

EXPANDED CONTENT: TECH POWERS

AT-WILL

Acidic Strike
Combustion Strike
Cryogenic Strike

Ionic Strike
Venomous Strike

1ST-LEVEL
2ND-LEVEL

3RD-LEVEL
4TH-LEVEL
5TH-LEVEL

6TH-LEVEL
7TH-LEVEL
8TH-LEVEL
9TH-LEVEL

ACIDIC STRIKE

At-will tech power

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in a thick acidic slime until the start of your next turn. It has disadvantage on all attacks and ability checks that involve grappling until the duration of the power. If the target succeeds in grappling or maintaining a grapple before then, the slime is pressed onto its body absorbing it, then it immediately takes 1d8 acid damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 acid damage to the target, and the damage the target takes for taking grappling or maintaining a grapple increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

COMBUSTION STRIKE

At-will tech power

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it ignites in flame until the end of your next turn. At the start of your next turn, the creature takes fire damage equal to your techcasting ability modifier.

If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames, the effect ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the damage at the start of your next turn increases to 1d8 + your techcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

CRYOGENIC STRIKE

At-will tech power

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and its speed is reduced by 10 feet until the start of your next turn, as the cold energy seeps into its being. Additionally, if the target doesn't move at least 5 feet before the start of your next turn, it immediately takes 1d8 cold damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 cold damage to the target, and the damage the target takes for not moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

IONIC STRIKE

At-will tech power

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes wreathed in an ionic discharge until the start of your next turn. If the target willingly takes a reaction before then, it immediately takes 1d6 ion damage, and the power ends.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 ion damage to the target, and the damage the target takes for taking reactions increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

VENOMOUS STRIKE

At-will tech power

Casting Time: 1 action

Range: 5 feet

Duration: 1 round

As part of the action used to cast this power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and if you were hidden from it, it takes an additional 1d6 poison damage.

This power's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 poison damage to the target, and the damage the target takes when you are hidden from it increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.