

Sci-5

Character Guide

Version 1.1.0

Races

As humanity spread out throughout the solar system, they began to adapt and change to their new environment. Many unique subraces of human resulted.

Belter

Belters have developed unique biology living in the low gravity of the asteroid belt. The lucky ones live in the mysterious derelict alien spaceship, now a city called Krelavilla. The unlucky ones forced to work in the mines of the belt; providing the rest of the solar system with the metals to build the great armadas of the Solar system.

Skin Traits

Ability Score Increase. Your Dexterity increases by 1

Size. Due to the low gravity, Belters tend to grow tall and lanky. Usually just over 6 feet. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision

Accustom to the dark of space and the deep asteroid mines, Belters have developed sensitive eye sight.

EGO Traits

Ability Score Increase. Your Will increases by 1.

Alignment. Belters tend to lean toward chaotic alignment, as they have a natural mistrust of government.

Languages. You can speak, read, and write Creole, English, and one extra language of your choice.

Scavengers

Belters are used to getting by without much resources. You gain proficiency with **Engineering**.



Bionic

Some humans go the way of bionic enhancement. That is installing computer hardware to enhance their Skin. You can't be born Bionic, only made that way.

Skin Origin

Bionic Skins were all born, or cloned. Your EGO trait increase, Skin trait increase, and overall appearance are inherited from your base race. All other features are replaced with the following features.

Additional Trait Increase

Whether by data upload to your EGO, or bionic enhancement to your Skin, you gain 1 additional trait increase.

Upgrades

Your Skin has been upgraded, and although you look the same, subtle enhancements have been made. Choose one:

- **Darkvision:** Your eyes have been replaced with bionic eyes. You have 60 feet of darkvision.
- **Digital Interface:** You can interface directly with computers through connectors on your head. Interacting with computers takes a bonus action instead of an action.
- **Titanium Arm:** Your arm has been replaced with a mechanical arm. It appears and feels like a normal arm, but it is resistant to being damaged, and you gain advantage to strength (athletics) checks when using that arm.
- **Integrated Tekcaster:** A tekcaster has been integrated into your hand. A hidden compartment in your wrist holds the gemstones. It is not noticeable to the naked eye.



Galilean

The Galilean refer those born on Io, Europa, Ganymede, and Callisto; the 4 largest moons of Jupiter, or in the great docks of Thebe. The Galilean moons are dry, harsh landscapes due to imperfect terraforming, and produce a hardened humorless populous. The Galilean care more about honor than any other culture of humans, past or present. Japanese culture has had a great influence on the Galilean, but their people come in all variations of human. Galilean have a natural aptitude for tekcasting.

Skin Traits

Ability Score Increase. Your Constitution increases by 1.

Size. Galileans are tall and muscular. Usually over 6 feet. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Survivalist

Your Skin has grown accustomed to living in harsh conditions. You have proficiency in the **Survival** skill.

EGO Traits

Ability Score Increase. Your Will increases by 1.

Alignment. Galilean tend toward lawful alignment, however the good and the evil are found among them.

Languages. You can speak, read, and write English, Chinese and one extra language of your choice.

Natural Tekcasters

You know one cantrip of your choice from the Arcanist spell list. Your tekcasting ability is Will.



Martian

Martians refer to upper class human citizens that live on the surface of Mars. The Martian Navy is known for it's disciplined marines. The Martian children are taught from a young age. The Helium3 deep under the surface of Mars is a valuable asset throughout the system. Mars is also known for its ancient Roman style of educating their youth in the institutes across the planet. Situated between the core and the rim, the Martians have been exposed to both cultures, and the people from Mars are very diverse.

Skin Traits

Ability Score Increase. Your Dexterity increases by 1.

Size. Martians are between 5 and 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Muscle Memory

Martians are taught to use weapons from a young age. You have proficiency in **Simple Ion Weapons** and **Railrifles**.

EGO Traits

Ability Score Increase. Your Intelligence increases by 1.

Alignment. Martians tend toward no particular alignment. The best and the worst are found among them.

Languages. You can speak, read, and write English, and one extra language of your choice.

Flight School

Martian Pilots are the best of the best, and are all taught at a young age. You are proficient at the **Piloting** skill.



Orc

Orcs are an alien species originating from the Prothean ship. They were named orcs due to their resemblance to the mythical creatures of Tolkien lore. They are big and blue skinned, pointy ears, and their hair is stark white. It is believed that the Orcs were a pre-industrial species before they were taken captive by the Protheans. When they colonized the worlds they defaulted to low-tech tribal culture. They use weapons they scavenge or steal. Very few learn to pilot spacecraft into the heavens, but those that do are usually pirates lurking the belt, or ungoverned space. Orcs that have assimilated themselves into human culture have adopted the practice of using EGO technology.

Skin Traits

Ability Score Increase. Your Strength increases by 1.

Size. Orcs are between 7 and 8 feet tall and weigh between 280 and 340 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Athlete

You have proficiency in the **Athletics** skill.

Powerful Build

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

EGO Traits

Ability Score Increase. Your Wisdom increases by 1.

Alignment. Despite their ruthless demeanor, Orcs tend toward no particular alignment.

Languages. You can speak, read, and write Orc and English.

Savage Attacks

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.



Ruster

Rusters are most commonly of Russian or Irish decent who worked the Helium3 mines deep under mars. They are a small scrappy bunch. They value family and freedom above all else. The Rusters have been forced into hard labor for centuries. The few who are lucky enough to escape the mines usually end up as mechanics, or construction workers. Many are forced into a life of crime, as it is nearly impossible for an unmistakable Ruster to climb the rungs of the Martian socioeconomic ladder.

Skin Traits

Ability Score Increase. Your Constitution increases by 1.

Size. Rusters are about 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Ruster Engineering

You gain proficiency in the **Engineering** skill.

EGO Traits

Ability Score Increase. Your Wit increases by 1.

Alignment. Rusters tend toward no particular alignment. The best and the worst are found among them.

Languages. You can speak, read, and write Russian, English, and one extra language of your choice.

Lucky

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.



Spliced

Spliced are the gene spliced creations of mad arcanists or their decedents. Spliced have their DNA mixed with that of an animal.

Skin Traits

Ability Score Increase. Your Charisma increases by 1.

Size. Spliced are between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Gene Shifting

As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your spliced subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

EGO Traits

Ability Score Increase. Your Wisdom increases by 1.

Alignment. Despite their ruthless demeanor, spliced tend toward no particular alignment.

Languages. You can speak, read, and write English, and one extra language of your choice.

Keen Senses

You have proficiency with the Perception skill.

Beast Forms

Beasthide

Stoic and solid, a beasthide shifter draws strength and stability from the beast within. Beasthide spliced are typically tied to the bear or the boar, but any creature known for its toughness could apply.

Ability Score Increase

Your Constitution score increases by 1.

Tough

You have proficiency with the Athletics skill.

Shifting Feature

Whenever you shift, you gain 1d6 additional temporary hit points, and while shifted, you have a +1 bonus to your AC.

Longtooth

Longtooth spliced are fierce and aggressive, but they form deep bonds with their friends. Many longtooth spliced have canine traits that become more pronounced as they shift, but they might instead draw on tigers, hyenas, or other predators.

Ability Score Increase

Your Strength score increases by 1.

Fierce

You have proficiency with the Intimidation skill.

Shifting Feature

While shifted, you can use your elongated fangs to make an unarmed strike as a bonus action. If you hit with your fangs, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Swiftstride

Swiftstride spliced are graceful and quick. Typically feline in nature, swiftstride spliced are often aloof and difficult to pin down physically or socially.

Ability Score Increase

Your Dexterity score increases by 1.

Graceful

You have proficiency with the Acrobatics skill.

Swift Stride

Your walking speed increases by 5 feet.

Shifting Feature

While shifted, your walking speed increases by an additional 5 feet. Additionally, you can move up to 10 feet as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

Wildhunt

Wildhunt spliced are sharp and insightful. Some are constantly alert, ever wary for possible threats. Others focus on their intuition, searching within. Wildhunt spliced are excellent hunters, and they also tend to become the spiritual leaders of shifter communities.

Ability Score Increase

Your Wisdom score increases by 2.

Natural Tracker

You have proficiency with the Survival skill.

Mark the Scent

As a bonus action, you can mark one creature you can see within 10 feet of you. Until the end of your next long rest, your proficiency bonus is doubled for any ability check you make to find the marked creature, and you always know the location of that creature if it is within 60 feet of you. You can't use this trait again until you finish a short or long rest.

Shifting feature

While shifted, you have advantage on Wisdom checks.

Synthetic

Synthetic Skins are made from fabricated parts instead of flesh and blood. While in a synthetic Skins, senses and abilities can be enhanced by hardware.

Traits

Ability Score Increase. Two ability scores of your choice increase by 1.

Size. Synthetics are usually built to be between 4 and 8 feet tall, and come in many shapes. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Integrated Tekcaster

A tekcaster has been installed in the hand of the synth unit.

Recharge

You do not sleep. Instead you go into a low power mode for 4 hours per day to recharge.

Upgrades

Choose one from below:

Electromagnetic

Synths can activate electromagnets in their feet and walk on metal surfaces in null-G as if in 1G without the need of GravBoots or MagBoots. This feature can be activated at will without the use of an action.

In addition, if you are within 10 feet of a metal object, you can point your electromagnets to it. If it weighs less than you it comes to you at the rate of 30 feet per round. If you weigh less than the object, you move towards it at the rate of 30 feet per round.

Facechanger

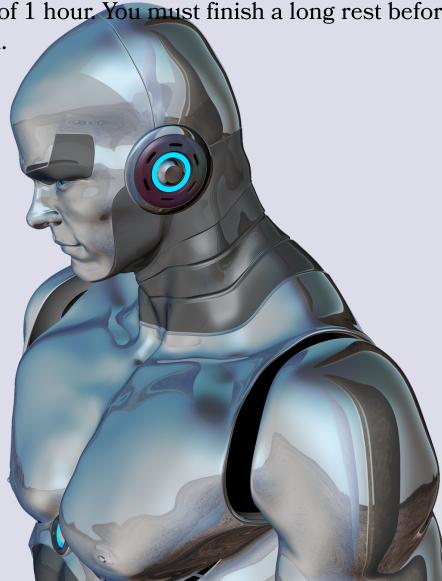
Enhanced epidermis allows the synth to permanently change their appearance at will. You must complete long rest before using this feature again.

Defense Systems

You learn the cantrips **Shocking Grasp**, **Ray of Frost**, and **Firebolt**.

Medical Bot

- You learn the cantrip **Spare the Dying**.
- Once per short rest you can cast the tek skill **Cure Wounds**.
- You can cast the tek skill **Lesser Restoration** with a casting time of 1 hour. You must finish a long rest before casting again.



Terran

Those born on Earth and Luna share the privilege of living in the most developed of the worlds. Many Terran that are lucky enough to become adventurers grew up healthy and well educated.

Skin Traits

Ability Score Increase. Your Physique increases by 1.

Age. Terran reach adulthood in their late teens and live just over a century.

Size. Terran vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Tek Resistance

You have advantage on saving throws against tek spells and other tek effects.

EGO Traits

Ability Score Increase. Your Intelligence increases by 1

Alignment. Terran tend toward no particular alignment. The best and the worst are found among them.

Languages. You can speak, read, and write English and one extra languages of your choice.

Humans typically learn the languages of other peoples they deal with, including obscure dialects.

Earthborn Education

You gain proficiency in the **History** skill.

Traveler

Travelers are a small nomadic species originating from Krevilla before the fall. Travelers are scavengers that rely on existing technology to get by. They do not often travel between worlds, but when they do, their ships are usually flotillas jerry-rigged from multiple spacecraft, and move at a crawl. Most Travelers encountered in space are traders and explorers. Planetside Travelers are found in small tribes living off the junkyards of men.

Skin Traits

Ability Score Increase. Your Dexterity increases by 1.

Age. Travelers reach adulthood in their late teens and live just over a century.

Size. Travelers are between 3 and 4 feet tall. Regardless of your position in that range, your size is Small.

Speed. Your base walking speed is 25 feet.

Magic Resistance

You have advantage on saving throws against spells and other magical effects.

EGO Traits

Ability Score Increase. Your Intelligence increases by 1.

Alignment. Travelers tend toward no particular alignment. The best and the worst are found among them.

Languages. You can speak, read, and write Traveler and English.

Alien Knowledge

You gain proficiency in the **Arcana** skill.



Venusian

The floating cities of Venus are a paradise. Venus is known for its thriving industry below the clouds, and beautiful tourist destinations above.

Skin Traits

Ability Score Increase. Your Physique increases by 1.

Size. Venusians are tall and muscular. Usually over 6 feet. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Tough Lungs

Used to the harsh gasses in the Venusian atmosphere. You are immune to poison damage and the poisoned condition.

EGO Traits

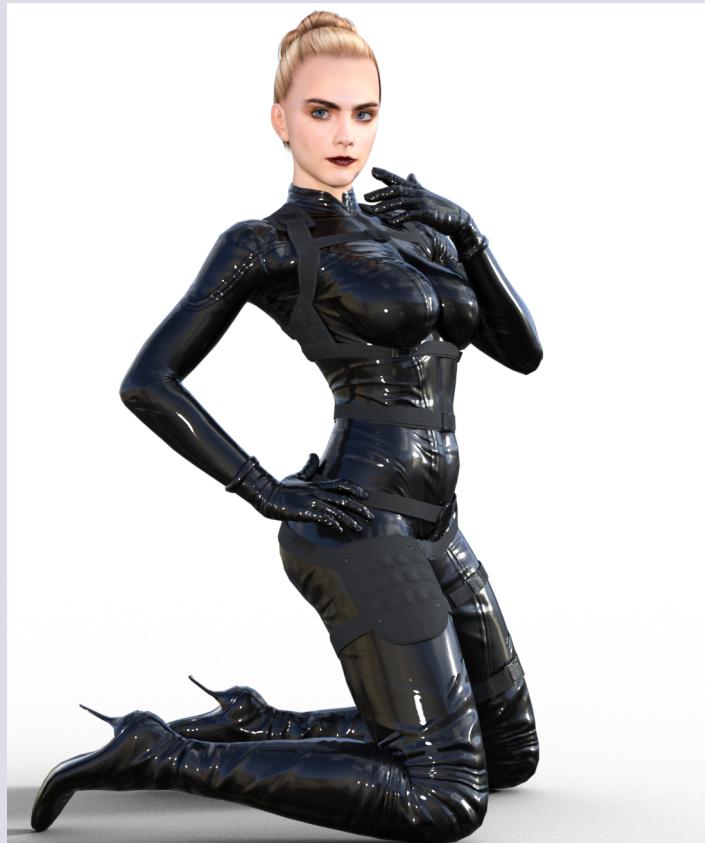
Ability Score Increase. Your Wisdom increases by 1.

Alignment. Venusians tend toward evil alignment, but there are good among them.

Languages. You can speak, read, and write English, and one extra language of your choice.

Charming Appearance

You have proficiency in the **Charm** skill.



Classes

Arcanist



The Arcanist is a scholar who has studied the nuanced science of tekcasting, also known as the Arcane Arts.

Hit Points

Hit Dice: 1d6 per Arcanist level

Hit Points at 1st Level: 6 + your Constitution Modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution Modifier per Arcanist level after 1st

Proficiencies

Armor: None

Weapons: ion daggers, darts, slings, bowstaffs, scorchers

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine

Equipment

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

- (a) a Bowstaff or (b) an ion dagger
- (a) a component pouch or (b) an tekcaster
- (a) a scholar's pack or (b) a field survival kit
- A datapad

Tekcasting

As a student of arcane tek, you have a tek skill datapad containing tek skills that show the first glimmerings of your true power.

Cantrips

At 1st level, you know three cantrips of your choice from the Arcanist tek skill list. You learn additional Arcanist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Arcanist table.

Tek Datapad

At 1st level, you have a tek skill datapad containing six 1st-level Arcanist tek skills of your choice. Your tek skill datapad is the repository of the Arcanist tek skills you know, except your cantrips, which are fixed in your mind.

Preparing and Casting Tek Skills

The Arcanist table shows how many tek skill slots you have to cast your tek skills of 1st level and higher. To cast one of these tek skills, you must expend a slot of the tek skill's level or higher. You regain all expended tek skill slots when you finish a long rest.

You prepare the list of Arcanist tek skills that are available for you to cast. To do so, choose a number of Arcanist tek skills from your tek skill datapad equal to your Intelligence modifier + your Arcanist level (minimum of one tek skill). The tek skills must be of a level for which you have tek skill slots.

You can change your list of prepared tek skills when you finish a long rest. Preparing a new list of Arcanist tek skills requires time spent studying your tek skill datapad and memorizing the incantations and gestures you must make to cast the tek skill; at least 1 minute per tek skill level for each tek skill on your list.

Tekcasting Ability

Intelligence + Will is your Tekcasting ability for your Arcanist tek skills, since you learn your tek skills through dedicated study and memorization. You use your Intelligence whenever a tek skill refers to your Tekcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an arcivist tek skill you cast and when making an attack roll with one.

Tek save DC = 8 + your proficiency bonus + your Intelligence modifier + your Will modifier

Tek attack modifier = your proficiency bonus + your Intelligence modifier + your Will modifier

Ritual Casting

You can cast an arcivist tek skill as a ritual if that tek skill has the ritual tag and you have the tek skill in your tek skill datapad. You don't need to have the tek skill prepared.

Tekcasting Focus

You can use an tekcaster as a Tekcasting focus for your Arcanist tek skills.

Learning Tek Skills of 1st Level and Higher

Each time you gain an arcivist level, you can add two Arcanist tek skills of your choice to your tek skill datapad for free. Each of these tek skills must be of a level for which you have tek skill slots, as shown on the Arcanist table. On your adventures, you might find other tek skills that you can add to your tek skill datapad (see the "Your tek skill datapad" sidebar).

The Arcanist (table)

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Tekcasting, Arcane Recovery	3	2	-	-	-	-	-	-	-	-
2nd	+2	Arcane Tradition	3	3	-	-	-	-	-	-	-	-
3rd	+2	-	3	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-
5th	+3	-	4	4	3	2	-	-	-	-	-	-
6th	+3	Arcane Tradition Feature	4	4	3	3	-	-	-	-	-	-
7th	+3	-	4	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	4	4	3	3	2	-	-	-	-	-
9th	+4	-	4	4	3	3	3	1	-	-	-	-
10th	+4	Arcane Tradition Feature	5	4	3	3	3	2	-	-	-	-
11th	+4	-	5	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-
13th	+5	-	5	4	3	3	3	2	1	1	-	-
14th	+5	Arcane Tradition Feature	5	4	3	3	3	2	1	1	-	-
15th	+5	-	5	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	-
17th	+6	-	5	4	3	3	3	2	1	1	1	1
18th	+6	Tek Mastery	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Signature Tek	5	4	3	3	3	3	2	2	1	1

Arcane Recovery

You have learned to regain some of your tek energy by studying your tek skill datapad. Once per day when you finish a short rest, you can choose expended tek skill slots to recover. The tek skill slots can have a combined level that is equal to or less than half your Arcanist level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level Arcanist, you can recover up to two levels worth of tek skill slots. You can recover either a 2nd-level tek skill slot or two 1st-level tek skill slots.

Arcane Tradition

When you reach 2nd level, you choose an arcane tradition, shaping your practice of tek through one of eight schools: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation, all detailed at the end of the class description.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

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.

Tek Mastery

At 18th level, you have achieved such mastery over certain tek skills that you can cast them at will. Choose a 1st-level Arcanist tek skill and a 2nd-level Arcanist tek skill that are in your tek skill datapad. You can cast those tek skills at their lowest level without expending a tek skill slot when you have them prepared. If you want to cast either tek skill at a higher level, you must expend a tek skill slot as normal.

By spending 8 hours in study, you can exchange one or both of the tek skills you chose for different tek skills of the same levels.

Signature Tek Skills

When you reach 20th level, you gain mastery over two powerful tek skills and can cast them with little effort. Choose two 3rd-level Arcanist tek skills in your tek skill datapad as your signature tek skills. You always have these tek skills prepared, they don't count against the number of tek skills you have prepared, and you can cast each of them once at 3rd level without expending a tek skill slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either tek skill at a higher level, you must expend a tek skill slot as normal.

Arcane Traditions

The study of the arcane arts began with the discoveries of tek.

The most common arcane traditions in the multiverse revolve around the schools of tek. Arcanists through the centuries have cataloged thousands of tek skills, grouping them into eight categories called schools. In some places, these traditions are literally schools; an arcanist might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even Arcanists who train apprentices in the solitude of their own apartments use the division of tek into schools as a learning device, since the tek skills of each school require mastery of different techniques.

School of Evocation

You focus your study on tek that creates powerful elemental effects such as bitter cold, searing flame, rolling concussive, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as pirates, explorers, or aspiring tyrants.

Evocation Savant

Beginning when you select this school at 2nd level, the credits and time you must spend to copy an evocation tek skill into your tek skill datapad is halved.

Sculpt Tek Skills

Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation tek skills. When you cast an evocation tek skill that affects other creatures that you can see, you can choose a number of them equal to 1 + the tek skill's level. The chosen creatures automatically succeed on their saving throws against the tek skill, and they take no damage if they would normally take half damage on a successful save.

Potent Cantrip

Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Empowered Evocation

Beginning at 10th level, you can add your Intelligence modifier to one damage roll of any Arcanist evocation tek skill you cast.

Overchannel

Starting at 14th level, you can increase the power of your simpler tek skills. When you cast an arcanist tek skill of 1st through 5th level that deals damage, you can deal maximum damage with that tek skill.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 radiation damage for each level of the tek skill, immediately after you cast it. Each time you use this feature again before finishing a long rest, the radiation damage per tek skill level increases by 1d12. This damage ignores resistance and immunity.

Your tek skill datapad

Arcanists use a datapad to compile all of the knowledge of the arcane arts.

The tek skills that you add to your tek skill datapad as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other tek skills during your adventures. You could discover a tek skill recorded on a datacube in an evil Arcanist's chest, for example, or in a dusty disk in an ancient library.

Copying a Tek into the Datapad. When you find an arcanist tek skill of 1st level or higher, you can add it to your tek skill datapad if it is of a tek skill level you can prepare and if you can spare the time to decipher and copy it.

Copying that tek skill into your tek skill datapad involves reproducing the basic form of the tek skill, then deciphering the unique system of notation used by the Arcanist who wrote it. You must practice the tek skill until you understand the sounds or gestures required, then type it into your tek skill datapad using your own notation. If the tek skill is in the form of digital data, it can simply be scanned into your datapad, but you must still spend time to learn how to use it.

For each level of the tek skill, the process takes 2 hours and costs 5000 credits.

Brute

Hit Points

Hit Dice: 1d12 per brute level

Hit Points at 1st Level: 12 + your Constitution Modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution Modifier per brute level after 1st

Proficiencies

Armor: Light armor, medium armor, pulse shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Physique, Intimidation, Perception, and Nature

Equipment

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

- (a) a pulse axe or (b) any martial melee weapon
- (a) a pulse fist or (b) any simple weapon
- a field survival kit and two ion daggers

Rage

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a brute, as shown in the Rage Damage column of the Brute table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast tek skills, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your brute level in the Rages column of the Brute table, you must finish a long rest before you can rage again.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution Modifier. You can use a medkit and still gain this benefit.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and tek skills. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Primal Path

At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

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.

Extra Attack

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

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Heavily Armored

Starting at 5th level, you gain proficiency with heavy armor.

Feral Instinct

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Brutal Critical

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

The Brute (table)

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Primal Path	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path feature	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Path feature	4	+3
11th	+4	Relentless	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Path feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

Relentless Rage

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Persistent Rage

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Indomitable Might

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Primal Champion

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Brute Paths

Path of the Berserker

For some brutes, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Frenzy

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Mindless Rage

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Retaliation

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Cybernetic

requires bionic or synthetic Skin

Cybernetics are tekcasters who have integrated with an alien AI via synthetic Skin parts. At some point you encountered an Alien AI, and it copied itself into your circuits.

Hit Points

Hit Dice: 1d8 per cybernetic level

Hit Points at 1st Level: 8 + your Constitution Modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution Modifier per cybernetic level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Wit

Skills: Choose two skills from History, Charm, Intimidation, Investigation, and Nature

Equipment

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

- (a) a scorcher and 20 clips of ammunition or (b) any simple weapon
- (a) a scholar's pack or (b) an incursion kit
- a tekcaster
- scarab skin, and two ion daggers

Bionic Enhancements

At 1st level, to allow you to to seamlessly interface with computers, you have been upgraded with bionic enhancements. Your Skin must be synthetic, bionic, or you have paid to have custom bionic enhancements installed.

AI Patron

At 1st level, through your bionic enhancements, you have bonded with an ancient alien AI called a "Symbiote". Your Symbiote makes it easy for you to interface with nearby networks and computers, and usually comes with a quirky personality.

Symbiote Tek

Your arcane research and the tek bestowed on you by your Symbiote have given you facility with tek skills.

Cantrips

You know two cantrips of your choice from the cybernetic tek skill list. You learn additional cybernetic cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cybernetic table.

Tek Slots

The Cybernetic table shows how many tek skill slots you have. The table also shows what the level of those slots is; all of your tek skill slots are the same level. To cast one of your cybernetic tek skills of 1st level or higher, you must expend a tek skill slot. You regain all expended tek skill slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level tek skill slots. To cast the 1st-level tek skill *shockwave*, you must spend one of those slots, and you cast it as a 3rd-level tek skill.

Tek Skills Known of 1st Level and Higher

At 1st level, you know two 1st-level tek skills of your choice from the cybernetic tek skill list.

The Tek Skills Known column of the Cybernetic table shows when you learn more cybernetic tek skills of your choice of 1st level and higher. A tek skill you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new cybernetic tek skill, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the cybernetic tek skills you know and replace it with another tek skill from the cybernetic tek skill list, which also must be of a level for which you have tek skill slots.

Tekcasting Ability

Wit + Will is your Tekcasting ability for your cybernetic tek skills, so you use your Wit whenever a tek skill refers to your Tekcasting ability. In addition, you use your Wit modifier when setting the saving throw DC for a cybernetic tek skill you cast and when making an attack roll with one.

Tek save DC = 8 + your proficiency bonus + your Wit modifier

Tek attack modifier = your proficiency bonus + your Wit modifier

Tekcasting Focus

You can use an tekcaster as a Tekcasting focus for your cybernetic tek skills.

The Cybernetic (table)

Level	Proficiency Bonus	Features	Cantrips Known	Tek Skills Known	Tek Slots	Slot Level	Modules Known
1st	+2	AI Patron, Link Tek	2	2	1	1st	-
2nd	+2	Symbiote Modules	2	3	2	1st	2
3rd	+2	Symbiote	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	-	3	6	2	3rd	3
6th	+3	AI Patron feature	3	7	2	3rd	3
7th	+3	-	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	-	3	10	2	5th	5
10th	+4	AI Patron feature	4	10	2	5th	5
11th	+4	Mystic Arcanum (6th level)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Mystic Arcanum (7th level)	4	12	3	5th	6
14th	+5	AI Patron feature	4	12	3	5th	6
15th	+5	Mystic Arcanum (8th level)	4	13	3	5th	7
16th	+5	Ability Score Improvement	4	13	3	5th	7
17th	+6	Mystic Arcanum (9th level)	4	14	4	5th	7
18th	+6	-	4	14	4	5th	8
19th	+6	Ability Score Improvement	4	15	4	5th	8
20th	+6	Symbiote Master	4	15	4	5th	8

Nanotech

Your Symbiote provides you with access to alien nanotech that imbue you with an abiding tek ability.

At 2nd level, you gain two nanotech modules of your choice. Your module options are detailed at the end of the class description. When you gain certain cybernetic levels, you gain additional modules of your choice, as shown in the Modules Known column of the Cybernetic table.

Additionally, when you gain a level in this class, you can choose one of the modules you know and replace it with another module that you could learn at that level.

Symbiotic Links

At 3rd level, your Symbiote gives you one of the following features of your choice.

Link of the Drone

You learn the *find familiar* tek skill and can cast it as a ritual. The tek skill doesn't count against your number of tek skills known.

When you cast the tek skill, the form of your familiar is a recon drone with a fly speed of 60, 13 AC, 7 HP, Perception +3, Stealth +4, 60ft of darkvision, 10ft of blindsight.

The familiar is controlled by your Symbiote, and you gain all normal benefits of a familiar.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

Link of the Blade

You can use your action to create a Nanoblade in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as tek for the purpose of overcoming resistance and immunity to nontek attacks and damage.

Your Nanoblade disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one tek weapon into your Nanoblade by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your Nanoblade thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your Nanoblade if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Link of the Tome

Your Symbiote gives you access to more tekskills. When you gain this feature, choose three cantrips from any class's tek skill list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the cybernetic tek skill list, they are nonetheless cybernetic tek skills for you.

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.

Mystic Arcanum

At 11th level, your Symbiote bestows upon you a tek secret called an arcanum. Choose one 6th-level tek skill from the cybernetic tek skill list as this arcanum.

You can cast your arcanum tek skill once without expending a tek skill slot. You must finish a long rest before you can do so again.

At higher levels, you gain more cybernetic tek skills of your choice that can be cast in this way: one 7th-level tek skill at 13th level, one 8th-level tek skill at 15th level, and one 9th-level tek skill at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

Symbiote Master

At 20th level, you can draw on your reserve of tek power while entreating your Symbiote to regain expended tek skill slots. You can spend 1 minute entreating your Symbiote for aid to regain all your expended tek skill slots from your Link Tek feature. Once you regain tek skill slots with this feature, you must finish a long rest before you can do so again.

Nanotech Modules

If a nanotech module has prerequisites, you must meet them to learn it. You can learn the module at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Agonizing Blast

Prerequisite: nanotech blast *cantrip*

When you cast *nanotech blast*, add your Wit modifier to the damage it deals on a hit.

Armor Module

You can cast *mage armor* on yourself at will, without expending a tek skill slot or material components.

Levitate Module

Prerequisite: 9th level

You can cast *levitate* on yourself at will, without expending a tek skill slot or material components.

Animal Link Module

You can cast *speak with animals* at will, without expending a tek skill slot.

Charm Module

You gain proficiency in the Charm and Diplomacy skills.

Bewitching Whispers Module

Prerequisite: 7th level

You can cast *compulsion* once using a cybernetic tek skill slot. You can't do so again until you finish a long rest.

Nanotech Chains Module

Prerequisite: 15th level, *Link of the Chain* feature

You can cast *hold monster* at will—targeting an Alien, fiend, or elemental—without expending a tek skill slot or material components. You must finish a long rest before you can use this module on the same creature again.

Visual Enhancements Module

You can see normally in darkness, both tek and nontek, to a distance of 120 feet.

Mind Malware Module

Prerequisite: 7th level

You can cast *confusion* once using a cybernetic tek skill slot. You can't do so again until you finish a long rest.

Alien Sight

You can cast *detect tek* at will, without expending a tek skill slot.

Nanotech Sharpshooter

Prerequisite: nanotech blast *cantrip*

When you cast *nanotech blast*, its range is 300 feet.

Translator Module

You can read all writing.

Triage Module

You can cast *false life* on yourself at will as a 1st-level tek skill, without expending a tek skill slot or material components.

Mindlink Module

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

Lifedrinker Module

Prerequisite: 12th level, *Nanoblade* feature

When you hit a creature with your Nanoblade, the creature takes extra radiation damage equal to your Wit modifier (minimum 1).

Disguise Module

You can cast *disguise self* at will, without expending a tek skill slot.

Transformation Module

Prerequisite: 15th level

You can cast *alter self* at will, without expending a tek skill slot.

Conjuration Module

Prerequisite: 9th level

You can cast *conjure elemental* once using a cybernetic tek skill slot. You can't do so again until you finish a long rest.

Mire the Mind Module

Prerequisite: 5th level

You can cast *slow* once using a cybernetic tek skill slot. You can't do so again until you finish a long rest.

Hologram Module

You can cast *silent image* at will, without expending a tek skill slot or material components.

Cloaking Module

Prerequisite: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

Jumper Module

Prerequisite: 9th level

You can cast *jump* on yourself at will, without expending a tek skill slot or material components.

Repelling Blast Module

Prerequisite: nanotech blast *cantrip*

When you hit a creature with *nanotech blast*, you can push the creature up to 10 feet away from you in a straight line.

Flesh Sculptor Module

Prerequisite: 7th level

You can cast *polymorph* once using a cybernetic tek skill slot. You can't do so again until you finish a long rest.

Mind Hack Module

Prerequisite: 5th level

You can cast *bestow hack* once using a cybernetic tek skill slot. You can't do so again until you finish a long rest.

Thief of Five Fates Module

You can cast *bane* once using a cybernetic tek skill slot. You can't do so again until you finish a long rest.

Thirsting Nanoblade

Prerequisite: 5th level, *Nanoblade feature*

You can attack with your Nanoblade twice, instead of once, whenever you take the Attack action on your turn.

Visions of Distant Realms Module

Prerequisite: 15th level

You can cast *arcane eye* at will, without expending a tek skill slot.

Voice of the Symbiote Module

Prerequisite: *Link of the Chain feature*

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Whispers of the Grave Module

Prerequisite: 9th level

You can cast *speak with dead* at will, without expending a tek skill slot.

Alteration Detection Module

Prerequisite: 15th level

You can see the true form of any shapeshifter or creature concealed by illusion or transmutation tek while the creature is within 30 feet of you and within line of sight.

AI Symbiotes

The beings that serve as Symbiotes for cybernetics are ancient alien AI that sat dormant for thousands of years. Once you form a link with your Symbiote, it makes a copy of itself inside your cybernetic circuitry.

The Fiend

You have formed a bond with the remnants of an AI from before the great AI war, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. These AI, while symbiotic to you, and cannot function outside of your body, are constantly tempting you to do evil things, and is obsessed with destruction.

Expanded Tek List

The Fiend lets you choose from an expanded list of tek skills when you learn a cybernetic tek skill. The following tek skills are added to the cybernetic tek skill list for you.

Fiend Expanded Tek Skills (table)

Tek Level	Tek Skills
1st	burning hands, command
2nd	blindness/deafness, scorching ray
3rd	fireball, stinking cloud
4th	fire shield, wall of fire
5th	flame strike, hallow

Alien's Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Wit modifier + your cybernetic level (minimum of 1).

Alien's Own Luck

Starting at 6th level, you can call on your Symbiote to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

Once you use this feature, you can't use it again until you finish a short or long rest.

Alien Resilience

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from tek weapons or silver weapons ignores this resistance.

Hurl Through Dimensions

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

The Hexblade

You have made a bond with an ancient alien nanoblade. These Hexblades were created to destroy only evil, and were designed to transform themselves into harmless when a holder attempted to do evil with them. Over the ages their AI has evolved to discover its own ambitions, and attempts to use you to accomplish them.

Expanded Tek List

The Fiend lets you choose from an expanded list of tek skills when you learn a cybernetic tek skill. The following tek skills are added to the cybernetic tek skill list for you.

Fiend Expanded Tek Skills (table)

Tek Level	Tek Skills
1st	shield, wrathful smite
2nd	blur, branding smite
3rd	blink, elemental weapon
4th	phantasmal killer, staggering smite
5th	banishing smite, cone of cold

Blade Hex

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Wit modifier (minimum of 1 hit point).
- You can't use this feature again until you finish a short or long rest.

Hex Warrior

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Wit modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

Once you use this feature, you can't use it again until you finish a short or long rest.

Accursed Specter

Starting at 6th level, you can curse the soul of a person you slay, temporarily binding it to your service. When you slay a humanoid, you can cause its spirit to rise from its corpse as a specter, the statistics for which are in the Monster Manual. When the specter appears, it gains temporary hit points equal to half your warlock level. Roll initiative for the specter, which has its own turns. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Wit modifier (minimum of +0).

The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife.

Once you bind a specter with this feature, you can't use the feature again until you finish a long rest.

Armor of Hexes

At 10th level, your hex grows more powerful. If the target cursed by your Hexblade's Curse hits you with an attack roll, you can use your reaction to roll a d6. On a 4 or higher, the attack instead misses you, regardless of its roll.

Master of Hexes

Starting at 14th level, you can spread your Hexblade's Curse from a slain creature to another creature. When the creature cursed by your Hexblade's Curse dies, you can apply the curse to a different creature you can see within 30 feet of you, provided you aren't incapacitated. When you apply the curse in this way, you don't regain hit points from the death of the previously cursed creature.

Evangelist

Hit Points

Hit Dice: 1d8 per evangelist level

Hit Points at 1st Level: 8 + your Constitution Modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution Modifier per evangelist level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, scorchers, ion blades, pulse blades

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Equipment

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

- (a) an ion blade, (b) a pulse blade, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a ukulele or (b) any other musical instrument
- scarab skin and an ion dagger

Tekcasting

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music.

Your tek skills are part of your vast repertoire, tek that you can tune to different situations.

Cantrips

You know two cantrips of your choice from the evangelist tek skill list. You learn additional evangelist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Evangelist table.

Tek Slots

The Evangelist table shows how many tek skill slots you have to cast your tek skills of 1st level and higher. To cast one of these tek skills, you must expend a slot of the tek skill's level or higher. You regain all expended tek skill slots when you finish a long rest.

For example, if you know the 1st-level tek skill *cure wounds* and have a 1st-level and a 2nd-level tek skill slot available, you can cast *cure wounds* using either slot.

Tek Skills Known of 1st Level and Higher

You know four 1st-level tek skills of your choice from the evangelist tek skill list.

The Tek Skills Known column of the Evangelist table shows when you learn more evangelist tek skills of your choice. Each of these tek skills must be of a level for which you have tek skill slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new tek skill of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the evangelist tek skills you know and replace it with another tek skill from the evangelist tek skill list, which also must be of a level for which you have tek skill slots.

Tekcasting Ability

Charisma + Wit is your Tekcasting ability for your evangelist tek skills. Your tek comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a tek skill refers to your Tekcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a evangelist tek skill you cast and when making an attack roll with one.

Tek save DC = 8 + your proficiency bonus + your Charisma modifier + your Will modifier + your Wit modifier

Tek attack modifier = your proficiency bonus + your Charisma modifier + your Wit modifier

Ritual Casting

You can cast any evangelist tek skill you know as a ritual if that tek skill has the ritual tag.

Tekcasting Focus

You can use a tek integrated musical instrument (see chapter 5, "Equip-ment") as a Tekcasting focus for your evangelist tek skills.

Evangelistic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Evangelistic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Evangelistic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Evangelistic Inspiration die is rolled, it is lost. A creature can have only one Evangelistic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Evangelistic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

The Evangelist (table)

Level	Proficiency Bonus	Features	Tek Skills Known	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Tekcasting, Evangelistic Inspiration (d6)	2	4	2	-	-	-	-	-	-	-	-
2nd	+2	Jack of All Trades, Song of Rest (d6)	2	5	3	-	-	-	-	-	-	-	-
3rd	+2	Evangelist College, Expertise	2	6	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	3	7	4	3	-	-	-	-	-	-	-
5th	+3	Evangelistic Inspiration (d8), Font of Inspiration	3	8	4	3	2	-	-	-	-	-	-
6th	+3	Countercharm, Evangelist College Feature	3	9	4	3	3	-	-	-	-	-	-
7th	+3	-	3	10	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	3	11	4	3	3	2	-	-	-	-	-
9th	+4	Song of Rest (d8)	3	12	4	3	3	3	1	-	-	-	-
10th	+4	Evangelistic Inspiration (d10), Expertise, Tek Secrets	4	14	4	3	3	3	2	-	-	-	-
11th	+4	-	4	15	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	4	15	4	3	3	3	2	1	-	-	-
13th	+5	Song of Rest (d10)	4	16	4	3	3	3	2	1	1	-	-
14th	+5	Tek Secrets, Evangelist College Feature	4	18	4	3	3	3	2	1	1	-	-
15th	+5	Evangelistic Inspiration (d12)	4	19	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	-
17th	+6	Song of Rest (d12)	4	20	4	3	3	3	2	1	1	1	1
18th	+6	Tek Secrets	4	22	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	22	4	3	3	3	3	2	1	1	1
20th	+6	Superior Inspiration	4	22	4	3	3	3	3	2	2	1	1

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Evangelist College

At 3rd level, you delve into the advanced techniques of a evangelist college of your choice: the College of Lore or the College of Valor, both detailed at the end of

the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

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.

Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Evangelistic Inspiration when you finish a short or long rest.

Countercharm

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Tek Secrets

By 10th level, you have plundered tek knowledge from a wide spectrum of disciplines. Choose two tek skills from any class, including this one. A tek skill you choose must be of a level you can cast, as shown on the Evangelist table, or a cantrip.

The chosen tek skills count as evangelist tek skills for you and are included in the number in the Tek Skills Known column of the Evangelist table.

You learn two additional tek skills from any class at 14th level and again at 18th level.

Superior Inspiration

At 20th level, when you roll initiative and have no uses of Evangelistic Inspiration left, you regain one use.

Evangelist Colleges

College of Lore

Evangelists of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly blogs and white papers. These evangelists use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith to the loyalty of their organization.

The loyalty of these evangelists lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a sect. A noble who keeps such an evangelist as a herald or advisor knows that the evangelist would rather be honest than politic.

The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Bonus Proficiencies

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

Cutting Words

Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Evangelistic Inspiration, rolling a Evangelistic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Additional Tek Secrets

At 6th level, you learn two tek skills of your choice from any class. A tek skill you choose must be of a level you can cast, as shown on the Evangelist table, or a cantrip. The chosen tek skills count as evangelist tek skills for you but don't count against the number of evangelist tek skills you know.

Peerless Skill

Starting at 14th level, when you make an ability check, you can expend one use of Evangelistic Inspiration. Roll a Evangelistic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail.

Guardian



Guardians are warriors who pledged an oath to an alien entity, usually lawful-good. In exchange for their oaths they have been given a tekcaster and the secrets of casting Guardian tekskills.

Hit Points

Hit Dice: 1d10 per guardian level

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

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

Proficiencies

Armor: All armor, pulse shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Physique, Insight, Intimidation, Medicine, Charm, and Religion

Equipment

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

- (a) a martial weapon and a medkit or (b) two martial weapons
- (a) a scorching weapon (b) any simple melee weapon
- (a) a chaplin's pack or (b) a field survival kit
- scarab skin and a holy symbol

Alien Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any Alien, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (Alien, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire).

Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* tek skill.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your guardian level \times 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

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. The weapon must have the two-handed or versatile property for you to gain this benefit.

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 medkit.

Tekcasting

By 2nd level, you have learned to draw on Alien tek through meditation and prayer to cast tek skills as a priest does.

Preparing and Casting Tek Skills

The Guardian table shows how many tek skill slots you have to cast your tek skills. To cast one of your guardian tek skills of 1st level or higher, you must expend a slot of the tek skill's level or higher. You regain all expended tek skill slots when you finish a long rest.

You prepare the list of guardian tek skills that are available for you to cast, choosing from the guardian tek skill list. When you do so, choose a number of guardian tek skills equal to your Charisma modifier + half your guardian level, rounded down (minimum of one tek skill). The tek skills must be of a level for which you have tek skill slots.

For example, if you are a 5th-level guardian, you have four 1st-level and two 2nd-level tek skill slots. With a Charisma of 14, your list of prepared tek skills can include four tek skills of 1st or 2nd level, in any combination. If you prepare the 1st-level tek skill *cure wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the tek skill doesn't remove it from your list of prepared tek skills.

You can change your list of prepared tek skills when you finish a long rest. Preparing a new list of guardian tek skills requires time spent in prayer and meditation: at least 1 minute per tek skill level for each tek skill on your list.

Tekcasting Ability

Charisma + Will is your Tekcasting ability for your guardian tek skills, since their power derives from the strength of your convictions. You use your Charisma whenever a tek skill refers to your Tekcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a guardian tek skill you cast and when making an attack roll with one.

Tek save DC = 8 + your proficiency bonus + your Charisma modifier + your Will modifier

Tek attack modifier = your proficiency bonus + your Charisma modifier + your Will modifier + your Wit modifier

Tekcasting Focus

You can use a holy symbol as a Tekcasting focus for your guardian tek skills.

Radiant Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one tek skill slot to deal kinetic damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level tek skill slot, plus 1d8 for each tek skill level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Alien Immunity

By 3rd level, the Alien tek flowing through you makes you immune to disease.

Sacred Oath

When you reach 3rd level, you swear the oath that binds you as a guardian forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath tek skills and the Channel Divinity feature.

Oath Tek Skills

Each oath has a list of associated tek skills. You gain access to these tek skills at the levels specified in the oath description. Once you gain access to an oath tek skill, you always have it prepared. Oath tek skills don't count against the number of tek skills you can prepare each day.

If you gain an oath tek skill that doesn't appear on the guardian tek skill list, the tek skill is nonetheless a guardian tek skill for you.

Channel Divinity

Your oath allows you to channel Alien energy to fuel tek effects. Each Channel Divinity option provided by your oath explains how to use it.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your guardian tek skill save DC.

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.

Extra Attack

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

Aura of Protection

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

The Guardian (table)

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Alien Sense, Lay on Hands	-	-	-	-	-
2nd	+2	Fighting Style, Tekcasting, Alien Smite	2	-	-	-	-
3rd	+2	Alien Health, Sacred Oath	3	-	-	-	-
4th	+2	Ability Score Improvement	3	-	-	-	-
5th	+3	Extra Attack	4	2	-	-	-
6th	+3	Aura of Protection	4	2	-	-	-
7th	+3	Sacred Oath feature	4	3	-	-	-
8th	+3	Ability Score Improvement	4	3	-	-	-
9th	+4	-	4	3	2	-	-
10th	+4	Aura of Courage	4	3	2	-	-
11th	+4	Improved Alien Smite	4	3	3	-	-
12th	+4	Ability Score Improvement	4	3	3	-	-
13th	+5	-	4	3	3	1	-
14th	+5	Cleansing Touch	4	3	3	1	-
15th	+5	Sacred Oath feature	4	3	3	2	-
16th	+5	Ability Score Improvement	4	3	3	2	-
17th	+6	-	4	3	3	3	1
18th	+6	Aura improvements	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Sacred Oath feature	4	3	3	3	2

Aura of Courage

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Improved Radiant Smite

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry Radiant power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiation damage. If you also use your Alien Smite with an attack, you add this damage to the extra damage of your Alien Smite.

Cleansing Touch

Beginning at 14th level, you can use your action to end one tek skill on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Sacred Oaths

Becoming a guardian involves taking vows that commit the guardian to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the guardian's training. Some characters with this class don't consider themselves true guardians until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the guardian's heart.

Oath of Devotion

The Oath of Devotion binds a guardian to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, lancers, or holy warriors, these guardians meet the ideal of the Lancer in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to the laws of morality and use them as the measure of their devotion. Some hold protheans as the perfect servants of good, and incorporate images of protheans into their helmets or coats of arms.

Tenets of Devotion

Though the exact words and strictures of the Oath of Devotion vary, guardians of this oath share these tenets.

Honesty. Don't lie or cheat. Let your word be your promise.

Courage. Never fear to act, though caution is wise.

Compassion. Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.

Honor. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

Duty. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Oath Tek Skills

You gain oath tek skills at the guardian levels listed.

Oath of Devotion Tek Skills (table)

Level	Guardian Tek Skills
3rd	protection from evil and good, sanctuary
5th	lesser restoration, zone of truth
9th	beacon of hope, dispel tek
13th	freedom of movement, guardian of faith
17th	commune, flame strike

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Radiant Weapon. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already tek, it becomes tek for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy. As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Devotion

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Purity of Spirit

Beginning at 15th level, you are always under the effects of a *protection from evil and good* tek skill.

Radiant Nimbus

At 20th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiation damage.

In addition, for the duration, you have advantage on saving throws against tek skills cast by fiends or undead.

Once you use this feature, you can't use it again until you finish a long rest.

Breaking Your Oath

A guardian tries to hold to the highest standards of conduct, but even the most virtuous guardian is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a guardian to transgress his or her oath.

A guardian who has broken a vow typically seeks absolution from a priest who shares his or her ideals or from another guardian of the same order. The guardian might spend an all-night vigil as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the guardian starts fresh.

If a guardian willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the GM's discretion, an impenitent guardian might be forced to abandon this class and adopt another.

Monk

Hit Points

Hit Dice: 1d8 per monk level

Hit Points at 1st Level: 8 + your Constitution Modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution Modifier per monk level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons, ion blades

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Physique, History, Insight, and Stealth

Equipment

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

- (a) a ion blade or (b) any simple weapon
- (a) an incursion kit or (b) a field survival kit
- 10 darts

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding A medkit, your AC equals 10 + your Dexterity modifier + your Will modifier.

Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are ion blades and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding A medkit:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a Bowstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon.

Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

The Monk (table)

Level	Proficiency Bonus	Martial Arts	Ki Points	Unarmored Movement	Features
1st	+2	1d4	—	-	Unarmored Defense, Martial Arts
2nd	+2	1d4	2	+10 ft.	Ki, Unarmored Movement
3rd	+2	1d4	3	+10 ft.	Monastic Tradition, Deflect Missiles
4th	+2	1d4	4	+10 ft.	Ability Score Improvement, Slow Fall
5th	+3	1d6	5	+10 ft.	Extra Attack, Stunning Strike
6th	+3	1d6	6	+15 ft.	Ki-Empowered Strikes, Monastic Tradition Feature
7th	+3	1d6	7	+15 ft.	Evasion, Stillness of Mind
8th	+3	1d6	8	+15 ft.	Ability Score Improvement
9th	+4	1d6	9	+15 ft.	Unarmored Movement improvement
10th	+4	1d6	10	+20 ft.	Purity of Body
11th	+4	1d8	11	+20 ft.	Monastic Tradition Feature
12th	+4	1d8	12	+20 ft.	Ability Score Improvement
13th	+5	1d8	13	+20 ft.	Tongue of the Sun and Moon
14th	+5	1d8	14	+25 ft.	Diamond Soul
15th	+5	1d8	15	+25 ft.	Timeless Body
16th	+5	1d8	16	+25 ft.	Ability Score Improvement
17th	+6	1d10	17	+25 ft.	Monastic Tradition Feature
18th	+6	1d10	18	+30 ft.	Empty Body
19th	+6	1d10	19	+30 ft.	Ability Score Improvement
20th	+6	1d10	20	+30 ft.	Perfect Self

Flurry of Blows

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a medkit. This bonus increases when you reach certain monk levels, as shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Monastic Tradition

When you reach 3rd level, you commit yourself to a monastic tradition: the Way of the Open Hand, the Way of Shadow, or the Way of the Four Elements, all detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Deflect Missiles

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by $1d10 +$ your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

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.

Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Extra Attack

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

Stunning Strike

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Ki-Empowered Strikes

Starting at 6th level, your unarmed strikes count as tek for the purpose of overcoming resistance and immunity to nontek attacks and damage.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* tek skill. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Purity of Body

At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Tongue of the Sun and Moon

Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Diamond Soul

Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Timeless Body

At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged. You can still die of old age, however. In addition, you no longer need food or water.

Empty Body

Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage.

Additionally, you can spend 8 ki points to cast the *astral projection* tek skill, without needing material components. When you do so, you can't take any other creatures with you.

Perfect Self

At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points.

Monastic Traditions

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the three traditions and instruct each monk according to his or her aptitude and interest. All three traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

Way of the Open Hand

Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Open Hand Technique

Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Wholeness of Body

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

Tranquility

Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a *sanctuary* tek skill that lasts until the start of your next long rest (the tek skill can end early as normal). The saving throw DC for the tek skill equals $8 + \text{your Wisdom modifier} + \text{your proficiency bonus}$.

Quivering Palm

At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 radiation damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

Morph



orphs are tekcasters who have developed their tekcasting ability to strengthen their bond with nature. What began as a group of conservationists bringing tekcasters back to earth, developed into several cult-like organizations dedicating to unlocking the secrets of nature via tek.

Hit Points

Hit Dice: 1d8 per morph level

Hit Points at 1st Level: 8 + your Constitution Modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution Modifier per morph level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: ion daggers, scorchers

Tools: Botanist's Kit

Saving Throws: Intelligence, Wisdom

Skills: Choose two from History, Insight, Medicine, Perception, and Nature

Equipment

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

- (a) a stun fist (b) any simple weapon
- (a) an ion blade or (b) any simple melee weapon
- scarab skin, a field survival kit, and a morphic focus

Morphic cant

You know Morphic, the secret language of morphs. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without tek.

Tekcasting

Drawing on the alien essence of tekcasters, you can cast tek skills to shape the essence of nature to your will.

Cantrips

At 1st level, you know two cantrips of your choice from the morph tek skill list. You learn additional morph cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Morph table.

Preparing and Casting Tek Skills

The Morph table shows how many tek skill slots you have to cast your tek skills of 1st level and higher. To cast one of these morph tek skills, you must expend a slot of the tek skill's level or higher. You regain all expended tek skill slots when you finish a long rest.

You prepare the list of morph tek skills that are available for you to cast, choosing from the morph tek skill list. When you do so, choose a number of morph tek skills equal to your Wisdom modifier + your morph level (minimum of one tek skill). The tek skills must be of a level for which you have tek skill slots.

For example, if you are a 3rd-level morph, you have four 1st-level and two 2nd-level tek skill slots. With a Wisdom of 16, your list of prepared tek skills can include six tek skills of 1st or 2nd level, in any combination. If you prepare the 1st-level tek skill *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the tek skill doesn't remove it from your list of prepared tek skills.

You can also change your list of prepared tek skills when you finish a long rest. Preparing a new list of morph tek skills requires time spent in prayer and meditation: at least 1 minute per tek skill level for each tek skill on your list.

Tekcasting Ability

Wisdom + Will is your Tekcasting ability for your morph tek skills, since your tek draws upon your devotion and attunement to nature. You use your Wisdom whenever a tek skill refers to your Tekcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a morph tek skill you cast and when making an attack roll with one.

Tek save DC = 8 + your proficiency bonus + your Wisdom modifier

Tek attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a morph tek skill as a ritual if that tek skill has the ritual tag and you have the tek skill prepared.

Tekcasting Focus

You can use a tekcaster as a focus for your morph tek skills.

The Morph (table)

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Morphic, Tekcasting	2	2	-	-	-	-	-	-	-	-
2nd	+2	Wild Shape, Morph Circle	2	3	-	-	-	-	-	-	-	-
3rd	+2	-	2	4	2	-	-	-	-	-	-	-
4th	+2	Wild Shape Improvement, Ability Score Improvement	3	4	3	-	-	-	-	-	-	-
5th	+3	-	3	4	3	2	-	-	-	-	-	-
6th	+3	Morph Circle feature	3	4	3	3	-	-	-	-	-	-
7th	+3	-	3	4	3	3	1	-	-	-	-	-
8th	+3	Wild Shape Improvement, Ability Score Improvement	3	4	3	3	2	-	-	-	-	-
9th	+4	-	3	4	3	3	3	1	-	-	-	-
10th	+4	Morph Circle feature	4	4	3	3	3	2	-	-	-	-
11th	+4	-	4	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	-	-	-
13th	+5	-	4	4	3	3	3	2	1	1	-	-
14th	+5	Morph Circle feature	4	4	3	3	3	2	1	1	-	-
15th	+5	-	4	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	-
17th	+6	-	4	4	3	3	3	2	1	1	1	1
18th	+6	Timeless Body, Beast Tek Skills	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Archmorph	4	4	3	3	3	3	2	2	1	1

Wild Shape

Starting at 2nd level, you can use your action to assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your morph level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

Beast Shapes (table)

Level	Max. CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	—	Giant eagle

You can stay in a beast shape for a number of hours equal to half your morph level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast tek skills, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a tek skill you've already cast, however, or prevent you from taking actions that are part of a tek skill, such as *call lightning*, that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Morph Circle

Morphs have obtained their tek abilities from Morph Circles; cult like organizations that explore the possibilities of combining tekcasting with nature.

At 2nd level, you choose to identify with a circle of morphs: the Circle of the Land or the Circle of the Moon, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

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.

Timeless Body

Starting at 18th level, the nature shifting tek that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Beast Tek Skills

Beginning at 18th level, you can cast many of your morph tek skills in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a morph tek skill while in a beast shape, but you aren't able to provide material components.

Archmorph

At 20th level, you can use your Wild Shape an unlimited number of times.

Additionally, you can ignore the verbal and somatic components of your morph tek skills, as well as any material components that lack a cost and aren't consumed by a tek skill. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

Morph Circles

Circle of the Land

The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These morphs meet within sacred circles of trees or standing stones to whisper primal secrets in Morphic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your tek is influenced by the land where you were initiated into the circle's mysterious rites.

Bonus Cantrip

When you choose this circle at 2nd level, you learn one additional morph cantrip of your choice.

Natural Recovery

Starting at 2nd level, you can regain some of your tek energy by sitting in meditation and communing with nature. During a short rest, you choose expended tek skill slots to recover. The tek skill slots can have a combined level that is equal to or less than half your morph level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level morph, you can recover up to two levels worth of tek skill slots. You can recover either a 2nd-level slot or two 1st-level slots.

Circle Tek Skills

Your mystical connection to the land infuses you with the ability to cast certain tek skills. At 3rd, 5th, 7th, and 9th level you gain access to circle tek skills connected to the land where you became a morph. Choose that land—arctic, coast, desert, forest, grassland, mountain, or swamp—and consult the associated list of tek skills.

Once you gain access to a circle tek skill, you always have it prepared, and it doesn't count against the number of tek skills you can prepare each day. If you gain access to a tek skill that doesn't appear on the morph tek skill list, the tek skill is nonetheless a morph tek skill for you.

Arctic (table)

Morph Level	Circle Tek Skills
3rd	hold person, spike growth
5th	sleet storm, slow
7th	freedom of movement, ice storm
9th	commune with nature, cone of cold

Coast (table)

Morph Level	Circle Tek Skills
3rd	mirror image, misty step
5th	water breathing, water walk
7th	control water, freedom of movement
9th	conjure elemental, scrying

Desert (table)

Morph Level	Circle Tek Skills
3rd	blur, silence
5th	create food and water, protection from energy
7th	blight, hallucinatory terrain
9th	insect plague, wall of stone

Forest (table)

Morph Level	Circle Tek Skills
3rd	barkskin, spider climb
5th	call lightning, plant growth
7th	divination, freedom of movement
9th	commune with nature, tree stride

Grassland (table)

Morph Level	Circle Tek Skills
3rd	invisibility, pass without trace
5th	daylight, haste
7th	divination, freedom of movement
9th	dream, insect plague

Mountain (table)

Morph Level	Circle Tek Skills
3rd	spider climb, spike growth
5th	lightning bolt, meld into stone
7th	stone shape, stoneskin
9th	passwall, wall of stone

Swamp (table)

Morph Level	Circle Tek Skills
3rd	acid bullet, darkness
5th	water walk, stinking cloud
7th	freedom of movement, locate creature
9th	insect plague, scrying

Land's Stride

Starting at 6th level, moving through nontek difficult terrain costs you no extra movement. You can also pass through nontek plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are created or manipulated to impede movement, such those created by the *entangle* tek skill.

Nature's Ward

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Nature's Sanctuary

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your morph tek skill save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

Sacred Plants and Wood

A morph holds certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. Morphs often use such plants as part of a Tekcasting focus, incorporating lengths of oak or yew or sprigs of mistletoe.

Similarly, a morph uses such woods to make other objects, such as weapons and pulse shields. Yew is associated with death and rebirth, so weapon handles for Ion Blades or sickles might be fashioned from it. Ash is associated with life and oak with strength. These woods make excellent hafts or whole weapons, such as clubs or Bowstaffs, as well as pulse shields. Alder is associated with air, and it might be used for thrown weapons, such as darts or ion daggers.

Morphs from regions that lack the plants described here have chosen other plants to take on similar uses. For instance, a morph of a desert region might value the yucca tree and cactus plants.

Priest

Hit Points

Hit Dice: 1d8 per priest level

Hit Points at 1st Level: 8 + your Constitution Modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution Modifier per priest level after 1st

Proficiencies

Armor: Light armor, medium armor, pulse shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, and Charm

Equipment

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

- (a) a scorcher or (b) an ion slingblade (if proficient)
- (a) kevlar, (b) scarab skin, or (c) scarab skin (if proficient)
- (a) a scorcher and 20 clips of ammunition or (b) any simple weapon
- (a) a chaplin's pack or (b) a field survival kit
- A medkit and a religious symbol

Tekcasting

As a conduit for Alien power, you can cast priest tek skills.

Cantrips

At 1st level, you know three cantrips of your choice from the priest tek skill list. You learn additional priest cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Priest table.

Preparing and Casting Tek Skills

The Priest table shows how many tek skill slots you have to cast your tek skills of 1st level and higher. To cast one of these tek skills, you must expend a slot of the tek skill's level or higher. You regain all expended tek skill slots when you finish a long rest.

You prepare the list of priest tek skills that are available for you to cast, choosing from the priest tek skill list. When you do so, choose a number of priest tek skills equal to your Wisdom modifier + your priest level (minimum of one tek skill). The tek skills must be of a level for which you have tek skill slots.

For example, if you are a 3rd-level priest, you have four 1st-level and two 2nd-level tek skill slots. With a Wisdom of 16, your list of prepared tek skills can include six tek skills of 1st or 2nd level, in any combination. If you prepare the 1st-level tek skill *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the tek skill doesn't remove it from your list of prepared tek skills.

You can change your list of prepared tek skills when you finish a long rest. Preparing a new list of priest tek skills requires time spent in prayer and meditation: at least 1 minute per tek skill level for each tek skill on your list.

Tekcasting Ability

Wisdom + Will is your Tekcasting ability for your priest tek skills. The power of your tek skills comes from your devotion to your host. You use your Wisdom whenever a priest tek skill refers to your Tekcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a priest tek skill you cast and when making an attack roll with one.

Tek save DC = 8 + your proficiency bonus + your Wisdom modifier

Tek attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a priest tek skill as a ritual if that tek skill has the ritual tag and you have the tek skill prepared.

Tekcasting Focus

You must use a tekcaster as a focus for your tekcasting abilities.

The Priest (table)

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Tekcasting, Alien Domain	3	2	-	-	-	-	-	-	-	-
2nd	+2	Channel Divinity (1/rest), Alien Domain Feature	3	3	-	-	-	-	-	-	-	-
3rd	+2	-	3	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-
5th	+3	Destroy Undead (CR 1/2)	4	4	3	2	-	-	-	-	-	-
6th	+3	Channel Divinity (2/rest), Alien Domain Feature	4	4	3	3	-	-	-	-	-	-
7th	+3	-	4	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement, Destroy Undead (CR 1), Alien Domain Feature	4	4	3	3	2	-	-	-	-	-
9th	+4	-	4	4	3	3	3	1	-	-	-	-
10th	+4	Alien Intervention	5	4	3	3	3	2	-	-	-	-
11th	+4	Destroy Undead (CR 2)	5	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-
13th	+5	-	5	4	3	3	3	2	1	1	-	-
14th	+5	Destroy Undead (CR 3)	5	4	3	3	3	2	1	1	-	-
15th	+5	-	5	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	-
17th	+6	Destroy Undead (CR 4), Alien Domain Feature	5	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (3/rest)	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Alien Intervention improvement	5	4	3	3	3	3	2	2	1	1

Alien Domain

Choose one domain related to your host: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description, and each one provides examples of gods associated with it. Your choice grants you domain tek skills and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Tek Skills

Each domain has a list of tek skills—its domain tek skills—that you gain at the priest levels noted in the domain description. Once you gain a domain tek skill, you always have it prepared, and it doesn't count against the number of tek skills you can prepare each day.

If you have a domain tek skill that doesn't appear on the priest tek skill list, the tek skill is nonetheless a priest tek skill for you.

Channel Divinity

At 2nd level, you gain the ability to channel Alien energy directly from your host, using that energy to fuel tek effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your priest tek skill save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Turn Undead

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

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.

Destroy Undead

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Destroy Undead (table)

Priest Level	Destroys Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Alien Intervention

Beginning at 10th level, you can call on your host to intervene on your behalf when your need is great.

Imploring your host's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your priest level, your host intervenes. The GM chooses the nature of the intervention; the effect of any priest tek skill or priest domain tek skill would be appropriate.

If your host intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

Priest Domains

Life Domain

The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any non-evil host can claim influence over this domain, particularly agricultural hosts (such as Chauntea, Arawai, and Demeter), sun gods (such as Lathander, Pelor, and Re-Horakhty), gods of healing or endurance (such as Ilmater, Mishakal, Apollo, and Diancecht), and gods of home and community (such as Hestia, Hathor, and Boldrei).

Life Domain Tek Skills (table)

Priest Level	Tek Skills
1st	bless, cure wounds
3rd	lesser restoration, spiritual weapon
5th	beacon of hope, revivify
7th	death ward, guardian of faith
9th	mass cure wounds, raise dead

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Disciple of Life

Also starting at 1st level, your healing tek skills are more effective. Whenever you use a tek skill of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the tek skill's level.

Channel Divinity: Preserve Life

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your priest level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Blessed Healer

Beginning at 6th level, the healing tek skills you cast on others heal you as well. When you cast a tek skill of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the tek skill's level.

Tek Strike

At 8th level, you gain the ability to infuse your weapon strikes with tek energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 kinetic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Supreme Healing

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a tek skill, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Scion



The scion gains their ability to use tek skills not from studying the science behind it as an Arcanist would, but from a connection with an ancient alien entity, whether it be through blood, or a chance encounter.

Hit Points

Hit Dice: 1d6 per scion level

Hit Points at 1st Level: 6 + your Constitution Modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution Modifier per scion level after 1st

Proficiencies

Armor: None

Weapons: ion daggers, scorchers

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from History, Charm, Insight, Intimidation, and Religion

Equipment

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

- (a) a scorching and 20 clips of ammunition or (b) any simple weapon
- a tekcaster
- (a) an incursion kit or (b) a field survival kit
- Two ion daggers

Tekcasting

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane tek. This font of tek, whatever its origin, fuels your tek skills.

Cantrips

At 1st level, you know four cantrips of your choice from the scion tek skill list. You learn additional scion cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Scion table.

Tek Slots

The Scion table shows how many tek skill slots you have to cast your tek skills of 1st level and higher. To cast one of these scion tek skills, you must expend a slot of the tek skill's level or higher. You regain all expended tek skill slots when you finish a long rest.

For example, if you know the 1st-level tek skill *burning hands* and have a 1st-level and a 2nd-level tek skill slot available, you can cast *burning hands* using either slot.

Tek Skills Known of 1st Level and Higher

You know two 1st-level tek skills of your choice from the scion tek skill list.

The Tek Skills Known column of the Scion table shows when you learn more scion tek skills of your choice. Each of these tek skills must be of a level for which you have tek skill slots. For instance, when you reach 3rd level in this class, you can learn one new tek skill of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the scion tek skills you know and replace it with another tek skill from the scion tek skill list, which also must be of a level for which you have tek skill slots.

Tekcasting Ability

Charisma + Will is your Tekcasting ability for your scion tek skills, since the power of your tek relies on your ability to project your will into the world. You use your Charisma whenever a tek skill refers to your Tekcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a scion tek skill you cast and when making an attack roll with one.

Tek save DC = 8 + your proficiency bonus + your Charisma modifier + your Will modifier

Tek attack modifier = your proficiency bonus + your Charisma modifier + your Will modifier + your Wit modifier

Tekcasting Focus

You can use an tekcaster as a Tekcasting focus for your scion tek skills.

Scionic Origin

Choose a scionic origin, which describes the source of your innate tek power: Alien Bloodline or Alien Soul, both detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Font of Tek

At 2nd level, you tap into a deep wellspring of tek within yourself. This wellspring is represented by scion points, which allow you to create a variety of tek effects.

Scion Points

You have 2 scion points, and you gain more as you reach higher levels, as shown in the Scion Points column of the Scion table. You can never have more scion points than shown on the table for your level. You regain all spent scion points when you finish a long rest.

The Scion (table)

Level	Proficiency Bonus	Scion Points	Features	Cantrips Known	Tek Skills Known	1st 2nd 3rd 4th 5th 6th 7th 8th 9th								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	-	Tekcasting, Scionic Origin	4	2	2	-	-	-	-	-	-	-	-
2nd	+2	2	Font of Tek	4	3	3	-	-	-	-	-	-	-	-
3rd	+2	3	Metatek	4	4	4	2	-	-	-	-	-	-	-
4th	+2	4	Ability Score Improvement	5	5	4	3	-	-	-	-	-	-	-
5th	+3	5	-	5	6	4	3	2	-	-	-	-	-	-
6th	+3	6	Scionic Origin Feature	5	7	4	3	3	-	-	-	-	-	-
7th	+3	7	-	5	8	4	3	3	1	-	-	-	-	-
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	-	-	-	-	-
9th	+4	9	-	5	10	4	3	3	3	1	-	-	-	-
10th	+4	10	Metatek	6	11	4	3	3	3	2	-	-	-	-
11th	+4	11	-	6	12	4	3	3	3	2	1	-	-	-
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	-	-	-
13th	+5	13	-	6	13	4	3	3	3	2	1	1	-	-
14th	+5	14	Scionic Origin Feature	6	13	4	3	3	3	2	1	1	-	-
15th	+5	15	-	6	14	4	3	3	3	2	1	1	1	-
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	-
17th	+6	17	Metatek	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	Scionic Origin Feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Scionic Restoration	6	15	4	3	3	3	3	2	2	1	1

Flexible Casting

You can use your scion points to gain additional tek skill slots, or sacrifice tek skill slots to gain additional scion points. You learn other ways to use your scion points as you reach higher levels.

Creating Tek Slots. You can transform unexpended scion points into one tek skill slot as a bonus action on your turn. The Creating Tek Slots table shows the cost of creating a tek skill slot of a given level. You can create tek skill slots no higher in level than 5th.

Any tek skill slot you create with this feature vanishes when you finish a long rest.

Creating Tek Slots (table)

Tek Slot Level	Scion Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Tek Slot to Scion Points. As a bonus action on your turn, you can expend one tek skill slot and gain a number of scion points equal to the slot's level.

Metatek

At 3rd level, you gain the ability to twist your tek skills to suit your needs. You gain two of the following Metatek options of your choice. You gain another one at 10th and 17th level.

You can use only one Metatek option on a tek skill when you cast it, unless otherwise noted.

Careful Tek

When you cast a tek skill that forces other creatures to make a saving throw, you can protect some of those creatures from the tek skill's full force. To do so, you spend 1 scion point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the tek skill.

Distant Tek

When you cast a tek skill that has a range of 5 feet or greater, you can spend 1 scion point to double the range of the tek skill.

When you cast a tek skill that has a range of touch, you can spend 1 scion point to make the range of the tek skill 30 feet.

Empowered Tek

When you roll damage for a tek skill, you can spend 1 scion point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Tek even if you have already used a different Metatek option during the casting of the tek skill.

Extended Tek

When you cast a tek skill that has a duration of 1 minute or longer, you can spend 1 scion point to double its duration, to a maximum duration of 24 hours.

Heightened Tek

When you cast a tek skill that forces a creature to make a saving throw to resist its effects, you can spend 3 scion points to give one target of the tek skill disadvantage on its first saving throw made against the tek skill.

Quickened Tek

When you cast a tek skill that has a casting time of 1 action, you can spend 2 scion points to change the casting time to 1 bonus action for this casting.

Subtle Tek

When you cast a tek skill, you can spend 1 scion point to cast it without any somatic or verbal components.

Twinned Tek

When you cast a tek skill that targets only one creature and doesn't have a range of self, you can spend a number of scion points equal to the tek skill's level to target a second creature in range with the same tek skill (1 scion point if the tek skill is a cantrip).

To be eligible, a tek skill must be incapable of targeting more than one creature at the tek skill's current level. For example, *tek missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

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.

Scionic Restoration

At 20th level, you regain 4 expended scion points whenever you finish a short rest.

Scionic Origins

Different scions claim different origins for their innate tek. Although many variations exist, most of these origins fall into two categories: a alien bloodline and chaos tek.

Alien Bloodline

Your innate tek comes from alien tek that was mingled with your blood or that of your ancestors. Most often, scions with this origin trace their descent back to an alien of ancient times who parented a child with a human. Any given scion could be the first of a new bloodline, as a result of a scientific experiment involving alien DNA gone wrong.

Alien Ancestor

At 1st level, you choose one type of alien as your ancestor. The damage type associated with each alien is used by features you gain later.

Alien Ancestry (table)

Alien	Damage Type
Black	Acid
Blue	Shock
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold

You can speak, read, and write Alien. Additionally, whenever you make a Charisma check when interacting with aliens, your proficiency bonus is doubled if it applies to the check.

Alien Resilience

As tek flows through your body, it causes physical traits of your alien ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of alien-like carapace. When you aren't wearing armor, your AC equals $13 + \text{your Dexterity modifier}$.

Elemental Affinity

Starting at 6th level, when you cast a tek skill that deals damage of the type associated with your alien ancestry, you can add your Charisma modifier to one damage roll of that tek skill. At the same time, you can spend 1 scion point to gain resistance to that damage type for 1 hour.

Natural Levitation

At 14th level, you gain the ability to surround yourself with an alien glowing aura causing you to levitate, gaining a fly speed speed equal to your current speed. You can enable this ability as a bonus action on your turn. It lasts until you dismiss it as a bonus action on your turn.

Alien Presence

Beginning at 18th level, you can channel the dread presence of your alien ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 scion points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration tek skill), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

Alien Soul

Sometimes the spark of tek that fuels a scion comes directly from a alien soul trapped inside your body.

A Alien Soul, with a natural magnetism, is seen as a threat by some religious hierarchies. As an outsider who commands sacred power, an Alien Soul can undermine an existing order by claiming to act under direct control of an alien entity.

In some cultures, only those who can claim the power of a Alien Soul may command religious power.

Alien Magic

Your link to the alien allows you to learn spells from the cleric class. When your Spellcasting feature lets you learn or replace a scion cantrip or a scion spell of 1st level or higher, you can choose the new spell from the cleric spell list or the scion spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a scion spell for you.

In addition, choose an affinity for the source of your alien power: good, evil, law, chaos, or neutrality. You learn an additional spell based on that affinity, as shown below. It is a scion spell for you, but it doesn't count against your number of scion spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list.

Affinity	Spell
Good	cure wounds
Evil	inflict wounds
Law	bless
Chaos	bane
Neutrality	protection from evil and good

Chaos

You learn the bane spell, but it doesn't count against your number of scion spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list.

Evil

You learn the inflict wounds spell, but it doesn't count against your number of scion spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list.

Good

You learn the cure wounds spell, but it doesn't count against your number of scion spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list.

Law

You learn the bless spell, but it doesn't count against your number of scion spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list.

Neutrality

You learn the protection from evil and good spell, but it doesn't count against your number of scion spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list.

Favored by the Gods

Starting at 1st level, alien power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a short or long rest.

Empowered Healing

Starting at 6th level, the alien energy coursing through you can empower healing spells. Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren't incapacitated. You can use this feature only once per turn.

Otherworldly Wings

Starting at 14th level, you can use a bonus action to manifest a pair of spectral wings from your back. While the wings are present, you have a flying speed of 30 feet. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action.

The affinity you chose for your Alien Magic feature determines the appearance of the spectral wings: eagle wings for good or law, bat wings for evil or chaos, and dragonfly wings for neutrality.

Unearthly Recovery

At 18th level, you gain the ability to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

Once you use this feature, you can't use it again until you finish a long rest.

Scoundrel

Hit Points

Hit Dice: 1d8 per scoundrel level

Hit Points at 1st Level: 8 + your Constitution Modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution Modifier per scoundrel level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, scorchers, ion blades, pulse blades

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Computers, History, Physique, Charm, Insight, Intimidation, Investigation, Perception, Performance, Trickery, and Stealth

Equipment

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

- (a) an ion blade or (b) two ion daggers
- (a) a scorching and 20 clips of ammunition or (b) a ion blade
- (a) a hacker's kit, (b) an incursion kit, or (c) a field survival kit
- (a) scarab skin, two ion daggers, and thieves' tools

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Scoundrel table.

Thieves' Cant

During your scoundrel training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your scoundrel abilities: Thief, Assassin, or Arcane Trickster, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 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.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* tek skill. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

The Scoundrel (table)

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype Feature
14th	+5	7d6	Blindsight
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype Feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

Blindsight

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Slippery Mind

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.

Roguish Archetypes

Scoundrels have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different scoundrels steer those talents in varying directions, embodied by the scoundrel archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

Thief

You hone your skills in the larcenous arts. Burglars, Space Pirates, cutpurses, and other criminals typically follow this archetype, but so do scoundrels who prefer to think of themselves as professional loot seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using alien artifacts you normally couldn't employ.

Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Trickery) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Supreme Stealth

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Use Tek Device

By 13th level, you have learned enough about the workings of tek that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of alien artifacts.

Thief's Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Gunslinger

The Gunslinger has lightning fast reflexes, and always keeps a scorch on their hip.

Adept Marksman

When you choose this archetype at 3rd level, you learn to perform powerful trick shots to disable or damage your opponents using your firearms.

Trick Shots. You learn two trick shots of your choice, which are detailed under "Trick Shots" below. Many maneuvers enhance an attack in some way. Each use of a trick shot must be declared before the attack roll is made. You can use only one trick shot per attack.

You learn an additional trick shot of your choice at 7th, 10th, 15th, and 18th level. Each time you learn a new trick shot, you can also replace one trick shot you know with a different one.

Grit. You gain a number of grit points equal to your Wisdom modifier (minimum of 1). You regain 1 expended grit point each time you roll a 20 on the d20 roll for an attack with a firearm, or deal a killing blow with a firearm to a creature of significant threat (DM's discretion). You regain all expended grit points after a short or long rest.

Saving Throws. Some of your trick shots require your targets to make a saving throw to resist the trick shot's effects. The saving throw DC is calculated as follows:

Trick Shot save DC = 8 + your proficiency bonus + your Dexterity modifier

Quickdraw

When you reach 7th level, you add your proficiency bonus to your initiative. You can also stow a firearm, then draw another firearm as a single object interaction on your turn.

Rapid Reload

Starting at 10th level, you can reload any firearm as a bonus action.

Lightning Reload Starting at 15th level, you can reload any firearm as a bonus action.

Vicious Intent

At 18th level, your firearm attacks score a critical hit on a roll of 19-20, and you regain a grit point on a roll of 19 or 20 on a d20 attack roll.

Hemorrhaging Critical

Upon reaching 18th level, whenever you score a critical hit on an attack with a firearm, the target additionally suffers half of the damage from the attack at the end of its next turn.

Trick Shots

These trick shots are presented in alphabetical order.

Bullying Shot You can use the powerful blast and thundering sound of your firearm to shake the resolve of a creature. You can expend one grit point while making an Intimidation check to gain advantage on the roll.

Dazing Shot When you make a firearm attack against a creature, you can expend one grit point to attempt to dizzy your opponent. On a hit, the creature suffers normal damage and must make a Constitution saving throw or suffer disadvantage on attacks until the end of their next turn.

Deadeye Shot When you make a firearm attack against a creature, you can expend one grit point to gain advantage on the attack roll.

Disarming Shot When you make a firearm attack against a creature, you can expend one grit point to attempt to shoot an object from their hands. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or drop 1 held object of your choice and have that object be pushed 10 feet away from you.

Forceful Shot When you make a firearm attack against a creature, you can expend one grit point to attempt to trip them up and force them back. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or be pushed 15 feet away from you.

Piercing Shot When you make a firearm attack against a creature, you can expend one grit point to attempt to fire through multiple opponents. The initial attack gains a +1 to the firearm's misfire score. On a hit, the creature suffers normal damage and you make an attack roll with disadvantage against every creature in a line directly behind the target within your first range increment. Only the initial attack can misfire.

Violent Shot When you make a firearm attack against a creature, you can expend one or more grit points to enhance the volatility of the attack. For each grit point expended, the attack gains a +2 to the firearms attack bonus. If the attack hits, you can roll one additional weapon damage die per grit point spent when determining the damage.

Winging Shot When you make a firearm attack against a creature, you can expend one grit point to attempt to topple a moving target. On a hit, the creature suffers normal damage and must make a Strength saving throw or be knocked prone.

Mastermind

Your focus is on people and on the influence and secrets they have. Many spies, courtiers, and schemers follow this archetype, leading lives of intrigue. Words are your weapons as often as knives or poison, and secrets and favors are some of your favorite treasures.

Master of Intrigue

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice.

Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language.

Master of Tactics

Starting at 3rd level, you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than within 5 feet of you, if the target can see or hear you.

Insightful Manipulator

Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Wit score
- Class levels (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

Misdirection

Beginning at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

Soul of Deceit

Starting at 17th level, your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by succeeding on a Deception check contested by the mind reader's Wisdom (Insight) check.

Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful if you so choose, and you can't be compelled to tell the truth by magic.

Scout



Modern scouts are very different from those of the past. Today scouts must be versatile enough to track a quarry within the metal hulls of spacecraft or space stations, and in the many types of environment found planet-side on the many habitable planets and moons.

Scouts specialize in ranged and martial combat, and employ the use of tekcasting to enhance their combat viability.

Hit Points

Hit Dice: 1d10 per scout level

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

Hit Points at Higher Levels: 1d10 (or 6) + your

Constitution Modifier per scout level after 1st

Proficiencies

Armor: Light armor, medium armor, pulse shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Computers, Nature, Physique, History, Insight, Investigation, Perception, and Stealth

Equipment

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

- (a) kevlar or (b) scarab skin
- (a) two ion blades or (b) two simple weapons
- (a) an incursion kit or (b) a field survival kit
- A martial ranged weapon and 20 clips of ammunition

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: humans, aberrations, beasts, aliens, robots, dragons, elementals, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two factions of humans as favored enemies.

You have advantage on Knowledge checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Gunnery

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

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.

Two-Weapon Fighting

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

Tekcasting

By the time you reach 2nd level, you have trained to use a tekcaster to cast tek skills



The Scout (table)

Level	Proficiency Bonus	Features	Tek Skills Known	1st	2nd	3rd	4th	5th
1st	+2	Favored Enemy, Natural Explorer	-	-	-	-	-	-
2nd	+2	Fighting Style, Tekcasting	2	2	-	-	-	-
3rd	+2	Scout Archetype, Primeval Awareness	3	3	-	-	-	-
4th	+2	Ability Score Improvement	3	3	-	-	-	-
5th	+3	Extra Attack	4	4	2	-	-	-
6th	+3	Favored Enemy and Natural Explorer improvements	4	4	2	-	-	-
7th	+3	Scout Archetype feature	5	4	3	-	-	-
8th	+3	Ability Score Improvement, Land's Stride	5	4	3	-	-	-
9th	+4	-	6	4	3	2	-	-
10th	+4	Natural Explorer improvement, Hide in Plain Sight	6	4	3	2	-	-
11th	+4	Scout Archetype feature	7	4	3	3	-	-
12th	+4	Ability Score Improvement	7	4	3	3	-	-
13th	+5	-	8	4	3	3	1	-
14th	+5	Favored Enemy improvement, Vanish	8	4	3	3	1	-
15th	+5	Scout Archetype feature	9	4	3	3	2	-
16th	+5	Ability Score Improvement	9	4	3	3	2	-
17th	+6	-	10	4	3	3	3	1
18th	+6	Feral Senses	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Foe Slayer	11	4	3	3	3	2

Tek Slots

The Scout table shows how many tek skill slots you have to cast your tek skills of 1st level and higher. To cast one of these tek skills, you must expend a slot of the tek skill's level or higher. You regain all expended tek skill slots when you finish a long rest.

For example, if you know the 1st-level tek skill *animal friendship* and have a 1st-level and a 2nd-level tek skill slot available, you can cast *animal friendship* using either slot.

Tek Skills Known of 1st Level and Higher

You know two 1st-level tek skills of your choice from the scout tek skill list.

The Tek Skills Known column of the Scout table shows when you learn more scout tek skills of your choice. Each of these tek skills must be of a level for which you have tek skill slots. For instance, when you reach 5th level in this class, you can learn one new tek skill of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the scout tek skills you know and replace it with another tek skill from the scout tek skill list, which also must be of a level for which you have tek skill slots.

Tekcasting Ability

Wisdom + Will is your Tekcasting ability for your scout tek skills, since your tek draws on your attunement to nature. You use your Wisdom whenever a tek skill refers to your Tekcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a scout tek skill you cast and when making an attack roll with one.

Tek save DC = 8 + your proficiency bonus + your Wisdom modifier

Tek attack modifier = your proficiency bonus + your Wisdom modifier

Scout Archetype

At 3rd level, you choose an archetype that you strive to emulate: Hunter or Beast Master, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Scout Drone

Beginning at 3rd level, you can deploy a Scout Drone that lasts 10 minutes. It is spherical in shape, about 1 inch in diameter. It gets +5 to Stealth checks. As an action you can give the drone movement instructions through your datapad. As a bonus action you can view the drone's camera and microphone feed through your datapad. After 10 minutes, the drone's battery dies, and unless in null-g, it falls to the ground. If the drone is destroyed, you must spend a long rest in order to repair it. Otherwise it becomes fully charged at the end of a short rest.

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.

Extra Attack

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

Spacer Agility

Starting at 8th level, you take no movement penalty for moving in null gravity.

In addition, you have advantage on saving throws against objects that are created or manipulated to impede movement.

Improved Scout Drone

Starting at 10th level, your scouting drone lasts 1 hour, and can be repaired over a short rest, and is cloaked, requiring a DC 15 Perception check to be seen.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nontek means, unless you choose to leave a trail.

Keen Senses

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

Foe Slayer

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Scout Archetypes

The ideal of the scout has three classic expressions: the Sharpshooter, Ranger, and Ghost.

Sharpshooter

Sniper's Target

At 3rd level, you gain one of the following features of your choice.

Assassin. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

Multiattack

At 11th level, you gain one of the following features of your choice.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Superior Defense

At 15th level, you gain one of the following features of your choice.

Evasion. When you are subjected to an effect, such as *lightning bolt* tek skill, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Ranger

You are skilled in stealth and surviving far from the streets of a city, allowing you to scout ahead of your companions during expeditions. Scouts who embrace this archetype are at home in the wilderness and among brutes and scoundrels, and many Rangers serve as the eyes and ears of military squads. Ambusher, spy, bounty hunter — these are just a few of the roles that Rangers assume as they range the world.

Skirmisher

Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

Survivalist

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Toughness skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Superior Mobility

At 9th level, your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.

Ambush Master

Starting at 13th level, you excel at leading ambushes and acting first in a fight.

You have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.

Sudden Strike

Starting at 17th level, you can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack also triggers your Extra Attack feature.

Ghost

Ghosts specialize in stalking through the shadows

Ghost Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Ghost Tek Skills table. The spell counts as a ranger spell for you, but it doesn't count against the number of scout tek skills you know.

Ghost Tek Skills

Scout Level	Spell
3rd	disguise self
5th	rope trick
9th	fear
13th	greater invisibility
17th	seeming

Ambusher

At 3rd level, you master the art of the ambush. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

Spectral Sight

At 3rd level, you have obtained specter goggles. You gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

Iron Mind

By 7th level, you have honed your ability to resist the mind-altering powers of your prey. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Stalker's Flurry

At 11th level, you learn to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

Shadowy Dodge

Starting at 15th level, you can dodge in unforeseen ways, with wisps of supernatural shadow around you. Whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.

Soldier



Whether a freedom fighter, mercenary, or enlisted soldier, and whether you carry a scorcher, razer, rail rifle, or pulseblade, you are a soldier. Your strength is what molds and holds together the fiber of society. Your training has come from the military, private security companies, or just from growing up in the hard streets of one of the many metropolis' in the solar system.

Hit Points

Hit Dice: 1d10 per soldier level

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

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

Proficiencies

Armor: All armor, pulse shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Physique, History, Insight, Intimidation, Perception, and Nature

Equipment

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

- (a) scarab skin or (b) scarab skin, rail rifle, and 20 clips of ammunition
- (a) a martial weapon and a medkit or (b) two martial weapons
- (a) a scorcher and 20 clips of ammunition or (b) a pulse fist
- (a) an incursion kit or (b) a field survival kit

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Gunnery

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

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.

Protection

When a creature you can see attacks a target other than you with a melee attack that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

Two-Weapon Fighting

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

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your soldier level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. All archetypes are detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 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.

The Soldier (table)

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (one use)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Martial Archetype Feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable (one use)
10th	+4	Martial Archetype Feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (two uses)
14th	+5	Ability Score Improvement
15th	+5	Martial Archetype Feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Indomitable (three uses)
18th	+6	Martial Archetype Feature
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

Extra Attack

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

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Martial Archetypes

Different soldiers choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach. There are three archetypes: Champion, Assault Specialist, and Duelist.

Champion

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Superior Critical

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18–20.

Survivor

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution Modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Assault Specialist

The Assault Specialist focuses on supporting their squad. The assault specialist is usually the anchor of any assault formation. Assault Specialists have a keen eye for battle tactics, and generally command the battle at range with a Rail Rifle.

Combat Superiority

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice, which are detailed under "Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Rallying Cry

When you choose this archetype at 3rd level, you learn how to inspire your allies to fight on past their injuries.

When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your soldier level, provided that the creature can see or hear you.

Maneuvers

Commander's Strike When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

Evasive Footwork When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

Menacing Attack When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Sweeping Attack When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

Cover Fire When you take the Attack action on your turn to make a ranged attack, you can forgo one of your attacks and use your bonus action to lay down cover fire for nearby allies. When you do so, choose an ally and expend one superiority die. Until the start of your next turn, that target gains an AC bonus equal to the number you roll on your superiority die.

Focus Fire When you take the Attack action on your turn to make a ranged attack, you can use your bonus action to call out a target to your allies. When you do so, choose an ally and expend one superiority die. The next time that ally attacks the target creature, roll your superiority die and add it to the attack roll.

Maneuvering Attack When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Inspiring Surge

Starting at 7th level, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. That creature can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you.

Starting at 18th level, you can choose two allies within 60 feet of you, rather than one.

Improved Combat Superiority

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

Rapid Fire

Starting at 15th level, you learn to trade accuracy for swift shots. If you take the Attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make an additional ranged weapon attack against that target, as part of the same action. You can do so no more than once per turn.

Improved Combat Superiority

At 18th level, your superiority dice turn into d12s.

Duelist

The Duelist has spent most of their life training for one on one combat with a razor. Duelists are most commonly found making their way through the dueling circuits, but they are also deadly on a battlefield slicing through foes as a surgeon with a scalpel.

Combat Superiority

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice, which are detailed under "Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Student of War

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

Maneuvers

Disarming Attack When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Feinting Attack You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature this turn. If that attack hits, add the superiority die to the attack's damage roll.

Lunging Attack When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

Parry When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

Riposte When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

Trip Attack When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Goadling Attack When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Know Thy Enemy

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)
- Soldier class levels (if any)

Improved Combat Superiority

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.

Improved Combat Superiority

At 18th level, your superiority dice turn into d12s.

Backgrounds

Cryo-Emergent

You were born in the 20th century, and at some point in your life bought "Cryo-Insurance". Upon your death your brain was frozen. Centuries later your brain was downloaded into an EGO and you woke up in an unfamiliar body in a whole new world. You are constantly fascinated by new technologies and this new odd world.

Skill Proficiencies: History. Choose 1 from [Diplomacy, Charm, Insight]. Tool Proficiency: [Gaming Set, Musical Instrument]

Old World History: You have advantage on History checks when related to old world technology or history.

Spacer

You are more comfortable in null gravity and in a confined metal cockpit than you are planetside.

Skill Proficiencies: Acrobatics. Choose 1 from [Engineering, Computers, Pilot]. Tool Proficiency: Choose 1 from [Navigator's Kit, Engineering's Kit]

Spacewalker: You do not have to roll ability check to move through null gravity.

Duelist

You have risen in the ranks of duelists, and have earned your respect among the elite praetorian.

Skill Proficiencies: Physique. Choose 1 from [Acrobatics, Charm, Intimidation] Tool Proficiency: Choose 1 from [Musical Instrument, Navigator's Kit, Medkit] Weapon Proficiency: Pulse Rapier, Pulse Whip

Hacker

Since childhood you've retreated to the comfortable world of cyberspace.

Skill Proficiencies: Computers. Choose 1 from [Stealth, Investigate, Engineering] Tool Proficiency: Choose one: [Hacker's Kit, Forgery Kit]

Stealthy Hacker: You have advantage on Stealth checks when trying to hack a system unnoticed.

Criminal/Spy

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization.

Skill Proficiencies: Stealth. Choose 1 from [Trickery, Engineering, Intimidation] Tool Proficiencies: Thief's Tools. Choose 1 from [Forgery Kit, Poisoner's Kit, Disguise Kit]

Criminal Contact: You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact.

Smuggler

You make your living sneaking illegal goods past Authority checkpoints. You're good with your tongue, and even better in a cockpit.

Skill Proficiencies: Pilot. Choose 1 from [Stealth, Charm, Diplomacy] Tool Proficiencies: Navigator's Tools

Skills of the Trade: You know how to hide things on a ship so they cannot be found. You also know where to look when trying to find hidden contraband.

Detective

You've had a successful career in law enforcement. You've decided to go freelance since the private sector tends to pay better.

Skill Proficiencies: Investigation. Choose 1 from [Insight, Perception, History] Tool Proficiencies: Choose 1 from [Disguise Kit, Engineering's Tools, Medkit]

Well Connected: You still have contacts in CommSec, and your reputation usually helps you get out of tight spots. CommSec officers are more likely to share privileged information not available to most civilians.

Marine

You've spent some time in the military. You have been trained by the best of the best, and are a war hardened veteran.

Skill Proficiencies: Physique. Choose 1 from [Toughness, Intimidation, Medic] Tool Proficiencies: Medkit Weapon Proficiencies: Rail Rifle Armor Proficiencies: flak armor

Veteran As a veteran you can use a Charm check to attempt to get a discount when hiring Mercenaries. You are better at using the marine lingo, and as a result, any marines under your command gain a +1 to Armor Class and attack rolls.

Lancer

You come from one of the elite houses that owns a large corporation, or you have been honored as a lancer of one of these elite houses. You maintain the rank and privileges of Lancer. As a member or lancer of an elite house you always have your house in the best interest.

Skill Proficiencies: Diplomacy. Choose 1 from [Charm, History, Medic] Tool Proficiencies: Choose 1 from [Botanist's Kit, Musical Instrument, Disguise Kit] Weapon Proficiencies: Pulse Rapier/Pulse Whip

House Resources: Depending on your social standing with your house, you might be able to persuade (Charm check) them to get you out of sticky situations, as well as provide you with resources. Be careful not to abuse this privilege, as the greedy pretorian leaders will likely ask for something in return.

Pilot

You have been trained to fly any kind of spacecraft. Your expertise makes you a valuable asset to any spacefaring venture.

Skill Proficiencies: Pilot. Choose 1 from [Engineering, Perception, Computers] **Tool Proficiencies:** Navigator's Tools

If you already have the Pilot skill, you gain expertise in the Pilot skill.

Frame Jack: You have been surgically modified with hardware that allows you to jack into a ship's navigation systems. When frame jacked in you always know the status of ship systems and can simultaneously control navigation and weapon systems on smaller ships.

Viral Star

You've become famous on the net for something. Whether it's your singing, acting, social commentator, or just a famous praetorian whose internet videos went viral. You tend to livestream your shenanigans, and take advertisement money. Like most internet celebrities, you might have a secret alter-ego.

Skill Proficiencies: Performance. Choose 1 from [Charm, Diplomacy, Insight] **Tool Proficiencies:** Choose 1 from [Musical Instrument, Gaming Set, Disguise Kit]

Universal Influence: It's easy to get your voice out. Rallying supporters via the internet comes naturally to you. When you aren't incognito, there are perks to being famous, such as free drinks and lodging. These perks rarely come without strings, however.

Scientist

You have spent most of your life being educated, and now you are going out there to make a difference. Whether that is to discover, invent, or cure, you want to change the universe for better or for worse. You might be a researcher, doctor, inventor, chemist, physicist, or biologist.

Skill Proficiencies: Arcana. Choose 2 from [Nature, Medic, Investigation, History] **Tool Proficiencies:** Choose 1 from [Botanist's Kit, MedKit, Poisoner's Kit]

Field of Study: You specialize in a specific field. You have advantage when rolling History checks involving that field of study.

Engineer

You know the ins and outs of most ships and devices.

Skill Proficiencies: Engineering. Choose 1 from [Computers, Investigate, Pilot] **Tool Proficiencies:** Engineering's Tools

Choose 1:

Inventor: You've invented something that is a component of a commonly used technology (And you love to mention that fact). Because of this, you know that piece of technology exceptionally well. Gain advantage when Engineering with that specific technology. For example you might have invented the intake flux regulator on ship propulsion systems. You would have advantage on fixing or operating such systems.

Improvised Engineer: You can macgyver tools together for any situation using the objects available to you. Gain advantage on Engineering checks when creating a tool for a specific situation.

Capitalist

You've gone from rags to riches, or at least that is the path you have set up for yourself. You've come a long way from your humble upbringing, and you are ambitious to rise to the top.

Skill Proficiencies: Diplomacy. Choose 1 from [Insight, History, Charm]

Entrepreneur: You are skilled at making business deals. You do all your business through a small corporation you chose a name for. You have 3 employees that run this small business for you. The business does not turn a profit unless you invest time and money into a business venture. The business can be any type of legal small business. The business venture can be anything legal or illegal. You must fund the venture directly by investing credits and making the appropriate business connections. The success of the venture is determined by a number of appropriate ability checks determined by the DM. Results can range from capital gains/losses, earned/ruined business relationships, to even legal trouble, or disputes with elite houses/corporations. Once you make the proposal and appropriate connections, the length of the business venture, the difficulty, and potential outcomes will be determined by the DM.

Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering hack—you can't benefit from the Grappler feat until your Strength is restored.

ATHLETE

You have undergone extensive physical training to gain the following benefits:

- Increase your Physique or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't halve your speed.
- -You have advantages in moving through null gravity.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

ACTOR

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma or Wit score by 1, to a maximum of 20.
- You have advantage on Trickery and Performance checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Trickery check allows a listener to determine that the effect is faked.

CHARGER

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature. If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

CODER

You have studied languages of computers, gaining the following benefits:

- Increase your Wit score by 1, to a maximum of 20.
- You can read any computer code and understand its purpose.
- You can with a Knowledge or Engineering check (your choice) alter the code of a machine that you have control over to a reasonable degree. For example you can recode a defensive turret to attack your enemies, or reprogram a hostile robot act a butler droid. The amount of time and check DC is to the discretion of the DM.

DEFENSIVE DUELIST

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

DUAL WIELDER

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

DURABLE

Hardy and resilient, you gain the following benefits: Increase your Constitution score by 1, to a maximum of 20.

ELEMENTAL ADEPT

Prerequisite: The ability to cast at least one tek skill

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or concussive. Tek Skills you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a tek skill you cast that deals damage of that type, you can treat any 1 on a damage die as a 2. You can select this feat multiple times. Each time you do so, you must choose a different damage type.

GRAPPLER

Prerequisite: Physique 13 or higher

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
- Creatures that are one size larger than you don't automatically succeed on checks to escape your grapple.

GREAT WEAPON MASTER

You've learned to put the weight of a weapon to you advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

HEALER

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a medic kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a medic kit to tend to a creature and restore $1d6 + 4$ hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

HEAVILY ARMORED

Prerequisite: Proficiency with medium armor

You have trained to master the use of heavy armor, gaining the following benefits:

- Increase your Physique score by 1, to a maximum of 20.
- You gain proficiency with heavy armor.

HEAVY ARMOR MASTER

Prerequisite: Proficiency with heavy armor

You can use your arm or to deflect strikes that would kill others. You gain the following benefits:

- Increase your Physique score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non tek weapons is reduced by 3.

INSPIRING LEADER

Prerequisite: Charisma 2 or higher

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

In addition, any mercenaries under your command receive +2 to initiative and armor class.

LIGHTLY ARMORED

You have trained to master the use of light armor, gaining the following benefits: Increase your Physique or Dexterity score by 1, to a maximum of 20. You gain proficiency with light armor.

LINGUIST

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use tek to decipher it.

LUCKY

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a long rest.

MAGE SLAYER

You have practiced techniques useful in melee combat against tekcasters, gaining the following benefits:

- When a creature within 5 feet of you casts a tek skill, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a tek skill, that creature has disadvantage on the saving throw it makes to maintain its concentration. You have advantage on saving throws against tek skills cast by creatures within 5 feet of you.

MAGIC INITIATE

Choose a class: evangelist, priest, morph, scion, cybernetic, or Arcanist. You learn two cantrips of your choice from that class's tek skill list.

In addition, choose one 1st-level tek skill from that same list. You learn that tek skill and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

Your tek skillcasting ability for these tek skills depends on the class you chose: Charisma for evangelist, scion, or cybernetic; Wisdom for priest or morph; or Intelligence for Arcanist.

MARTIAL ADEPT

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from among those available to the Battle Master archetype in the soldier class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals $8 +$ your proficiency bonus + your Physique or Dexterity modifier (your choice).
- If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

MEDIUM ARMOR MASTER

Prerequisite: Proficiency with medium armor

You have practiced moving in medium armor to gain the following benefits:

- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

MISSION SPECIALIST

Alert to the hidden traps and secret doors, you gain the following benefits:

- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while traveling at a normal pace, instead of only at a slow pace.

MOBILE

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

MODERATELY ARMORED

Prerequisite: Proficiency with light armor

You have trained to master the use of medium armor and shields, gaining the following benefits:

- Increase your Physique or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with medium armor and pulse shields.

MOUNTED COMBATANT

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to take a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. Mounts include Grav Boots, and Hover Bikes.

OBSErvANT

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence, Will or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips. You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

RESILIENT

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

RITUAL CASTER

Prerequisite: Intelligence, Will or Wisdom 13 or higher

You have learned a number of tek skills that you can cast as rituals. These tek skills are written in a ritual book, which you must have in hand while casting one of them.

When you choose this feat, you acquire a ritual book holding two 1st-level tek skills of your choice. Choose one of the following classes: evangelist, priest, morph, scion, cybernetic, or Arcanist. You must choose your tek skills from that class's tek skill list, and the tek skills you choose must have the ritual tag. The class you choose also determines your tek skillcasting ability for these tek skills: Charisma for evangelist, scion, or cybernetic; Wisdom for priest or morph; or Intelligence for Arcanist.

If you come across a tek skill in written form, such as a tek tek skill datacube or an arcivist's tekcaster, you might be able to add it to your ritual book. The tek skill must be on the tek skill list for the class you chose, the tek skill's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of copying the tek skill into your ritual book takes 2 hours per level of the tek skill, and costs 50 gp per level. The cost represents material components you expend as you experiment with the tek skill to master it, as well as the fine inks you need to record it.

SAVAGE ATTACKER

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

SCORCHER EXPERT

Thanks to extensive practice with the scorcher, you gain the following benefits:

- You can use the scorcher's "create ammunition" property without using an action.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one handed weapon, you can use a bonus action to attack with a loaded hand scorcher you are holding.

SENTINEL

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

SHARPSHOOTER

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

SKILLED

You gain proficiency in any combination of three skills or tools of your choice.

SKULKER

Prerequisite: Dexterity 13 or higher

You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

SPACER

You understand spacecraft architecture with uncanny precision. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You have advantage on Intelligence (Investigation) checks to navigate an unfamiliar ship.
- You can accurately recall the layout of any ship or space station you've been on.

SPELL SNIPER

Prerequisite: The ability to cast at least one tek skill

You have learned techniques to enhance your attacks with certain kinds of tek skills, gaining the following benefits:

- When you cast a tek skill that requires you to make an attack roll, the tek skill's range is doubled.
- Your ranged tek skill attacks ignore half cover and three-quarters cover.
- You learn one cantrip that requires an attack roll. Choose the cantrip from the evangelist, priest, morph, scion, cybernetic, or Arcanist tek skill list. Your tek skillcasting ability for this cantrip depends on the tek skill list you chose from: Charisma for evangelist, scion, or cybernetic; Wisdom for priest or morph; or Intelligence for Arcanist.

TAVERN BRAWLER

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Physique or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons and unarmed strikes.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

TOUGH

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

WAR CASTER

Prerequisite: The ability to cast at least one tek skill You have practiced casting tek skills in the midst of combat, learning techniques that grant you the following benefits: You have advantage on Constitution saving throws that you make to maintain your concentration on a tek skill when you take damage. You can perform the somatic components of tek skills even when you have weapons or a shield in one or both hands. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a tek skill at the creature, rather than making an opportunity attack. The tek skill must have a casting time of 1 action and must target only that creature.

WEAPON MASTER

You have practiced extensively with a variety of weapons, gaining the following benefits: Increase your Physique or Dexterity score by 1, to a maximum of 20. You gain proficiency with four weapons of your choice.