

PATREON EXTRAS FOR AUGMENTED

ADDITIONAL CHARACTER OPTIONS

Following the release of the augmented class on the DM's Guild, included here are an assortment of extra character options. Most of these features are intended fully for the augmented, but the backgrounds at the end of the supplement may be applied to any character compatible with their themes and ideas.

ADDITIONAL BATTLESTRIKE

This battlestrike is added to the list of battlestrikes an augmented character can learn.

Draining Strike. Deals necrotic damage. This attack drains energy from its victims, making it harder for them to remain conscious or active. After taking damage from this strike, a creature falls unconscious for up to one minute if it has remaining hit points less than or equal to your Intelligence modifier + half your augmented level (round up). This ability works on humanoids and constructs normally immune to being magically put to sleep. If unconscious, the target may be awoken by an adjacent creature using an action to rouse them.

PATREON BACKER EXCLUSIVE

The additional character options included here are compiled as an exclusive feature for our Patreon backers of Elite (\$10/mo.) level and above.

Thanks very much for your continuing support! Your donations are greatly appreciated, as they make it possible to keep producing content for Walrock Homebrew.

ADDITIONAL AUGMENTS

The augments presented here are intended to supplement the augments listed alongside the augmented class option. Some of these augments may require prerequisites not listed here, all of which may be found in the core Augmented rules.

CONSTRUCT FAMILIAR

You learn the spell *find familiar*, which counts as an augmented spell for you. You are able to cast this spell as a ritual, and you can not use spell slots to cast this spell unless you learn it from another source.

Familiars conjured through use of this feature are constructs instead of any other creature type, are immune to the charmed and frightened conditions, and do not provoke opportunity attacks. When your Shield Matrix ability activates, your familiar also receives a similar shield with maximum hit points equal to your Intelligence modifier.

IMPROVED INTEGRATED ARSENAL

Prerequisite: 5th level, *Integrated Arsenal* augment

You are able to store multiple implements within your battlefists. You can integrate a number of weapons or shields into each battlefist equal to your Intelligence modifier. Whenever you would deploy an integrated weapon or shield from within your battlefist, you can



select which implement you wish to deploy.

You may still only have one integrated weapon or shield deployed from each battlefist at any time. Deploying an integrated weapon or shield from within a battlefist requires you first stow any other integrated weapons or shields that battlefist already has deployed.

MAGNETIC LASH

You install a powerful electromagnet in your battlefist, able to manipulate magnetic fields. You learn the *lightning lure* cantrip (found on page 143 of the *Sword Coast Adventurer's Guide*), which counts as an augmented cantrip for you. You can cast this cantrip in place of an attack you make on your turn with the Attack action. You cannot use a battlestrike with this cantrip, and when cast in place of an attack the damage of lightning lure cannot exceed 2d8.

Additionally, you learn the *mage hand* cantrip, and the hand you conjure with it is invisible. Unless you learn this cantrip from another source, the hand may only pick up and manipulate objects that are at least partially metal.

NEW BACKGROUNDS

Included here are additional backgrounds that may be taken during character creation. Though each of these backgrounds are particularly relevant for an augmented character, they may be taken by any character regardless of class.

MAD SCIENTIST

You are a visionary, a maverick, a renegade against the paradigm. Though others claim to see the wisdom of scientific orthodoxy, you view their complacency as the enemy of progress. Only those willing to take drastic risks achieve rewards, and though they may call you “mad,” your methods get results.



Why do you so adamantly push the bounds of science? Are you a true believer in the pursuit of knowledge, or have you taken this path to gratify an overblown ego? What do you hope to prove, and who are you trying to prove it to?

Skill Proficiencies: Arcana, Insight

Tool Proficiencies: One type of artisan's tools out of alchemist's supplies or tinker's tools

Languages: One of your choice

Equipment: A set of scientist's clothes, either alchemist's supplies or tinker's tools, a letter from a prestigious academy rejecting your discoveries, a journal full of scribbled notes, a book of knowledge in your field, and a belt pouch containing 15 gp

CONTROVERSIAL THEORY

You have formed a hypothesis in your field of study that has been ill-received. Your peers were too narrow-minded to accept its truth, but you run experiment after experiment to prove it conclusively. Every day you come closer to having absolute, incontrovertible proof of your convictions, but for now, they remain theories.

Roll once or choose on the table included here to determine your personal theory. Your DM decides whether or not this theory is true, and should decline to share this information with you until an appropriate moment.

d8	Controversial Theory
1	Reality as we know it is a dream in the mind of an unknowable being.
2	The souls of sentient beings can be used as a clean, renewable fuel source.
3	I have verifiably predicted the exact date of the apocalypse.
4	I seek to make a perfect being through terrifying experimentation.
5	Wide-scale, subtle mind control will bring world peace.
6	Godhood is a natural, attainable goal.
7	If I make a big enough weapon, I can end all wars.
8	There is a plan, a method to all reality, that can be predicted exactly with enough data.

FEATURE: MAD SCIENCE

Though you may be fully dedicated to proving your theory, you are still a savant in your field of study. Select a field of study related to your controversial theory, which could be topics such as planar travel, reanimation, the nature of the mind, or similar. You have advantage on all Arcana, History, Investigation, or Insight checks related to this field of study.

In addition, you are practiced at creating scientific items and contraptions. During downtime spent crafting, you may contribute 10 gp rather than 5 gp daily towards the creation of craftable mundane liquids (such as acid, alchemist's fire, oil, or similar) and mechanical contraptions (such as locks, traps, crossbows, or similar).

SUGGESTED CHARACTERISTICS

Mad scientists hold absolute certainty in their convictions, which some would say makes them poor scientists. Nevertheless, these convictions are held up by an impressive amount of thought and research, and a mad scientist can (and will) argue their theories very persuasively.

From their perspective, a mad scientist already knows the true nature of things, and is only looking to see how the rest of the information fits their existing worldview.

d8	Personality Trait
1	There's an answer to every conundrum, and I won't stop until I find it.
2	I'd be much happier in my lab. The outside world is a messy place.
3	There's always something that could use a little experimentation.
4	The world needs improving, and I know exactly how it should be done.
5	The strangest things in the world deserve our fullest understanding.
6	Everything must be classified and codified to make any sense.
7	The old ways only hold us back. We must make way for the new.
8	It's my job to educate lesser minds on the truths of the world.
d6	Ideal
1	Academics. Peer review and respect are important. (Lawful)
2	Benevolence. I do what I do for the good of all. (Good)
3	Individualism. My research, my way! (Chaotic)
4	Sadism. The suffering of my test subjects is an added bonus. (Evil)
5	Rationalism. There is a reason for everything. (Neutral)
6	Achievement. History only remembers those who do great things. (Neutral)
d6	Bond
1	I need to discover a cure for an ailment that plagues one of my loved ones.
2	I must earn the respect of my peers through my labors.
3	The enlightenment of science must be shared with all receptive minds.
4	A past experiment hunts me for my crimes against it.
5	I have a rival I must discredit, who in turn tries to discredit me.
6	I must progress my research for its own sake.
d6	Flaw
1	I have vowed revenge on any that question my discoveries.
2	Science comes before morality. Every single time.
3	I literally cannot stop experimenting on myself.
4	I classify those I meet as future test subjects.
5	I'll disagree with anything said by someone I see as less knowledgeable.
6	I deeply believe everything would be easier if the world would bow to my superior intellect.

REVOLUTIONARY

The social order has done you and yours unspeakable wrongs. Kings, merchant-princes, and bureaucrats have taken your livelihood, your freedom, or even the lives of those you love. Backed into the corner, you've had no choice but to rise up, to throw off your shackles by any means necessary, to take what is rightfully yours and cast down all your oppressors.

What wrongs have been done to you, and continue to be done to you, to motivate you down this path? How do you revolt against the powers that be? Are you a part of a specific group, or an individual rogue element? What better world do you hope to achieve, and how will you bring it to fruition?

Skill Proficiencies: History, Persuasion

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A set of worker's clothes, a set of artisan's tools (of your choice), a written manifesto, 40 posters encouraging political action, a quill, a bottle of ink, 10 pieces of paper, and a belt pouch containing 5 gp

POLITICAL CAUSE

You champion a political cause of deep personal importance to you, and do your absolute best to ensure it succeeds. Though the forces aligned against you may be great, you have the will of the people on your side. History will change its course depending on whether or not your aims are successful, and so you work tirelessly, enduring any hardship placed in your way.

Work with your DM to determine an appropriate political cause for your setting and location. Alternatively, roll on or choose from the table below to determine what cause drives your personal revolution.

d8	Political Cause
1	The creation of a state run by the people.
2	The equality of all individuals under the law.
3	The liberation of a colonized people.
4	The abolition of all government.
5	The downfall of a specific ruler.
6	The dismantling of a specific empire.
7	An end to slavery.
8	For all to know the truth of a specific dark event or practice.

FEATURE: COALITION

Choose a segment of the population that would be sympathetic to your political cause, such as a specific social class, race, nationality, vocation, or similar. When you are in an area where this segment of the population is prevalent, you can always find free shelter, food, and drink of a modest or comfortable standard (depending on location and the makeup of your chosen population). People within your chosen population are predisposed to liking you, and may be inclined to perform simple tasks or favors you ask of them.

SUGGESTED CHARACTERISTICS

Revolutionaries are charismatic and driven, fiery and determined. When you set your mind to something, you accomplish it, regardless of what stands in your way. You are used to adversity and being underestimated, and you thrive on surprising and alarming those who consider themselves your betters. Most importantly, what brings

you the greatest joy is helping those you hold as your brethren, advancing your common struggle, and making the future a more hopeful place.

d8 Personality Trait

- 1 I always keep working until the work is done.
- 2 I give an excellent speeches, and make sure others know.
- 3 I make time for the downtrodden, and provide for them best I can.
- 4 I trust the word on the street. It's the greatest truth there is.
- 5 Revenge is the only balm for my wounds.
- 6 Real change starts first in the hearts of the people.
- 7 We must break the means of oppression before we can free ourselves.
- 8 Never trust a noble.

d6 Ideal

- 1 **Anarchy.** Crush the broken systems, and let the people sort it out. (Chaotic)
- 2 **Idealism.** Everyone deserves a better life. (Good)
- 3 **Control.** The revolution is my avenue to greater power. (Evil)
- 4 **Revision.** The laws must be rewritten to serve rather than oppress the people. (Lawful)
- 5 **Independence.** We must be our own authority, and make our own way. (Chaotic)
- 6 **Welfare.** We should be judged by how we treat the poorest among us. (Good)

d6 Bond

- 1 I consider the downtrodden to be my family, and will do anything for them.
- 2 I work to avenge the death of a loved one at the hands of the establishment.
- 3 The powers that be keep secrets, and knowledge was meant to be free.
- 4 A specific constable of the government seeks to capture me, considering me dangerous.
- 5 All must read my manifesto, for it will open their minds to the truth.
- 6 Even if I die, the revolution must endure.

d6 Flaw

- 1 I refuse to see any good in the government or any of its members.
- 2 I'm a little too into the prospect of a violent, bloody revolution.
- 3 You're either for us, or against us.
- 4 I'm fine with the revolution establishing an autocracy indefinitely.
- 5 I enjoy attention far more than action.
- 6 I'm secretly a mole for the establishment.

SICKLY

You had a difficult childhood, plagued by an illness or malady few understood. Where others were able to go outside and interact with the world, you were set apart from them in some way. You studied and engaged with your pursuits, but had difficulty finding friends or living a normal life.



What did you suffer from, and how did it affect you? Have you cured this condition, or does it continue on despite treatment? How do you feel about those around you, who have lived ordinary lives where you could not?

Skill Proficiencies: Medicine, Survival

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: A set of traveller's clothes, an herbalism kit, a healer's kit, a jar of ground medicinal herbs, a roll of linen bandages, and a belt pouch containing 10 gp

ILLNESS

The sickness you suffered has deeply colored the way you interact with the world. You may have overcome it, or it may bother you still, treatment and even spellcraft only serving to keep the ailment contained.

There may be a specific malady important to your game that the DM might desire for you to have. Otherwise, you can roll on or choose from the Illness table to determine the nature of your illness.

d8	Illness
1	You suffered seizures throughout your childhood.
2	You had a persistent cough no one could find a cause for.
3	You simply could not talk, well into young adulthood.
4	You contracted the plague and nearly died to it.
5	You sustained a blow to the head and found yourself forgetting some things as they happen.
6	You had persistent wracking pains that could not be explained.
7	You saw people and things that simply were not there.
8	You have been left visibly disfigured by your illness, and attempt to hide its effects.

FEATURE: APPLIED MEDICINE

Suffering your illness has taught you a great deal about medicine, and how to make the most of medication. Whenever you take an action to use a healer's kit on a creature, that creature regains 1 hit point.

SUGGESTED CHARACTERISTICS

Individuals that have spent a great portion of their life sickly often find it hard to interact with others, not having the right words or responses. You could be used to being worried over or fretted after, or you could have been simply ignored, depending on the circumstances surrounding your childhood. Regardless, you are likely surprisingly self-sufficient, knowing well that your time is what you make of it. Despite your health, your accomplishments are your own.

d8	Personality Trait
1	Feeling sorry for yourself is a waste of time.
2	I can recover from any setback, no matter how grave.
3	The effects of my illness fascinate me. I must know more about them.
4	Piety is the only cure for what ails me.
5	I stand strong, to inspire others to do the same.
6	I'm very good at seeking help for what I cannot accomplish alone.
7	Suffering is an old friend of mine.
8	Obstacles only exist to be overcome.

d6	Ideal
1	Trust. There is always someone willing to lend a helping hand. (Lawful)
2	Survival. Each day I draw breath is a victory. (Neutral)
3	Freedom. I will never be confined away from others again. (Chaotic)
4	Mercy. I must tend to the needs of others and mend their wounds. (Good)
5	Agony. Others must feel how I have suffered. (Evil)
6	Adventure. I must spend the time I have seeing new sights, new places. (Neutral)

d6	Bond
1	Those that suffer as I have deserve care and respect.
2	I am still having great difficulty with my ailment, and must tend to it.
3	I must serve as an example, that the infirm are not to be feared.
4	I owe money for my treatments, and must repay my debts.
5	There is a secret behind my ailment, and I need to discover it.
6	Before I die, I must accomplish something legendary.

d6	Flaw
1	Sometimes, I find myself consumed by self pity.
2	I secretly fear my affliction is contagious, whether or not this is the case.
3	I'm very bitter against those who have had it easier than I have.
4	Every little thing just might be the death of me.
5	I expect to be waited on hand and foot, and get indignant when I am not.
6	I'm so used to relying on myself, I often completely ignore the needs of others.

CREDITS:

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