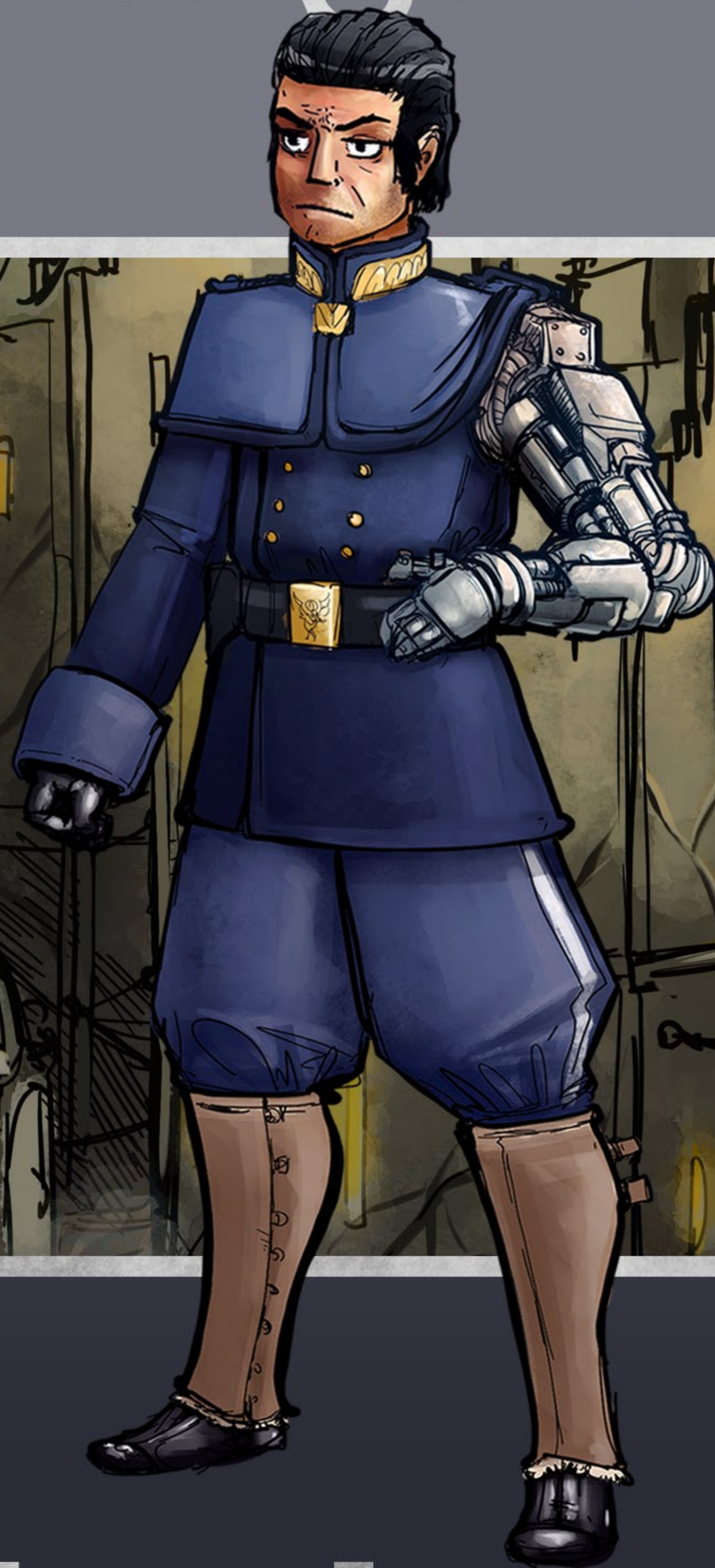


WALROCK HOMEBREW

THE AUGMENTED



FIFTH EDITION





THE AUGMENTED

CHARACTER CLASS OPTION

Lightning crackling, held in her mechanical fist, a female dwarf stands with head held high against a cohort of orcish war scouts tearing down a mountainside. Her tabard flutters as she nimbly dodges the blade swung by the first, pulling her momentum around and hammering her metal arm into the second with a bone-splintering crunch. As the orc deflates under the blow, the fist sparks and unleashes the fury of its arcane engine, delivering a megavolt of energy straight to the orc's skeleton. The orc writhes, then crumples to the ground, twitching wildly before the gaze of his worried companions.

A halfling wearing a leather vest inspects her metallic forearm, squinting a single crystalline eye as she tightens a bolt using a wrench held in her other hand. She presses the open panel on her arm shut with a satisfying click, then stands up, extending the arm forward towards an empty bottle resting on a windowsill. In a single fluid motion a crossbow pops out of the arm and fires a lethal bolt. The bottle and the window behind it explode in a tinkling shower of glass, and the halfling frowns. Popping open the panel again, she begins once again to recalibrate the crossbow's tension.

Clad in an immaculate blue military uniform, a male human grits his teeth as energy arcs along his back and arm, the light silhouetting him against the shape of an immense stone golem towering over him. He bellows out a roar that rings in his ears, charging forward to strike at the construct. The golem wheels around and swings a mighty arm, thick as a wagon, which slams into the

human with gut-wrenching force. Yet as the golem presses the blow downwards, the human holds his ground, the gigantic stone fist grinding against a flickering energy barrier.

Augmented are those who have broken down the barriers between man and machine, building magical technology into themselves to achieve what mere flesh can not. Inventors, visionaries, devotees, and mad scientists, augmented utilize arcane science to power their abilities, drawing from etheric reactors they install within the upgrades that make up their new form. The arcane technology utilized by an augmented can be used to shield allies

THE AUGMENTED

Level	Proficiency		Augments	Spells Known	—Spell Slots per Spell Level—				
	Bonus	Features			1st	2nd	3rd	4th	5th
1st	+2	Amalgamated Being, Augmentation	1	—	—	—	—	—	—
2nd	+2	Battlestrike, Fighting Style, Spellcasting	1	2	2	—	—	—	—
3rd	+2	Integration, Prime Directive	2	3	3	—	—	—	—
4th	+2	Ability Score Improvement, Additional Battlestrike	2	3	3	—	—	—	—
5th	+3	Battlestrike damage (1d8), Extra Attack, Form Upgrade	3	4	4	2	—	—	—
6th	+3	Prime Directive feature	3	4	4	2	—	—	—
7th	+3	—	4	5	4	3	—	—	—
8th	+3	Ability Score Improvement	4	5	4	3	—	—	—
9th	+4	Form Upgrade	5	6	4	3	2	—	—
10th	+4	Additional Battlestrike	5	6	4	3	2	—	—
11th	+4	Battlestrike damage (2d8), Integration Improvement	5	7	4	3	3	—	—
12th	+4	Ability Score Improvement, Form Upgrade	6	7	4	3	3	—	—
13th	+5	—	6	8	4	3	3	1	—
14th	+5	More Machine Than Man, Prime Directive feature	6	8	4	3	3	1	—
15th	+5	Form Upgrade	7	9	4	3	3	2	—
16th	+5	Ability Score Improvement	7	9	4	3	3	2	—
17th	+6	Battlestrike damage (3d8)	7	10	4	3	3	3	1
18th	+6	—	8	10	4	3	3	3	1
19th	+6	Ability Score Improvement	8	11	4	3	3	3	2
20th	+6	Transcendent	8	11	4	3	3	3	2

from harm behind translucent barriers, scythe through enemy ranks with merciless optic lasers, and steal secrets directly from the minds of those they touch.

ANCIENTS, ACOLYTES, & ARTISANS

To many of the mortal races, technology has been a reliable and effective method to improving their quality of life. It is not, however, immune to the ravages of time.

Countless ancient civilizations have uncovered technological truths that have been lost to time's relentless march, the secrets of artificial self-improvement among them. Owing to this loss, there arose those who believe that science, being one of the mortal races' chief gambits against mortality, can not be allowed to die. Codified in cults and religions such as the worship of Gond, Vulcan, and Onatar, these individuals protect the scientific secrets of old, and develop new and exciting methods of technological improvement. Independent of this are mechanics, technologists, and artisans, whose only loyalties lie with scientific truth and pushing the bleeding edge of the frontiers of knowledge.

From any of these sources, an augmented may arise. An adventurer may find a relic of arcane technology and choose to tinker and integrate with it. A worshipper of a technological god may decide to physically bond themselves with their research as an ultimate sacrament. An engineer may cast off society's norms and choose to rebuild themselves better than they were born. In all these cases and more, the individual has become an augmented, a creature neither purely mortal nor machine.

MACHINE, MUSCLE, & MIND

An augmented works tirelessly to understand the limits of their body, to push themselves as much as they can, and then use what they have learned to improve upon their body's base design. Augmented adapt themselves based on their experiences, growing to fit the situations

they have come to expect. Not just a scholar or a warrior, an augmented is an intersection of applied arcane knowledge, a middle ground between technician, soldier, and mage.

Most augmented are naturally gifted, driven, and notably eccentric. Only a very particular kind of individual chooses to become an augmented, someone with a strong need that outstrips the abilities of their body, and the means and know-how to do something about it. In the face of such a need, all else is secondary to the augmented, and trivial concerns (such as jeopardizing one's own mortality) are often quickly forgotten.

CREATING AN AUGMENTED

When you create your augmented character, consider your reasons for choosing to augment yourself. Most augmented became such to achieve some grander objective, some goal their original flesh was too weak to achieve. To what end have you chosen to improve upon your original design? Do you consider this an improvement, or a sacrifice? How do you deal with the apprehension and sidelong glances you encounter from the majority of those you encounter?

Also worth considering is where you learned the craft required to make yourself augmented in the first place.

WARFORGED AND AUGMENTED

Perhaps the single most common type of augmented are the warforged that choose this path. Rather than replace flesh with technology, a warforged merely upgrades the technology that is already present, improving the framework and harnessing the arcane power of their own life force.

While most of the language in this class speaks to flesh-and-blood mortal races upgrading their beings, there is nothing stopping any of this from applying to a warforged. A warforged is considered to start with one battlefist, but requires additional form upgrades to harness their internal arcane energy directly in the separate locations of their body.

Did you have formal training or were you a mechanical prodigy? If your training came from a school or organization, what was its nature, and who did you study under? Is your augmentation considered by your peers to be a rational act of self perfection, a dangerous act of rebellion, or an eccentric experiment? And finally, what chain of events has brought you to your present life, that of a wandering adventurer, seeking whatever goals you may have in the wider world?

QUICK BUILD

You can make an augmented quickly by following these suggestions. First, Strength or Dexterity should be your highest ability score, followed by Intelligence and then Constitution. Second, select the guild artisan background. Third, choose voltaic strike as your Battlestrike, and Strengthening Servos as your first Augmentation.

CLERICS OF FORGE AND TECHNOLOGY

Clerics with a god of technological production may wish to multiclass as an augmented, applying the divine scriptures of artificial creation to their own bodies.

For such clerics, the knowledge required to modify themselves into augmented may be a matter of religious dogma, rather than arcane study. If this is the case (and with permission from the DM), such clerics may replace all instances of Intelligence used by the augmented with Wisdom, thus requiring Wisdom for multiclassing into augmented and allowing augmented spells to be cast with Wisdom rather than Intelligence.

CLASS FEATURES

As an augmented, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per augmented level

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

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

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: Choose one from smith's tools or tinker's tools

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Athletics, Intimidation, Investigation, Medicine, Perception, and Stealth

EQUIPMENT

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

- A battlefist
- (a) a shield, (b) a shortsword, or (c) a warhammer
- (a) leather armor, (b) a chain shirt, or (c) chain mail
- (a) a set of smith's tools or (b) a set of tinker's tools
- (a) a dungeoneer's pack or (b) a scholar's pack
- A hand crossbow and a quiver of 20 bolts

AMALGAMATED BEING

You have become something new, neither a mere living being nor entirely a construct. Your unique state as a living mechanical creature comes with several benefits.

AUGMENTED AND MULTICLASSING

Becoming an augmented after taking a 1st level in another class is somewhat more complicated than multiclassing into other classes, owing to how one becomes an augmented in the first place. A battlefist must be found or created, an arm may have to be removed, and the battlefist must be installed in its place. A battlefist can be crafted with smith's tools or tinker's tools using the downtime rules on page 187 of the *Player's Handbook*, and is considered to be an item worth 1,000 gp for this purpose.

Beyond that requirement, multiclassing as an augmented requires an Intelligence score of at least 13 and either a Strength or Dexterity score of at least 13. Multiclassing into the augmented class grants the armor, weapon, and tool proficiencies associated with the class, but no others.

Similar to the paladin and ranger, the augmented is a half-caster. When determining spell slots from multiclassing, apply half your augmented levels (rounded down) to the Multiclass Spellcaster table on page 165 of the *Player's Handbook*.

BATTLEFIST

You have a battlefist, a robotic construct arm that replaces one arm of your choice. Your battlefist can hold items, weapons, or shields and grapple creatures just as a normal hand can, but it when it is not holding an object it can also be used to make a melee weapon attack that deals 1d6 bludgeoning damage on a hit.

When making this attack using your battlefist, treat it as a melee weapon with the light and finesse properties, adding your proficiency bonus to its rolls to hit.

CONSTRUCT NATURE

You are considered a construct, in addition to any other creature types you have. If a spell, ability, or item would be able to affect one of your creature types, it can affect you.

REPAIRS

When you take a short rest with a creature that is proficient with smith's tools or tinker's tools, or that knows the *mending* cantrip, that creature can choose to spend their short rest repairing you. You can also repair yourself over a short rest, should you meet one of these requirements.

During this process, you can expend hit dice as normal for a short rest. While you are being repaired, you can reroll a number of hit dice you choose, up to half your augmented level (round up). These dice can only be rerolled once, and you must use their new result.

AUGMENTATION

As a creature of flesh and technology, you have the ability to continually improve the mechanical parts of your being, adding features that enhance your capabilities.

You gain one augment, which you may find listed in their section near the end of this class option. Augments may have requirements which must be met before taking them. When you gain certain augmented levels, you gain additional augments of your choice, as shown in the Augments column of the Augmented table.

Additionally, when you take a long rest, you may choose one of the augments you have and replace it with another augment that you meet the requirements for.

BATTLESTRIKE

At 2nd level, your battlefist gains an enhanced method of attacking your foes, called a battlestrike. Once on your turn when you hit with an attack using your battlefist or

an integrated weapon (as with the Integration feature), you can make that attack a battlestrike. This grants the attack additional effects and changes the attack's damage to a type listed with the battlestrike.

At 5th level, each battlestrike deals 1d8 additional damage of its type. This extra damage increases to 2d8 at 11th level, and 3d8 at 17th level.

You start with knowledge of one battlestrike on the following list, and learn one additional battlestrike at 4th level and 10th level.

Disruption. Deals psychic damage. Your weapon is encased in a psychic field that overwhelms your enemy's nerve impulses. A creature hit by this ability can only move half their speed on their next turn.

Hammerblow. Deals bludgeoning damage. This powerful blow adds kinetic energy to your weapon, which may come from a rocket in the base of your battlefist or warhammer, or a high-tension bowstring. You may move a creature hit by this ability up to 10 feet away from you in a direction of your choosing, which may not be upwards. This distance increases to 20 feet at 13th level.

Serration. Deals slashing damage. Barbs, spikes, or jagged edges bristle from your weapon, transforming your first into a spiked gauntlet, a bolt into a serrated dart, or a longsword into a chainsaw blade. This attack cuts into your foe's armor, making them an easier target for your allies. A creature hit by this ability grants advantage on the next attack made against it by a creature other than yourself, before the start of your next turn.

Voltaic Strike. Deals lightning damage. Electricity courses through your attack, shocking your foe and dulling their responses. The target of this attack may not make opportunity attacks until the start of your next turn.

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.

ARCHERY

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

PROTECTION

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

TWO-WEAPON FIGHTING

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

SPELLCASTING

By 2nd level, you can draw upon the arcane force that powers you to manifest certain spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting. The augmented spell list is included here, at the end of this option.

SPELL SLOTS

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

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the augmented spell list.

The Spells Known column of the Augmented table shows when you learn more augmented spells of your choice. Each of these spells must be of a level for which you have spell slots.

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

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your augmented spells, owing to your memorization of the complex magical processes required to shape your animating force into spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an augmented spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

SPELLCASTING FOCUS

You can use your battlefist or any integrated weapons as a spellcasting focus for your augmented spells.

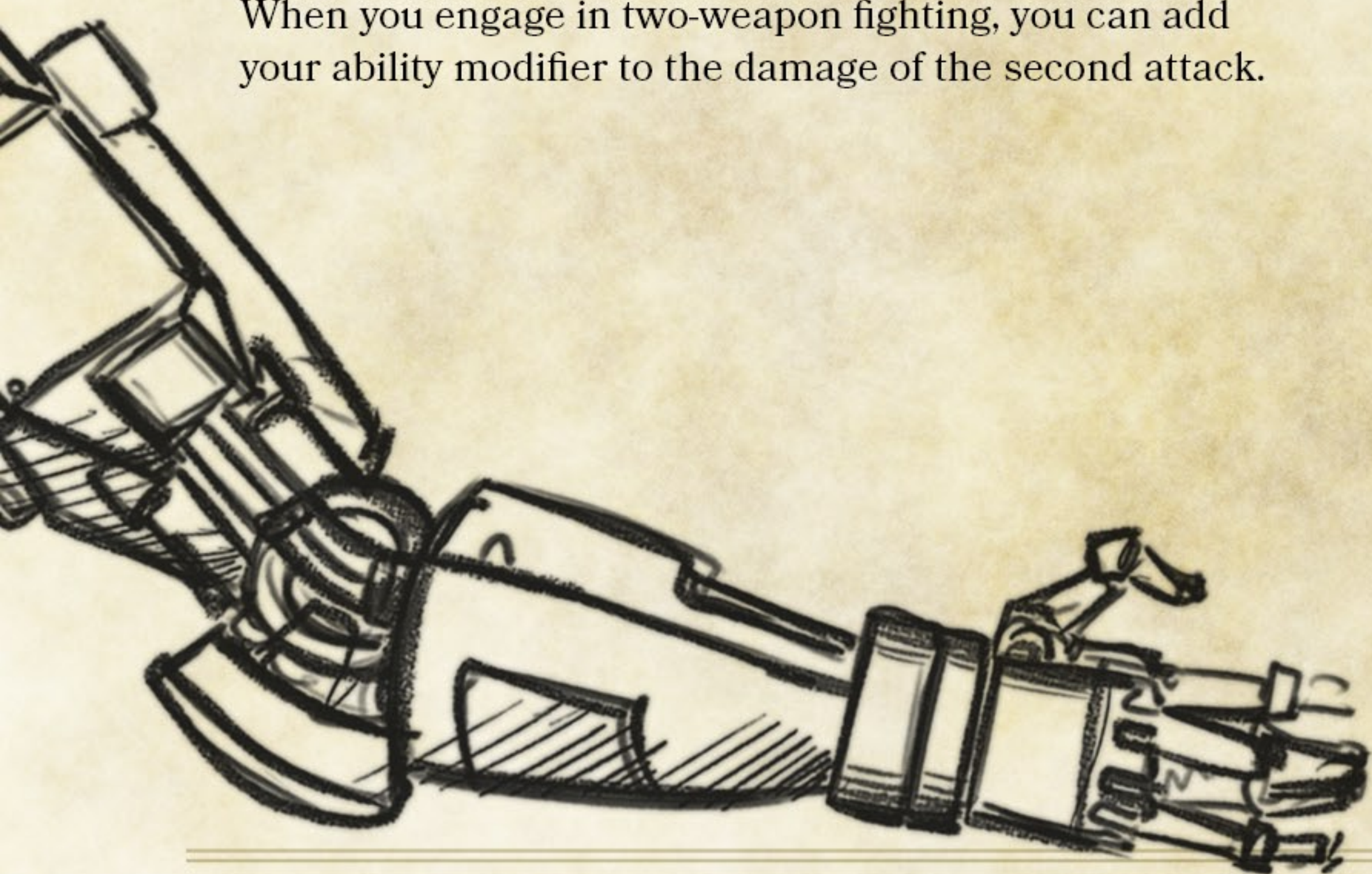
INTEGRATION

Starting at 3rd level, you are able to install a weapon or implement into your battlefist. Choose a one-handed weapon, a shield, or two sets of tools with which you have proficiency. A non-magical internal version of this selected item is found within your battlefist, which can be deployed or retracted as a bonus action. If you have multiple items integrated within the same battlefist, you can switch between them using a single bonus action.

Integrated items are physically a part of your battlefist and cannot be thrown, disarmed, or used with the versatile property. When deployed, an integrated item counts as being held by the hand your battlefist occupies.

Additionally, should you integrate a weapon with the loading property and you have the appropriate ammo on your person, your battlefist will automatically load one piece of ammunition of your choice into the weapon at the start of each of your turns. This requires no action or object interaction.

You can reselect an option chosen from this feature by



taking a short rest to tinker with your battlefist, replacing what you previously selected with another applicable item or items in your possession. You can use this process to integrate a magical shield or weapon you own into your battlefist.

If you have multiple battlefists, you can select an integrated item option for each of them. You can deploy, switch, or retract integrated items from multiple battlefists individually or simultaneously, using the same bonus action.

Once you reach 11th level, you can select a second integration option for each of your battlefists. You still can only have one item deployed from each battlefist at any time.

PRIME DIRECTIVE

At 3rd level, you select a prime directive for your augmented to follow, a single value you hold above all else. You may choose between Directive: Eradicate, Directive: Safeguard, or Directive: Infiltrate, all of which are detailed later in this class description. Your choice grants you features at 3rd level, and again at 7th 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.

EXTRA ATTACK

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

FORM UPGRADE

At 5th level, you can choose an additional portion of your body to upgrade, adding arcane technological components or replacing an entire segment. Select one of the following options, which grant their listed bonus and may provide access to additional augmentations. Choose another option from this list that you have not yet selected at 9th level, and again at 12th and 15th levels.

Core Upgrade. You inlay the core of your body with a metal exoskeleton. When not wearing armor, your AC becomes 18 and is unaffected by Dexterity. You can use a shield and still gain this benefit.

Head Upgrade. Your head is augmented with a comprehensive framework of arcanotech devices. Choose one skill out of Perception, Investigation or Insight. You are considered proficient in the chosen skill and add double your proficiency bonus to checks made with it, instead of your normal proficiency bonus.

Legs Upgrade. You replace your legs with metallic limbs of superior functionality. Your base movement speed increases by 10 feet, and the distance and height of your jump doubles.

Second Battlefist. Your second arm is replaced with an additional battlefist. Any augmentations that apply to your first battlefist also apply to your second.

MORE MACHINE THAN MAN

Starting at 11th level, your transformation has progressed dramatically, granting you some of the resilience enjoyed by constructs. You gain resistance to poison damage and immunity to both disease and the poisoned condition.

AMPUTATION, AUGMENTATION, AND TONE

Unlike other classes, being augmented requires constant tinkering with one's own form, adding technology, individual augments, and, in some cases, removing limbs.

Needless to say, the realities of self-amputation are not for every table or every game, and can create a very dark tone that may or may not mesh with the desired atmosphere. It can easily be assumed that, in lieu of outright amputation, the gradual progression of tinkering and creating technology within oneself can lead to the same improvements that could be found with removing a limb and replacing it wholesale.

One need not replace their legs to receive a form upgrade for their legs, for example. The form upgrade may take the form of an obvious infrastructure of technology above and below the skin that nevertheless leaves the legs intact, allowing for augments to be installed without amputation.

As always, work with your DM and the other players to help develop what the game's tone should be, and to discover every player's comfort zone. The ideas of upgrading oneself and integrating with technology may be approached from many angles, and all the members of your group can collectively best determine how to incorporate these themes.

TRANSCENDENT

Once you have reached 20th level, you have become a perfect living mechanical being. You no longer age, and you can make two battlestrikes instead of one on your turn. Each battlestrike must still be made with a separate attack.

PRIME DIRECTIVES

Augmented are almost universally headstrong and driven, dedicated to improving themselves relentlessly. The end goal of this self improvement differs greatly between individuals, however, and the reason an augmented has for their work in great deal defines the type of augmented they become.

Each augmented holds true to a Prime Directive: a singular ideal for which they strive. In areas where augmented are common, it is usual for them to form a college or guild centered around a Prime Directive. Where augmented are rare, however, a Prime Directive is an individual choice, as personal and passionate a calling as the individual's perpetual desire for self betterment.

DIRECTIVE: ERADICATE

The destructive potential of an augmented is impossible to ignore. When an augmented defines themselves in opposition to a specific force, concept, or type of creature, they may take upon themselves the purpose of eradicating the perceived threat, hunting it down ruthlessly wherever it may be found. Augmented must have a pressing reason to dedicate themselves entirely to the cause of destruction, as being and growing as an augmented is largely a creative process.

Nevertheless, these Eradicators, as they are known, are powerful weapons against their enemies. What do you seek to annihilate, and why? Are you content to be an implement of destruction, or do you quest after a grander purpose, to which destruction is but a means to an end?

DIRECTIVE: ERADICATE SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Directive: Eradicate Spells table. The spell counts as an augmented spell for you, but it doesn't count against the number of augmented spells you know.

DIRECTIVE: ERADICATE SPELLS

Augmented	
Level	Spells
3rd	<i>thunderwave</i>
5th	<i>flaming sphere</i>
9th	<i>fireball</i>
13th	<i>wall of fire</i>
17th	<i>destructive wave</i>

BATTLE SCOUTER

Also at 3rd level, you develop a translucent bit of crystal which overlays a single eye, magically illuminated to display vital information about the challenges you face.

As a bonus action on your turn, you can use your battle scouter to determine two of the following (of your choice) about a creature you select that you can see within 120 feet of you:

- The creature's type
- If the creature has a subtype (such as shapeshifter), and what that subtype is
- Its highest or lowest (choose one) statistic out of Strength, Dexterity, or Constitution
- Its highest or lowest (choose one) statistic out of Intelligence, Charisma, or Wisdom
- The highest level of spell the creature can cast
- Whether the creature has greater than, fewer than, or exactly half its maximum hit points remaining

Once you use this battle scouter, you can't use it again until you complete a short or long rest.

OVERDRIVE

At 6th level, you have the ability to overload your power source as a bonus action, giving yourself a temporary boost but draining your reserves. For one minute, you have advantage on attack rolls and ability checks.

During this time, at the end of each of your turns you deal lightning damage equal to half your augmented level (rounded up) to any creature within 10 feet of you, and you take 1d6 lightning damage that can not be reduced or ignored in any way. After using this ability, you can not use it again until you complete a long rest.

WIRED REFLEXES

Starting at 14th level, when you are hit by an attack made by an enemy you can see within the range of a weapon you are holding, you can use your reaction to make a single attack against them with that weapon.

DIRECTIVE: SAFEGUARD

Oftentimes individuals find themselves without the power to protect what they care about, be it their loved ones, their property, their ideals, or the precepts of a specific nation or organization. When an individual turns to augmentation to provide the answer for this protection, they often take on this directive, a solemn vow to safeguard that which they care for.

Known as Safeguards, these augmented can easily be either defenders of the weak or merely of their own interests. What do you defend, and why is it important to you? What events drove you to dedicate yourself to this purpose? And, importantly, what do you hope to achieve by standing against forces unknowable as a steadfast protector?

DIRECTIVE: SAFEGUARD SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Directive: Safeguard Spells table. The spell counts as an augmented spell for you, but it doesn't count against the number of augmented spells you know.

DIRECTIVE: SAFEGUARD SPELLS

Augmented	
Level	Spells
3rd	<i>shield</i>
5th	<i>warding bond</i>
9th	<i>counterspell</i>
13th	<i>death ward</i>
17th	<i>wall of force</i>

DEPLOY BARRIERS

Also at 3rd level, you can use a bonus action to dispense up to two 5 foot square, 1 inch thick, barriers of force at any locations you choose within 60 feet of you. These barriers are affixed in place magically, and may be oriented vertically, horizontally, or at an angle (forming a ramp). When you create them, you choose whether each of these barriers is translucent or opaque.

A barrier created by this feature has an AC equal to your spell save DC, and hit points equal to your Intelligence modifier + twice your augmented level. Barriers last for up to one minute, or until they are reduced to 0 hit points.

At 6th level, you can deploy up to 3 barriers with this ability. This increases to 4 barriers at 10th level, and 5 barriers at 14th. Once you use this feature, you require a short or long rest to use it again.

SHIELD MATRIX

Beginning at 6th level, your body reflexively produces a shield of crackling force in response to danger. When you roll initiative, you gain a shield that has maximum hit points equal to your Intelligence modifier + half your augmented level. The shield is initially conjured with full hit points.

Whenever you take damage, the shield takes the damage instead. If this damage reduces the shield to 0 hit points, you take any remaining damage. Once activated, this shield lasts for 1 minute, even if it has no hit points remaining.

While this shield is active and at less hit points than maximum, you can use a bonus action and expend a spell slot to replenish the shield. Doing so causes the shield to regain hit points equal to your Intelligence modifier + twice the level of the spell slot used, which can not exceed the shield's maximum hit points.



MANIPULATE BARRIERS

Starting at 14th level, you can use a bonus action to move a single deployed 5 foot square of barrier that you can see a distance of up to your Intelligence modifier × 5 feet in a straight line. Each creature the barrier collides with during this movement must succeed a Strength saving throw against your spell save DC or take 3d6 force damage and be pushed along with the barrier to the end of its movement.

DIRECTIVE: INFILTRATE

Those seeking truth often find it to be an elusive thing, easily hidden by those who stand to profit from lies and misconceptions. The truth can be either power or liberation, and those questing after it may be revolutionaries or information-brokers, wielding knowledge as a weapon for their own ends.

Some augmented quest after the hidden realities of their world, hiding unseen amongst the powerful and influential. These Infiltrators hunt secrets as precious treasure, constantly in search of a quarry worth their pursuit.

What knowledge do you hope to uncover? What do you intend to do with what you discover? Do you believe you can truly trust anyone, or is every companion a betrayal waiting to happen?

DIRECTIVE: INFILTRATE SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Directive: Infiltrate Spells table. The spell counts as an augmented spell for you, but it doesn't count against the number of augmented spells you know.

DIRECTIVE: INFILTRATE SPELLS

Augmented	
Level	Spells
3rd	<i>disguise self</i>
5th	<i>calm emotions</i>
9th	<i>nondetection</i>
13th	<i>compulsion</i>
17th	<i>dominate person</i>

ADAPTIVE CAMOUFLAGE

Also at 3rd level, you are able to project an arcane field that blends you with your environment. You can use a bonus action and begin concentrating, as if on a spell, to cause yourself and anything you are wearing or carrying to become invisible. This effect lasts for up to one hour, until you lose concentration, use another bonus action to end it, or attack or cast a spell.

Once you use this feature, you require a short or long rest before you can use it again. When you reach 17th level, you can use this feature twice before requiring a rest to refresh its uses.

MIND DIVE

Beginning at 6th level, you can use your magical talents to access the memories of a creature you touch. Holding a specific question in your mind, you touch a creature, which must make a Charisma saving throw against your spell save DC. If you started your current turn invisible with the creature unaware of your presence, or if the creature is unconscious, the creature has disadvantage on this saving throw.

This touch can be made as part of an attack, including

a ranged attack if it is made with a weapon integrated into your battlefist. Creatures immune to charm effects, that do not have a language, or that have an Intelligence score of less than 6 automatically succeed on this saving throw.

If the creature fails this saving throw, the creature generates an answer to the question in your mind, which is truthful to the best of the creature's knowledge. This answer appears in your mind, unspoken. The creature is not aware that this has taken place, only that they have been touched.

Each time the creature fails this saving throw, you can choose to select an additional question and force the creature to repeat the saving throw (with the same advantage or disadvantage as the original), answering the question on a failed save. You can continue to do so until you have asked a number of questions equal to your Intelligence modifier (minimum 1).

If the creature succeeds a saving throw imposed by this ability, they immediately know you attempted to steal knowledge from them, as well as any questions you asked, including the question you are currently asking. Depending on the creature, this may cause them to become hostile.

Once you use this ability, you cannot use it again until you take a short or long rest.

FEEDBACK

Starting at 14th level, the first time on your turn when a creature fails a saving throw against your Mind Dive, you may choose to disrupt its neural processes, creating a damaging loop of psionic energy. If you do, the creature suffers 4d8 psychic damage and is stunned until the beginning of your next turn. A creature affected by this feedback knows that you have intentionally damaged it.

Additionally, you can use your Mind Dive feature twice before requiring a rest to refresh its uses.

AUGMENTS

If an augment has prerequisites (such as a required level or Form Upgrade), you must meet them before gaining that augment. Whenever you take a long rest, you may replace one augment you have with another augment that you meet the prerequisites for. If you do so, any persistent effects of the augment you no longer have cease to function. You may not replace an augment if another augment you have requires it as a prerequisite.

ACCLIMATIZED

You suffer no penalties from extremely hot or cold environments. You also have resistance to any damage caused by lava, freezing water, or similar.

AGILITY ACTUATOR

Prerequisite: 15th level, Legs Upgrade

Specialized servos within your legs allow you to be especially nimble, dodging even the most certain dangers. You gain proficiency in Dexterity saving throws, and you never take damage on a successful Dexterity saving throw.

ATROCITY CANNON

Prerequisite: 15th level, Directive: Eradicate

While you are using your Overdrive feature, you can use an action to combine both your battlefists into a massive cannon, firing an immense wave of magical force that

decimates all those caught within. Each creature within a line 120 feet long and 10 feet wide originating from you must make a Dexterity saving throw or take 10d10 force damage on a failed save, or half as much damage on a successful one.

This beam ignites flammable objects in the area that aren't being worn or carried, and a creature reduced to 0 hit points by this beam has itself and everything it is wearing or carrying (except magic items) reduced to a fine grey dust. Creatures killed in this way can only be restored to life by means of a true resurrection or wish spell.

Once you use this ability, you require a long rest before you can use it again.

BACKUP BODY

Prerequisite: 15th level

When you take this augment you gain the ability to create an inert secondary body for yourself, as a safeguard against death. This body takes 120 days and 2,000 gp in materials to create, is identical to you in every way (including memories, abilities, augments, and form upgrades), and you can only have one such body created at any one time. As the body is inert and unable to be controlled directly, it is advisable to store it in a safe location.

If you die, your soul transfers to this secondary body, provided that the secondary body is still intact and that your soul is not being constrained in some way. If your original body still exists, it becomes inert, and cannot be restored to life due to your soul being elsewhere.

Once you inhabit a secondary body, or if the secondary body is destroyed before you can inhabit it, you can create another backup body as long as you have this augment. The same time and gold costs apply to any subsequent backup bodies you create.

BIOMETRIC RELAY

You can detach a bracelet-shaped protrusion from your battlefist and couple it around the wrist of a willing creature. As long as you and that creature are on the same plane, you inherently know the creature is damaged or at less than half health, any status effects the creature is subject to, and the general direction that creature is from you. Once you reach 11th level, this augment also reveals whether the creature is under a curse or geas. If the creature is on a different plane, you know the plane the creature is on, but nothing else.

Additionally, you and the creature wearing the bracelet can cast the message cantrip targeting each other (even if you do not know it) regardless of distance, as long as you are both on the same plane.

BODY ELECTRIC

Prerequisite: 5th level, Core Upgrade

The power of your core bristles throughout your form, arcing out against those that strike you. When you are hit by a melee attack, you can use a reaction to shock the attacker with a burst of energy. The attacking creature takes 1d8 lightning damage, and can't target you with an opportunity attack until the end of your next turn. Once you use this ability, you require a short or long rest to use it again.

At 11th level, you can use this ability twice before needing a short or long rest. At 17th level, you can use it three times before needing a rest.

DATALINKS

You have within you an extensive archive of information, though accessing it properly takes time. Gain proficiency in one skill out of either Arcana or History.

In addition, after taking a short or long rest, you can



select one subject of interest (such as “devils” or “the politics of Cormyr”). Whenever an Arcana or History check you make would relate directly to this subject of interest, gain advantage on that check. Selecting a new subject of interest replaces the previous subject of interest in your current memory.

ENHANCED OPTICS

Prerequisite: 5th level, Head Upgrade

You gain darkvision out to 60 feet, or you increase the range of the darkvision you already possess by 60 feet.

In addition, you can expend a spell slot as a bonus action and begin to concentrate as if on a spell to visually sense nearby creatures that generate body heat, as well as heated environmental elements. This ability lasts for up to one minute, until you cancel it with another bonus action, or until you lose concentration.

This vision can penetrate all walls up to 20 feet of thickness, but can be blocked by a thin sheet of lead or strong sources of localized ambient heat, such as the inside of a burning building. This sight extends 30 feet in all directions if activated with a 1st level spell, and continues for an additional 30 feet for each spell level above 1st used in its activation.

ETHERIC INTERFACE

Prerequisite: 5th level, Directive: Infiltrate

You are able to extend your magical awareness outward, connecting with the psychic spirits of objects or simple machines. You can use this ability as a bonus action to do one of the following, within a range of 60 feet of yourself:

Modify Apertures. You can open or shut any number of unlocked doors or windows you choose within range.

Modify Illumination. You can alter any number of non-damaging magical light sources you can see within range, increasing or decreasing the radius of their illumination by up to 60 feet for a duration of 10 minutes. If you reduce a light source's radius to 0, the light source is considered inactive for the duration.

Modify Lock. You can attempt to unlock or lock a non-magical lock you choose within range. If you are attempting to unlock, roll an Intelligence (Arcana) check against the DC of the lock, unlocking it on a success. You are able to lock a single lock within range without making a check.

Once you use any option granted by this ability, you require a short or long rest to use this ability again.

EYE BEAMS

Prerequisite: 5th level, Head Upgrade

Installing a delicate magic focus within each eye, you have modified your own gaze into a weapon. You can use an action to attack a creature you can see within 120 feet of you with your eye beams. You can also attack a creature in range with your eye beams as a bonus action on a turn where you have taken the Attack action and have not used a weapon held in two hands.

Your eye beams count as a ranged weapon attack with which you have proficiency, and deal 2d4 radiant damage on a hit. At 11th level, this damage increases to 2d6, and again to 2d8 at 17th level.

In addition, you can use this augmentation as an action to set an unattended flammable object you can see within 120 feet of you alight. You can also, as a bonus action, cause your eyes to glow with an inner light, shedding bright light out in a 10-foot radius, and dim light 10

feet beyond that. You can end this effect by using another bonus action.

FIGHT COMPUTER

Prerequisite: 5th level, Head Upgrade

You gain programming in additional methods of combat. Choose another fighting style offered by the augmented's Fighting Style feature, which must be different than the one you initially selected. You gain the benefits of this additional fighting style.

HEIGHTENED SENSORS

Prerequisite: 9th level, Head Upgrade

You tinker with the enhanced sensors already in place in your head, further refining them. Choose a skill out of Perception, Investigation or Insight, which can not be the skill you initially chose for your Head Upgrade. You are considered proficient in this chosen skill and add double your proficiency bonus to checks made with it, instead of your normal proficiency bonus.

Additionally, when you make a check with one of the skills chosen by either this feature or your initial Head Upgrade and see the result, you can choose to reroll that check. You must use the result of this second check, regardless of what it is.

HIDDEN POWER

A convincing flesh-like substance covers your battlefist, your form upgrades, and your augments, rendering you indistinguishable at a glance from an ordinary member of your race. A creature that suspects you of hiding your true nature can attempt to discern the presence and location of your enhancements by making an Intelligence (Investigation) check against your spell save DC.

You reveal your true nature if you attack with your battlefist or an integrated weapon, or use an action, bonus action, or object interaction provided by any augment. Taking damage from one source greater than your augmented level also reveals your enhancements. In either case, your false flesh knits itself back together during your next short or long rest.

HOLOGRAPHIC PROJECTOR

You know the *minor illusion* and *dancing lights* cantrips, which count as an augmented cantrips for you. You can also cast the *silent image* spell without expending a spell slot.

Once you cast *silent image* in this way, you must complete a short or long rest before you can cast it without a spell slot again.

IMPROVED ETHERIC INTERFACE

Prerequisite: 9th level, Directive: Infiltrate, Etheric

Interface augment

You gain the following additional options for your Etheric Interface ability:

Disengage Safeguards. Choose one magical lock or an effect created by a spell such as guards and wards or glyph of warding within range, and make an Intelligence (Arcana) check against the spell save DC of the creature that created this effect. On a success, you disable the lock or effect for 10 minutes.

Modify Trap. Choose one trap you are aware of within range, and make an Intelligence (Arcana) check against the DC required to disarm it. For the next minute while you are within 120 feet of the trap, you can disarm,

arm, trigger, or reset the trap as a bonus action.

Additionally, you can use your etheric interface twice before requiring a rest to refresh its uses.

IMPROVED MACHINE MIND

Prerequisite: 9th level, Head Upgrade, Machine Mind augment

You have further refined the logical matrices that govern your thought processes. You have advantage on saving throws against abilities or spells that would impose the frightened or charmed conditions, and you have advantage on saving throws made to recover from these conditions.

IMPROVED TENSION CABLES

Prerequisite: 9th level, Tension Cables augment

The tension cables in your battlefists are exceedingly long. Add an additional 5 feet to the reach of your battlefists and any integrated weapons when the cables are extended.

You can also take an action to launch one or both of your battlefists towards an unattended object or terrain feature within 10 feet of you, grabbing the target. You can retract your battlefists afterwards as a part of the same action, or as a bonus action on a separate turn. Objects you hold are retracted along with your fists, while retracting your fists draws you towards any terrain features you are holding.

When you launch your battlefists in this way, you can also choose to expend a spell slot. If you do, increase the distance you can launch your battlefists by 10 feet for every level of the spell slot you expended.

KINETIC BOOSTER

Prerequisite: 5th level, Legs Upgrade

An arcane reservoir set into your legs stores your kinetic energy, which you can unleash in a burst of speed. On your turn, you can expend a spell slot with a bonus action. Until the end of your turn, you gain a bonus to your movement speed equal to 10 feet × the level of the spell slot, and your movement does not provoke opportunity attacks.

MACHINE MIND

Prerequisite: 5th level, Head Upgrade

You no longer need to sleep, and you have advantage on saving throws against being put to sleep. Gaining the benefits of a long rest still requires 8 hours, but this time can be spent doing light activity, such as tinkering with your augmentations.

MEGATON ANCHOR

Prerequisite: 5th level, Legs Upgrade

While you are standing on a flat surface, you are able to channel your arcane power into the soles of your feet, adhering yourself firmly to where you stand. You can use a bonus action and begin concentrating as if on a spell to activate this ability, which lasts until you end it using another bonus action or by breaking concentration. While this ability is active, your movement speeds become 0, and you are immune to forced movement and the prone condition (unless already subject to it).

MICROTHRUSTER ARRAY

Prerequisite: 9th level, Core Upgrade, Legs Upgrade

Miniscule thrusters line your back, legs, and several other key locations on your body. You can activate these thrusters using a bonus action and begin concentrating as if on a spell, which grants you a flying speed (with the hover property) equal to your movement speed for up to one minute, or until you lose concentration or disengage the thrusters with another bonus action. When you engage your thrusters, you can choose to expend a spell slot. If you do, the flying speed you gain increases by 10 feet for every level of the spell slot you used.

After you use this ability, you require a short or long rest before you can use it again.

PROXY SHIELD

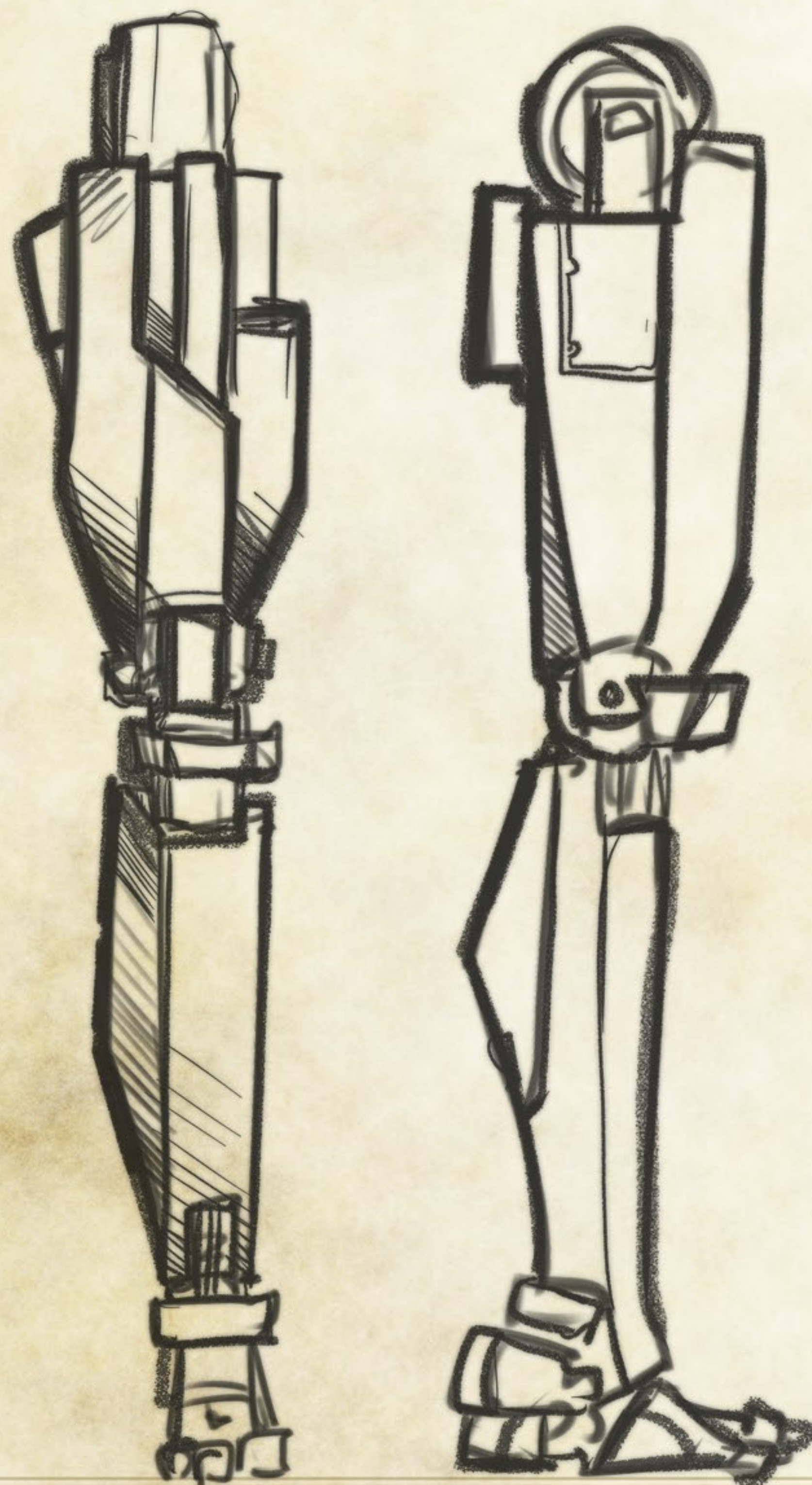
Prerequisite: 9th level, Directive: Safeguard

You can duplicate the defenses given by your Shield Matrix. When you would gain a shield from Shield Matrix, you can choose a creature within 60 feet of you to receive an identical version of that shield. This second shield lasts for up to its usual duration of one minute, and can not be replenished with spell slots.

QUADRUPEDAL LEGS

Prerequisite: 5th level, Legs Upgrade

As a bonus action, you can begin concentrating as if on a spell and split apart each of your legs into two separate spindly metallic legs, similar to a spider's, forming four legs total. While you are quadrupedal you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. Additionally, your movement speed increases by 10



feet and you gain a climbing speed equal to your movement speed. You can return to your regular, bipedal form by losing concentration or by using another bonus action to do so.

SELF-SUSTAINING

Prerequisite: 5th level, Core Upgrade

Self-regulating internal processes allow you to survive off of your arcane power alone. You no longer need to eat, drink, or breathe. Additionally, you can project the arcane patterns that sustain you outward, enabling you to cast purify food and drink at will, without expending a spell slot.

SOUND INHIBITOR

Prerequisite: 15th level, Legs Upgrade

An arcane weave in your footpads eliminates the sound of your footfalls. You are considered proficient in Stealth and add double your proficiency bonus to checks made with it, instead of your normal proficiency bonus. You can take the Hide action as a bonus action.

If you have the Hidden Power augment, using Sound Inhibitor to hide does not reveal your true nature.

STORAGE CORE

Prerequisite: 5th level, Core Upgrade

You have an extradimensional storage compartment similar to a *bag of holding* built into your torso. Only you can open this compartment, and it is not obviously visible. You can fit up to 500 lbs of gear within this compartment, as long as each individual item can physically fit through the 6 inch diameter opening to the compartment. While within this compartment, each item has no weight.

When you are reduced to 0 hit points, the door to the compartment becomes ajar. While in this state, the compartment is obvious and any creature can open it, though other creatures are only able to remove items and not place any inside. Regaining hit points returns the compartment to its prior state.

Placing a *bag of holding*, *handy haversack*, *portable hole*, or similar within this compartment immediately shunts you to a random location on the astral plane and reduces your current hit points to 1, leaving behind everything that was within your compartment. After this occurs, your storage core ceases to function until you repair it over the course of a long rest.

STRENGTHENING SERVOS

Powerful arcane micro-engines in your battlefist increase your Strength to unheard of levels. Treat your Strength score as if it was 20 for the purposes of lifting heavy objects, determining your carry weight, or making Strength (Athletics) checks to lift. You also have advantage on rolls to make or maintain a grapple with your battlefist.

TENSION CABLES

Prerequisite: 5th level

The hand portions of any of your battlefists are connected internally to the arm by a long cable. As a bonus action, you can launch the hand portions of any battlefists you have outward, or retract them from this state. While extended, your battlefist and any integrated melee weapons gain the reach property. If your battlefist is unoccupied, you can use it to grab creatures or items within your reach as normal.

THRUST PUNCH

You have installed a rocket engine in the elbow of your battlefist, you are able to use it to unleash a devastating blow. As part of one melee attack you make on your turn, you can move up to 15 feet (but at least 10 feet) in a straight line towards a creature and end your movement adjacent to it, before attacking that creature. This movement does not provoke opportunity attacks. If the attack you make with this feature hits and you use a hammer-blow Battlestrike, you can push the creature an additional 5 feet.

You can use this augment a number of times equal to your Intelligence modifier before you require a short rest to refresh its uses.

TOOLED DIGITS

You are especially adept at using any tools you have integrated into your battlefist. You add double your proficiency bonus to checks made with integrated tools, instead of your normal proficiency bonus.

VERTICAL ACCLIMATION

Prerequisite: 5th level, Legs Upgrade

You reinforce your legs, greatly increasing the stress they can withstand. You can ignore an amount of fall damage equal to $5 \times$ your augmented level, and the potential height and length of your jump triples instead of doubles.

VOICE MODULATOR

Prerequisite: 5th level, Head Upgrade

You install a discrete module in your throat that allows you to modify the sound and volume of your voice. You are able to make your voice sound however you wish, and can flawlessly imitate any other voice you have heard. You can make your voice up to three times its normal volume, and you can flawlessly produce simple sound effects (such as a clap of thunder, a raven's caw, or the sound of dropped coins) instead of your normal voice.

WATERTIGHT

Prerequisite: 5th level, Legs Upgrade

You have installed a rebreather in your throat, and modified your legs for movement beneath the waves. You can breathe water, and gain a swim speed equal to your normal movement speed + 10 feet.

Additionally, attacks made with your battlefist or integrated weapons ignore any restrictions or penalties for being underwater.

AUGMENTED SPELLS

This section includes all spells available to the augmented class, other than those determined by choice of Prime Directive. Spells found in a location other than the *Player's Handbook* carry a symbol denoting their source. An index for these symbols can be found below.

Symbol	Source
None	<i>Player's Handbook</i>
*	<i>Elemental Evil Player's Companion</i>
†	<i>Xanathar's Guide to Everything</i>
‡	<i>Codex of Waves</i> (available on DM's Guild)

1ST LEVEL

Absorb Elements (Abjuration) *†
Alarm (Abjuration)
Burning Hands (Evocation)
Catapult (Transmutation) *†
Chaos Bolt (Evocation) †
Chromatic Orb (Evocation)
Color Spray (Illusion)
Comprehend Languages (Divination)
Detect Magic (Divination)
Earth Tremor (Evocation) *†
Fog Cloud (Conjuration)
Grease (Conjuration)
Guiding Bolt (Evocation)
Ice Knife (Conjuration) *†
Identify (Divination)
Mage Armor (Abjuration)
Magic Missile (Evocation)
Ray of Sickness (Necromancy)
Torrent (Evocation) ‡

2ND LEVEL

Aganazzar's Scorchers (Evocation) *†
Arcane Lock (Abjuration)
Blindness/Deafness (Necromancy)
Blur (Illusion)
Continual Flame (Evocation)
Darkness (Evocation)
Enhance Ability (Transmutation)
Find Traps (Divination)
Gust of Wind (Evocation)
Heat Metal (Transmutation)
Magic Weapon (Transmutation)
Mind Spike (Divination) †
Mirror Image (Illusion)
Misty Step (Conjuration)
Ray of Enfeeblement (Necromancy)

Scorching Ray (Evocation)
Shatter (Evocation)

3RD LEVEL

Conjure Barrage (Conjuration)
Dispel Magic (Abjuration)
Flame Arrows (Transmutation)
Glyph of Warding (Abjuration)
Lightning Arrow (Transmutation)
Lightning Bolt (Evocation)
Remove Curse (Abjuration)
Sending (Evocation)
Stinking Cloud (Conjuration)
Thunder Step (Conjuration) †
Tiny Servant (Transmutation) †

4TH LEVEL

Arcane Eye (Divination)
Banishment (Abjuration)
Confusion (Enchantment)
Dimension Door (Conjuration)
Fabricate (Transmutation)
Fire Shield (Evocation)
Locate Creature (Divination)
Sickening Radiance (Evocation) †
Storm Sphere (Evocation) *†
Vitriolic Sphere (Evocation) *†

5TH LEVEL

Antilife Shell (Abjuration)
Cloudkill (Conjuration)
Cone of Cold (Evocation)
Far Step (Conjuration)
Immolation (Evocation)
Steel Wind Strike (Conjuration) †
Swift Quiver (Transmutation)
Synaptic Static (Enchantment) †
Telekinesis (Transmutation)
Teleportation Circle (Conjuration)

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