaps your power is an innate one, inherited from a bloodline imbued with magic. Maybe you spent years studying the various forces and elements of the world, learning to wield them alongside your martial prowess. Or, perhaps you have attuned to the natural order or been blessed by a goddess. Regardless of how you came about your power, you now wield a fundamental force that augments your capabilities and calls you to stand out from the average citizen. Many will see your abilities and call you to be a hero; others will fear your power and the destruction you could one day wreak. For those who know you, however, you are a Magnus.

Quick Build

You can quickly make a Magnus by using the following tips. First, make your highest ability score either Strength or Dexterity—Strength if you want a melee-focused character, or Dexterity if you want a ranged or finesse weapon user; then, pick either Intelligence, Wisdom, or Charisma as your second highest ability score. Second, pick either the Folk Hero or Soldier background—whichever is more interesting to you. Third, make your Augmentation modifier whatever your second-highest ability score was that you picked previously, and grab the Offensive Component for your first augmentation component.

Magnus Table

Level	Features	Proficiency Bonus
1	Integration, Augmentation, Weapon Mastery	+2
2	Fighting Style	+2
3	Combat Specialization	+2
4	Ability Score Improvement	+2

5	Extra Attack, Stored Power	+3
6	Integration Feature	+3
7	Combat Specialization Advancement	+3
8	Ability Score Improvement	+3
9	Secondary Augmentation Component	+4
10	Integration Feature	+4
11	Derivative	+4
12	Ability Score Improvement	+4
13	Additional Combat Specialization, Improved Extra Attack	+5
14	Apex Augmentation, Ascended Derivative	+5
15	Integration Feature	+5
16	Ability Score Improvement	+5
17	Combat Specialization Mastery	+6
18	Derivative Fortification	+6
19	Ability Score Improvement	+6
20	Magnum Opus	+6

Multiclassing Information

If your group allows multiclassing and uses the rules listed in the Player's Handbook, here is the information you'll need to know.

Ability Score Minimum: As a multiclass character, you must have a Strength or Dexterity score of at least 13 and either an Intelligence, Wisdom, or Charisma score of at least 13 to take a level in this class, or to take a level in another class if you are already a Magnus.

Proficiencies Gained: If Magnus isn't your initial class, you gain the following proficiencies when you take your first level as a Magnus: light armor, medium armor, shields, and simple and martial weapons.

Spellcasting Effect: Levels gained from the Magnus class do not count towards your progression on the Multiclass Spellcaster table.

Class Features

As a Magnus, you gain the following features.

Hit Points

Hit Dice: 1d10 per Magnus level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Magnus level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Arcana, Athletics, History, Intimidation, and Perception

Equipment

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

- (a) chain mail, (b) scale mail, or (c) studded leather armor
- (a) two melee weapons or (b) a melee weapon and a shield
- (a) a ranged weapon and 20 pieces of the appropriate ammunition, (b) two weapons with the thrown property, or (c) 20 skiltanfen of your choice (if they are allowed at your table)
- (a) a dungeoneer's pack or (b) an explorer's pack

Alternatively, if you wish to use gold in place of your starting equipment, you may start with 5d4 x 10 gp.

Integration

At 1st level, you are infused with an Integration. Each Integration gives you limited power over a fundamental building block of reality, referred to as an element; each element has associated damage types as well. Your Integration gives you features at 1st level and again at 6th, 10th, and 15th levels. The Integration options are listed at the end of this class.

Augmentation

You have an Augmentation; this is a spark within your body that allows you access to unusual powers that most others don't have. Your Augmentation is the source of your Integration and many of your other features. The details of your Augmentation are listed below.

Augmented Magic

You have basic control over the powers granted by your Integration. You can create and manipulate the element granted by your Integration, to a very limited degree. The extent of this control is fairly limited; you can use it to make effects akin to those caused by cantrips such as *Prestidigitation*, *Thaumaturgy*, *Shape Water*, or other similar cantrips. You can only create effects as far as your Integration can logically allow—frost, for instance, would likely not be able to light a campfire—and only within your reach.

Augmentation Ability

Some effects in the Magnus class utilize your Augmentation DC. When you first take a level in this class, you must pick an ability for this DC. You can pick from Intelligence, Wisdom, or Charisma, but you cannot change this choice at later levels. You use this chosen modifier whenever a feature refers to your Augmentation modifier. In addition, you use this modifier when setting the saving throw DC for any effects you create or when making an attack roll with certain features.

Augmentation save DC = 8 + your proficiency bonus + your chosen modifier

Augmentation attack modifier = your proficiency bonus + your chosen modifier

Initial Augmentation Component

You gain your choice of one of the following components. You gain a second choice at 9th level, and you gain the final option at 14th level.

Defensive Component: You gain resistance to the associated damage type of your Integration. If your Integration has more than one damage type associated with it, you can select which one you have resistance to each time you finish a long rest.

Offensive Component: When you make an attack, rather than use a weapon or unarmed strike, you can wield your power to create a weapon formed from a pure version of your element as part of the attack. This uses your Augmentation ability for its attack and damage rolls. Your offensive component qualifies as a weapon with the *Finesse* and *Thrown (60/90)* properties, for any feature that references making weapon attacks; it deals 1d8 damage on a melee attack, but only 1d6 on a thrown attack. The damage type is determined by the associated damage type of your Integration; if your integration has multiple damage types, you pick which one when you create the weapon. At level 12 in this class, the damage increases to 2d8 and 2d6 for melee and thrown attacks, respectively.

Mental Component: When you gain this feature, pick between Wisdom, Intelligence, and Charisma; this choice cannot match your Augmentation ability choice. When you make a skill check with the chosen ability, you can gain a bonus to the roll equal to your Augmentation modifier (minimum 1).

Weapon Mastery

Note: This feature only applies at tables using the 2024 revised ruleset, where weapon mastery properties are introduced. If you are not playing with weapon masteries at your table, you do not get this feature.

At first level, your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

You may select your Offensive Component for one of your masteries once you have that feature. Its weapon mastery property is Graze.

Fighting Style

Starting at 2nd level, you have observed, studied, and practiced to prepare for combat, if and when it should take place. You gain your choice of one of the following fighting styles. When you reach a level in this class that grants you the Ability Score Increase feature, you may swap to a different fighting style if you wish, representing a change in your character's focus.

Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.

Blind Fighting: You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Defense: While you are wearing armor, you gain a +1 bonus to AC.

Dueling: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Interception: When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

Protection: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Thrown Weapon Fighting: You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Unarmed Fighting: Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

Combat Specialization

At 3rd level, you gain access to combat specializations. These are improvements to some of the uncommon Actions used in combat and to grappling, symbolizing your specific style of fighting and granting more options in a fight. In addition to the base benefits granted by the Action, whenever you take one of your chosen Action, the listed effect also takes place. You pick two options from the following list now; you gain further choices later, and any options selected here improve at a higher level as well.

Dash: When you take the Dash Action, you can use your speed to exploit an opening. Your next attack roll gains advantage; if you hit, the attack deals an additional 1d4 damage of its type to that target only.

Disengage: When you take the Disengage Action, you can create the opening to escape by using your skills offensively. Creatures of your choice within their melee range must make a Dexterity saving throw or take 1d6 damage of a type associated with your Integration, held weapon, or unarmed strike; you choose when you take this Action.

Dodge: When you take the Dodge Action, any creature who misses you with a melee attack commits fully to the attack, believing they hit, which leaves them off-balance. Attack rolls against that creature are made with advantage until the start of your next turn.

Grapple: While you have an enemy grappled, you can maneuver them swiftly to aid allies in targeting them. When an ally rolls damage to hit a target you have grappled, they can roll damage twice and take either roll.

Help: When you take the Help Action in combat, you can consistently distract an enemy. All attack rolls against that target from creatures other than you are made with advantage until the start of your next turn, instead of just one.

Hide: When you take the Hide Action, you can attempt to help obscure an ally or distract a foe at the same time. If you pick an ally, attack rolls against that ally take a 1d4 penalty to the roll; if you pick an enemy, that enemy must make a Dexterity saving throw; on a failed save, they must subtract 1d4 from each of their attack rolls. Either option lasts until the start of your next turn.

Search: When you take the Search Action, you can quickly point out your findings to allies as part of that Action. Additionally, once your search is completed, you can designate a creature you can see or sense; attack rolls targeting that creature gain a 1d4 bonus until the end of that creature's next turn.

If you are using the optional rule in chapter 7 that expands the list of Actions available in combat, the following options are added to your list of choices for this feature.

Brace: When you take the Brace Action, you also prepare yourself to avoid direct attacks. You gain a +2 to your AC until the start of your next turn.

Discern: When you take the Discern Action, if you succeed, you can also identify a personal weak spot of the creature. You can capitalize on this weakness, dealing an additional 1d6 damage when you hit that enemy with an attack once per turn. The benefits of this identification last for one day, but they are unique to that creature; you must successfully Discern other creatures of the same type to gain this benefit against them.

Menace: When you successfully take the Menace Action, an enemy frightened by it hesitates in combat. The first time each turn that creature hits you or an ally while it is Frightened, it must subtract 1d6 from its damage roll.

Distract: When you successfully take the Distract Action, the target also has disadvantage on attack rolls against creatures other than you until the start of your next turn.

Intuit: When you successfully take the Intuit Action, you gain an even better understanding of that creature. Your attack rolls against them score a critical hit on a 19 or a 20, and the creature's attack rolls against you automatically miss on a 1 or a 2. This benefit lasts until the end of your next turn.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, when you take the Attack Action on your turn.

Stored Power

[Also starting at level 5, when you take the Attack Action, prior to making an attack roll, you can forgo making an attack to charge up your Integration. When you do so, your next attack deals additional damage of your Integration's type equal to 1d12 + your Augmentation modifier (minimum 0) if it hits. You can also sacrifice additional attacks to increase the damage of your charged attack further. For each attack sacrificed, you increase the damage by 1d12 + your Augmentation modifier (minimum 0).

You can carry this charge into your next turn, sacrificing attacks during a second turn; you cannot carry the charge into a third turn, as the energy dissipates harmlessly after the end of your second turn of charging. Your stored power also dissipates if you become incapacitated while charging an attack.]

Also starting at level 5, you gain the ability to store power in your Augmentation. Whenever you make a weapon or unarmed attack, you can forgo rolling to hit in order to gain a stack of Charge. You entirely give up the attack sacrificed for a Charge—for instance, if you take the Attack Action, you can sacrifice the first attack made to gain one Charge, dealing no damage and resolving no effects of the attack. While you have any amount of Charge, you begin to glow noticeably with the element of your Integration and every foot you move requires two feet of movement. At any given point, you can have a maximum amount of Charge equal to your Augmentation modifier (minimum 1); you lose all stacks of Charge whenever you become incapacitated, choose to let them dissipate (no action required), or expend them on an effect.

You can expend Charge whenever you make an attack roll. If the attack hits, it deals an additional 1d12 + your Augmentation modifier (minimum 0) damage of your Integration's type for each Charge expended.

Alternatively, when you have stacks of Charge, you can replace an attack you make as part of the Attack Action or as part of your Bonus Action to make a spherical area attack. You target a space within a number of feet equal to 15 x your Augmentation modifier (minimum 1) and expend stacks of Charge to create a burst of damage of the type associated with your Integration; the radius is equal to 5 feet for each Charge spent, and the damage is equal to 1d12 + your Augmentation modifier (minimum 0) for each Charge spent. Creatures within the sphere must make a Dexterity saving throw; on a success, they only take half damage.

Combat Specialization Advancement

At 7th level, your chosen combat specialization improves. When you take the Attack Action, you can use a combat specialization you have in place of one of your attacks. For instance, if you are specialized at dodging, you can make an attack and then Dodge as your Action, gaining the benefits of your combat specialization.

Additionally, you can choose another Combat Specialization option from the ones listed before. Any Combat Specialization improvements that you have apply to this option.

Secondary Augmentation Component

At level 9, you gain your choice of one of the two Augmentation components you did not select at level 1; these options are found under Initial Augmentation Component.

Derivative

At level 11, you gain a Derivative. Particularly strong Magni develop their powers beyond their initial Integration. For these Magni, their Integration splits, granting them abilities previously beyond the scope of their normal Integration. Referred to as a Derivative, this offshoot often takes on similar capabilities of other Integrations, though some Magni find their Derivative is very similar to their Integration and strengthens their already-existing abilities.

When you gain your Derivative, you can pick one of the following options; you gain the listed feature. Your Derivative improves at 14th and 18th levels, conveying further benefits. Each Derivative also lists its associated damage type or types in parentheses.

Corrosion (Acid)

Ruthless Vitriol

When you make a weapon or unarmed strike, or you deal acid damage from a different source than this feature, you can cause acid to splash forth, burning your enemies. The targeted creature and any enemies within 5 feet of it take acid damage equal to your Augmentation modifier (minimum 1), regardless of whether the attack hits.

Corruption (Necrotic)

Consumer of Light

As an Action, you can select a point within 60 feet and engulf an area in total darkness; a sphere of darkness with a radius of 20 feet emerges. Only creatures who can see in magical darkness or have blindsight or truesight can see through it. As part of the Action to create this bubble, you can grant yourself and a number of creatures within 60 feet equal to your Augmentation modifier the ability to see up to 90 feet in darkness, both magical and nonmagical. You can create a bubble of darkness in this way a number of times equal to your Augmentation modifier (minimum 1); you regain all expended uses after completing a long rest. The bubble, along with the special darkvision conferred along with it, last for 1 minute or until you are incapacitated, whichever comes first.

You can expend a use of this feature as a Bonus Action to grant the special darkvision without having to create a bubble of darkness. When used in this way, the darkvision lasts for 1 hour.

Electricity (Lightning)

Chain Lightning

When you hit a target with a weapon or unarmed strike, or you deal lightning damage from a different source than this feature, you can cause lightning to chain from creature to creature. You can deal lightning damage equal to your Augmentation modifier (minimum 1) to the target and an additional

number of creatures up to your Augmentation modifier (minimum 1); each creature must be within 10 feet of another one targeted by the lightning.

Flame (Fire)

Soul Ignition

When you hit a creature with an attack roll or deal fire damage to them, you can light a spark inside them [and mark them]. Until the start of your next turn, if you or an ally reduce that creature to 0 hit points, the creature explodes, dealing 4d8 fire damage to any creature within a 10-foot radius of them. Creatures within the area can attempt a Dexterity saving throw against your Augmentation DC; on a success, they take half damage. [A creature marked by this ability takes 1d4 fire damage at the end of its turn while it is marked.]

Frost (Cold)

Frigid Shelter

When a creature within 30 feet of you takes damage, you can use your reaction to create a shield of ice and attempt to protect them. The creature gains a number of temporary hit points equal to your Magnus level plus your Augmentation modifier; these temporary hit points are applied to the creature before the damage is applied, and they last for one minute. You can also grant these temporary hit points as a Bonus Action on your turn. You can use this feature a number of times equal to twice your Augmentation modifier (minimum 1, for a total of at least 2 uses); you regain all expended uses on a long rest.

Gravity (Force)

The Invisible Hand

You can affect the gravitational pull around objects that aren't being worn, carried, or otherwise held in place. Once per turn, as a Bonus Action or in place of one of your attacks when you take the Attack Action, you can target one of these unattended objects within 30 feet and cause it to fly in a straight line; the object cannot weigh more than 15 times your Augmentation score. (*Note: Your Augmentation score is the ability score of whichever ability score your Augmentation modifier is based on.*) You can move this object aggressively, causing it to deal force damage to it and whatever target it hits, or you can move it softly, allowing someone to be able to grab or otherwise interact with it freely. When you choose to use this feature aggressively, a creature can attempt a Dexterity saving throw to avoid the object; the damage dealt is equal to a roll of a number of d8's equal to your Augmentation modifier (minimum 1, for a total minimum of 3) + your Augmentation modifier.

Light (Radiant)

Blinding Radiance

As a Bonus Action, you can burst forth with light; enemies within 30 feet must make a Constitution saving throw or be blinded for one minute. An afflicted creature can repeat the saving throw at the end of its turn, ending the effect on a success. You can use this light a number of times equal to twice your Augmentation modifier (minimum 1); you regain all expended uses on a long rest.

You can instead expend a use of this feature as a Bonus Action to stabilize a dying creature you can see within 30 feet.

Nature (Bludgeoning, Piercing, Slashing)

Concussive Aftershock

When you hit a creature with a weapon or unarmed strike or successfully grapple or push them, you can choose to follow it up with a secondary blast while they are unbalanced. The target must make a Constitution saving throw; on a fail, they are knocked prone.

Psionics (Psychic)

Psionic Barrier

As a reaction, you can attempt to interpose psionically between a creature and an attack or effect they have been subjected to. When a creature within 30 feet of you is hit with an attack roll or fails a Dexterity saving throw, you can use a reaction to grant them the benefits of partial cover. They are counted as being in three-quarters cover for the triggering effect, potentially turning the hit into a miss or the fail into a success. Until the start of your next turn, they retain the benefits of half cover for further attacks and saving throws.

Sound (Thunder)

War Horn

When you take the Attack Action, you can replace one of your attacks and blast forth soundwaves to devastate your enemies. Creatures within a 20-foot cone, originating on you, must make a Constitution saving throw; on a fail, they take 3d10 thunder damage and are deafened. On a success, they take only half damage and are not deafened. The deafened condition from this feature lasts for one minute; a creature can attempt a Constitution saving throw at the end of their turn to end the effect on a success.

Toxin (Poison)

Venomous Strike

Whenever you give a creature the poisoned condition, they take 1d6 poison damage at the start of each of their turns while they are poisoned.

Additionally, when you hit a creature that with an attack that isn't a ranged spell attack, you can force them to be poisoned for 1 minute; they can make a Constitution saving throw at the end of each of their turns, ending this effect on a success. You can do this a number of times equal to your Augmentation modifier (minimum 1), regaining all expended uses on a long rest.

Additional Combat Specialization

At 13th level, you gain an additional Combat Specialization from the options listed previously. Any Combat Specialization improvements that you have apply to this option.

Improved Extra Attack

Also at 13th level, your martial prowess improves. Whenever you take the Attack Action, you may make up to three attacks instead of two.

Apex Augmentation

At 14th level, you gain the final augmentation component you did not select at 1st or 9th levels.

Ascended Derivative

Also at 14th level, your Derivative improves. You gain moderate control over the element or elements associated with your Derivative. You can use your Derivative element with your Augmented Magic feature, as well as with your Offensive Component. If it is the same type as your Integration, you instead gain advantage on any ability checks where you interact with or use your element.

Combat Specialization Mastery

At 17th level, your chosen combat specializations improve. This improvement is specific to each Combat Specialization; you gain the listed benefit in addition to the effects already granted by your Combat Specialization choices.

Additionally, you can choose another Combat Specialization option from the ones listed before. Any Combat Specialization improvements that you have apply to this option.

Lastly, if you do not take the Attack Action on your turn, you may use a Bonus Action to use any Action that you have a Combat Specialization for.

Dash: The bonus damage increases to 2d4.

Disengage: The damage increases to 2d6 + your Augmentation modifier.

Dodge: When an enemy misses you after taking the Dodge Action, you can make a counterattack with a weapon or unarmed strike, provided they are in your range. This attack does not use your reaction, but it only deals damage equal to the weapon's damage roll; no additional effects or modifiers can be added to an attack made in this way. *(A Barbarian/Magnus could not add their Rage or Strength to their +2 maul attack, for instance; it would only deal 2d6 + 2 bludgeoning damage (4d6 + 2 on a critical hit), since that is the damage of the weapon itself.)*

Grapple: Allied attacks targeting enemies you are grappling have advantage.

Help: You can momentarily expose an enemy's weak point for an ally; the next attack against that target from someone other than you before the start of your next turn deals twice as many damage dice if it hits.

Hide: When you hide, you can use both options from the original specialization at the same time.

Search: The attack roll bonus increases to 2d4.

If you are using the optional rule from chapter 7 that expands the list of Actions available in combat, the following options are added to your list of choices for this feature.

Brace: The AC bonus (+2) applies to saving throws as well.

Discern: The bonus damage increases to 2d6.

Menace: The 1d6 penalty to damage rolls now applies to all of its damage rolls while it is frightened by your Menace check.

Distract: When you succeed on a Distract check, you can use a reaction when you see the distracted creature make an ability check or saving throw before the start of your next turn to impose disadvantage a second time.

Intuit: The benefits of the Intuit Action now apply to any attack rolls you or the intuited creature make towards each other until the end of your next turn.

Derivative Fortification

At 18th level, your Derivative improves. You gain resistance to the damage type associated with your Derivative. If your Derivative is associated with multiple types, you can choose which one at the end of a long rest.

If your Derivative is the same type as your Integration, you instead gain a boost to your Mental Component; you can add your Augmentation modifier (minimum 1) as a bonus to saving throws of the ability you chose with that feature.

Magnum Opus

At level 20, you have achieved the pinnacle of growth as a Magnus. Your attacks deal an additional 1d6 damage of your Derivative's type, and your Charges from your Stored Power feature also impart an additional 1d6 damage of that type for each Charge.

Additionally, when you take damage of a type associated with your Integration, you can absorb that damage, granting yourself immunity to that damage type until the start of your next turn and negating that damage. The next time you hit a weapon or unarmed attack, it deals an additional 1d12 of the absorbed damage type. You can use this feature a number of times equal to your Augmentation modifier (minimum 1), regaining all expended uses after a long rest.

Lastly, you gain a +2 bonus to the ability score corresponding to your Augmentation modifier, and your maximum for that score is also increased by 2.

Magnus Integrations

At 1st level as a Magnus, you choose an Integration. This grants you features at 1st level, and then again at 6th, 10th, and 15th levels. The available Integration options are listed below.