

AUGMENTED



HOME BREW

Play as a mechanically enhanced warrior powered by the elemental energies of the multiverse!



THANKS

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AUGMENTED

A detonation is heard, an halfling woman sees through her drone that her distraction was effective and starts preparing herself for the grandiose finish. A barrage of missiles.

Imps start running away as a tiefling readies its blades emitting radiant energy. They start climbing the wall to get a better fighting angle as imps start crawling back towards them.

A snap echoes, as a dwarven man bolts through the corridors of the castle, his body smoking with heat. He grabs the nearby guard and jabs him with a dagger engulfed in acid, propelling him immediately to the ceiling after another snap echoes.

Whatever their augmentation is, augmented are connected by their usage of magical energies.

Whether used as a clever distraction or a focus on defensive/aggressive abilities, this energy allows augmented to be successful on their diverse quests.

THE USAGE OF ENERGY

Augmented, by definition need a source of **energy**, this energy comes from the motion of precise technology and magic, that only they understand. This energy is the result of the combination between technology and the magic present in the multiverse.

Augmented project this energy in their mechanical parts to allow movements, magical effects or abilities that exceed what they could previously do. Using this energy, augmented can use improbable weapons and objects to give them an edge that nobody else has.

As they gain experience, their knowledge and control of elemental powers gives them more control over their mechanical parts and allow them to conjure some of their equipment with this energy.

RISKS AND REWARDS

To become an augmented, one as to sacrifice parts of its body, this means that the risk of not succeeding in creating working pieces is always present. Augmented who succeed are faced with a lot more challenges and rewards as their hunger for knowledge is now open to new domains, which leads to taking more risks.

For every successful augmented, how many failed and died miserably ?

Most augmented live near big industrial or commercial towns as they will often need supplies for experiments. Libraries are also important for augmented, as they hold an almost infinite source of knowledge.

Augmented don't hesitate to help the local folks if a monster or other dangerous hazards endangers the life of the peoples. This makes it easy for them to test their creations.

For an augmented, becoming an adventurer means finding unknown technologies and other hidden technological prowess. Those who leave their safety bubble fully take on the adventuring life, learning about the world and it's mysteries, while also testing their work.

Because of what they do, augmented have to take jobs to get some sort of income, so material wealth found on creatures or chest are welcome and necessary for them to pursue their goals.





AUGMENTED

Level	Proficiency Bonus	Features	Upgraded Parts
1st	+2	Energy Core, Upgraded Parts	2
2nd	+2	Body Of Steel	2
3rd	+2	Augmented Knowledge, Design Philosophy	2
4th	+2	Ability Score Improvement	3
5th	+3	Elemental Technology (energy level 3), Extra Attack	3
6th	+3	Power-Up	4
7th	+3	OverDrive	4
8th	+3	Ability Score Improvement	5
9th	+4	Design Philosophy feature, Enhanced Movement System	5
10th	+4	Ability Score Improvement	6
11th	+4	—	6
12th	+4	Ability Score Improvement	7
13th	+5	Defense Mechanisms (energy level 4), Design Philosophy feature	7
14th	+5	Fully Mechanized Body	8
15th	+5	Howling Barrage (energy level 5)	8
16th	+5	Ability Score Improvement	9
17th	+6	Design Philosophy feature	8
18th	+6	Quick-Start	9
19th	+6	Ability Score Improvement	10
20th	+6	Mech Form	10

APPEARANCE

The many augmented of the world have different appearances according to their native region or technology, each of which determines how they act and interact. If your character appearance reflect a certain type of technology, what does it look like, and what does it represent?

GUNSMITH

Your augmented body, in most cases, was not entirely made by you. The person who helped you make your parts is also a helping hand when you need repairs or upgrades. What's your relationship like with this person? Do you trust this person, do you care about them?

CREATING AN AUGMENTED

As you make your augmented character, spend some time thinking about it's origin.

How did you become an augmented? Did you get caught in a terrible accident, or did you willingly sacrifice parts of your body, maybe you're part of a mechanical god cult? Did you steal parts of your body, or did a friend make them? Do you hide your parts, or do you wield them proudly?

Work with your DM to determine how big a part of your past your parts play in your character adventuring career. Did you ever meet other augmented?

QUICK BUILD

You can make an Augmented quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Dexterity and Constitution or Strength. Second, choose the Sage background.

CLASS FEATURES

As an Augmented you gain the following class features.

Hit Dice: 1d10 per augmented level

Hit Points at 1st Level: 10 + Constitution modifier

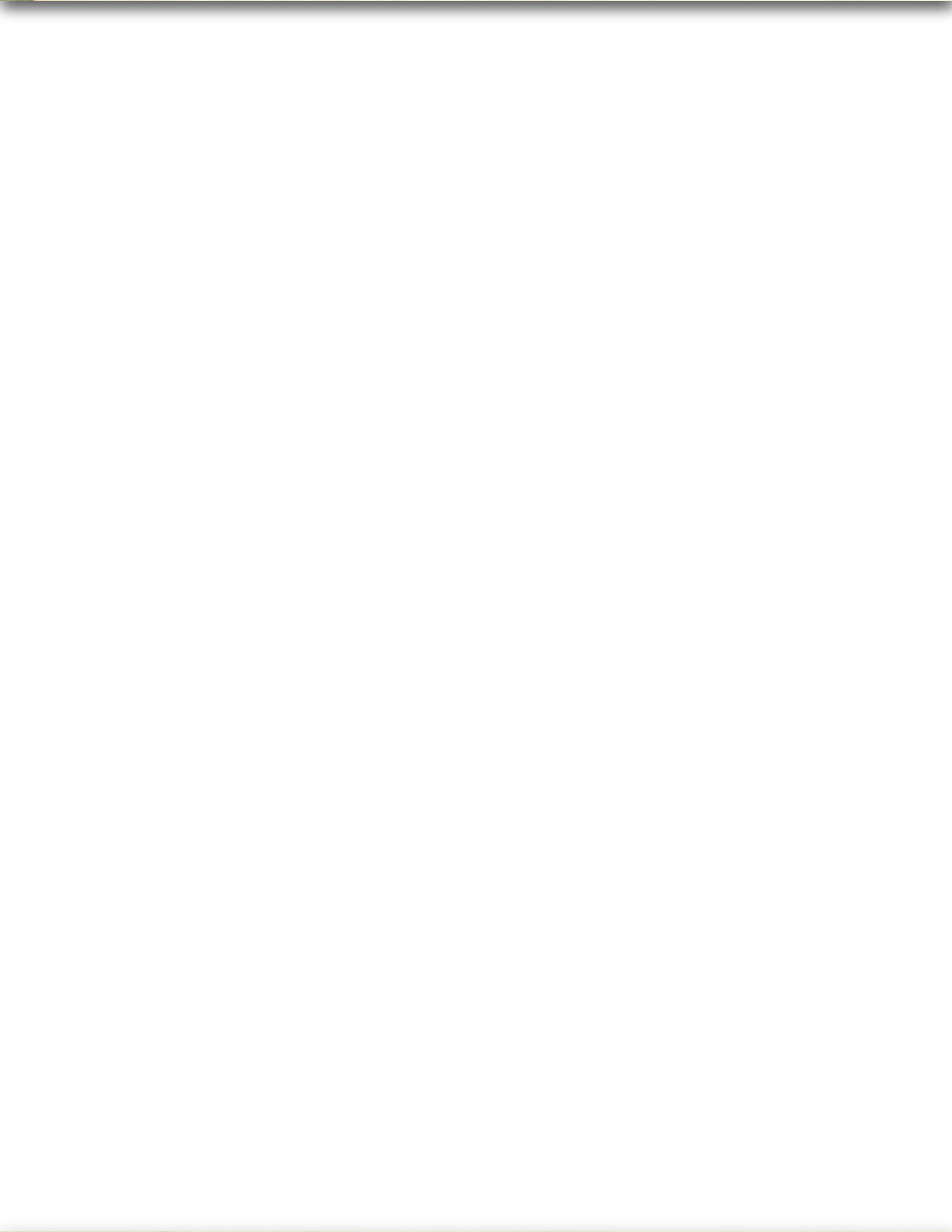
Hit Points at Higher Levels: 1d10 (or 6) + Constitution modifier per augmented level after 1st level

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Hand, light and heavy crossbows

Tools: Tinker's tools



OPTIONAL RULE: FIREARM PROFICIENCY

The creation and operation of gunpowder weapons have been discovered in various corners of the D&D multiverse. If your Dungeon Master uses the rules on firearms in the Dungeon Master's Guide (p. 267) and your augmented has been exposed to the operation of such weapons, your augmented is proficient with them.

Saving Throws: Intelligence, Constitution

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

EQUIPMENT

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

- (a) leather armor, a light crossbow and 20 bolts or (b) a chain shirt and any simple melee weapon
- (a) a shield or (b) a heavy crossbow and 10 bolts
- Tinker's tools
- (a) a dungeoneer's pack or (b) a scholar's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with 6d4×10 gp to buy your equipment.

ENERGY CORE

As a bonus action, you can increase or decrease by one the energy level of your core. The energy level of your core goes back to 1 when you take a short or long rest.

Based on the current energy level of your core you benefit from different features explained in the table below.

When you increase the energy level of your core, your hit points maximum is reduced by a number equal to half your level.

These lost maximum hit points return when your energy level goes back to 1 and cannot be restored otherwise. When your energy level goes back to 1, no hit points are regained as part of the restoring of maximum hit points.

Each time you increase your energy level, you retain the benefits of the previous energy levels.

However, when you lower your energy level, you lose the benefit associated with that level of energy.

If you are knocked unconscious while the energy level of your core is above 1, the energy level of your core decreases by 1.

Energy Level	Benefits
1	You don't gain any additional benefits while in this level.
2	When you hit a creature with an attack, you can deal an extra 1d4 force damage.
3	You can use the Dash action as a bonus action on your turn.
4	You can use the Disengage action as bonus actions on your turn.
5	Your walking speed increases by 10 feet.

UPGRADED PARTS

Being part mechanical, you take this occasion to install an upgrade to make you better in a certain domain.

You gain 2 upgraded part of your choice. When you gain certain augmented levels, you gain additional upgrades of your choice, as shown in the Upgraded Parts column of the Augmented class table. Your Upgraded Parts options are detailed at the end of the class description.

Additionally, when you gain a level in this class, you can choose one of the upgrades you have and replace it with another upgrade that you could have at that level.

BODY OF STEEL

At 2nd level, you undergo a surgical procedure of your own design. Your fists, your legs and/or your head count as natural melee weapons for you.

They deal 1d6 bludgeoning damage and have the finesse and light properties. These natural weapon can be enchanted but, require twice the resources necessary to do so. If parts of these natural weapons are lost or destroyed, you can replace them at the end of a long rest.

AUGMENTED KNOWLEDGE

At 3rd level, if you spend at least 5 minute observing or interacting with technology (locks, traps, machines and other mechanical contraptions) outside combat, you learn some of the following information :

- By what is this technology powered (by moving parts, magic, wind, heat ...)
- How does this technology work (what is it meant to do, how do you use it ...)
- The quality of the technology (how well its made ...)





DESIGN PHILOSOPHY

Also beginning at 3rd level, your design philosophy represent what is the most effective way to solve problems for you.

Choose between Alchemist, Arcanist or Hellstorm, all detailed at the end of the class description. Your choice grants you features at 3rd level and 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.

ELEMENTAL TECHNOLOGY

Starting at 5th level, you learn to use elemental magic to power the technology of your body.

Choose one source of energy for all your cells between: acid, cold, fire, lightning and thunder.

While in energy levels 3 and above, your energy type give you resistance to the damage type you choose.

You can't take an Elemental Technology option more than once, even if you later get to choose again.

EXTRA ATTACK

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

POWER-UP

At 6th level, the force damage die you deal while in energy levels 2 and above changes to a D6.

This die later becomes a D8 at 10th level, a D10 at 14th level and a D12 at 17th level in this class.

Also, the energy level 5 walking speed bonus increases by 5 feet and by another 5 feet at 10th, 14th and 17th level in this class.

OVERDRIVE

Reaching 7th level, you create a system to help you in dire situations.

As an action and once per long rest, you can increase or decrease your energy level by 3.

ENHANCED MOVEMENT SYSTEM

Starting at 9th level, your legs are upgraded to better suit fighting in difficult conditions.

You don't suffer the effects of difficult terrain and you have advantage on saving throws related to falling prone. You can also use your movement to jump across a 20 feet gap at maximum.

Also, choose between studs that give you a climbing speed equal to your movement speed or deployable propellers that give you a swimming speed equal to your movement speed.

DEFENSE MECHANISMS

Reaching 13th level, you built powerful gadgets to surprise your enemies in case you need to turn over a fight in your favor.

While in energy levels 4 and above you can use one of the following features according to your energy type. You can only use this feature once per long rest.

When a Defense Mechanism calls for a saving throw, the DC is equal to 8 + your proficiency modifier + your Intelligence modifier.

Energy Type	Energy Feature
Acid	Matter Liquefaction
Cold	Freeze Grenade
Fire	Flamethrower
Lightning	Electrotherapy
Thunder	Instant Vacuum

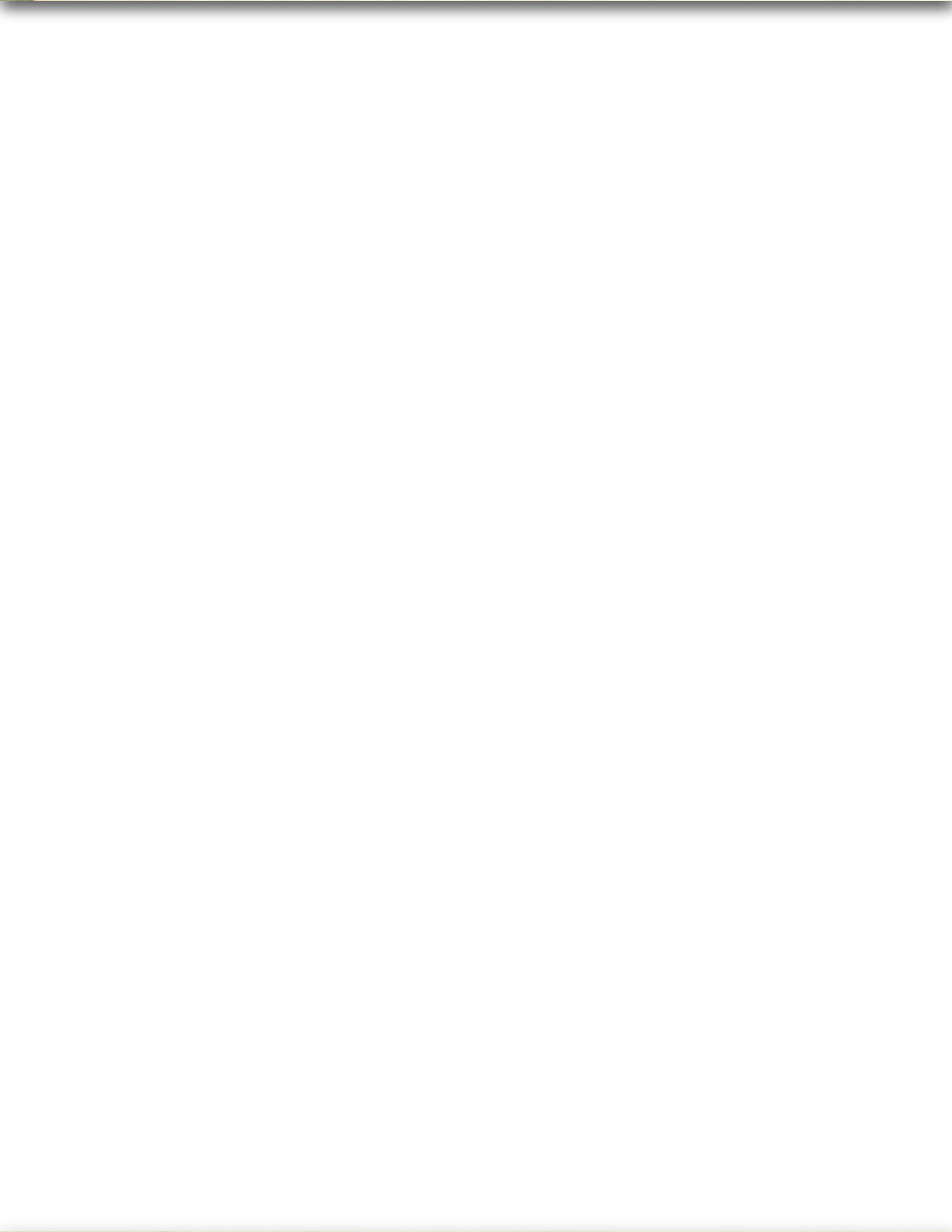
Matter Liquefaction. As an action, you throw a 20 foot cube of acid up to 10 feet away from you. Creatures inside the cube have to make a Constitution saving throw.

They take 4d4 acid damage, and all weapon attacks against them have advantage for 1 round.

On a success, they only take half damage and don't grant advantage for 1 round.

Freeze Grenade. Make a ranged attack using your Intelligence modifier against a creature up to 30 feet away from you. On a hit, the target takes 3d8 cold damage and its speed is halved until the start of your next turn.





Flamethrower. As an action, all creatures in a 30 foot cone have to make a Dexterity saving throw. They take 6d6 fire damage on a failed save and half as much on a success.

Electrotherapy. When you hit another creature with a melee weapon attack you can use your reaction to force the target to pass a Constitution saving throw or be stunned until the end of your next turn.

Instant Vacuum. As an action, you instantly create a vacuum by targeting a point in space up to 30 feet away from, all creatures in a 20 foot sphere away from that point have to make a Strength saving throw.

They take 2d6 thunder damage and are deafened and cannot speak until the start of your next turn.

On a success, they take half that damage and are not deafened or unable to speak.

FULLY MECHANIZED BODY

At 14th level, you are immune to diseases and the *Poisoned* condition. Also, creatures with the ability to sense heat cannot sense your presence.

HOWLING BARRAGE

Starting at 15th level, you now store inside your body short-ranged missiles to destroy your foes in an unexpected way.

While in energy level 5 you can as an action, unleash a missile barrage.

Choose a point within 60 feet of you. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d8 + your Intelligence modifier your energy type damage on a failed save, or half as much damage on a successful one.

Structures, objects and non-living material in range automatically fails their saving throw and take the maximum amount of damage.

You can only use this feature once per long rest.

QUICK-START

Beginning at 18th level, when you roll for initiative and are in energy level 1, your energy level increases by 1.

MECH FORM

At 20th level, you can assume the form of large mech, taking on an appearance you choose.

Using your action, you undergo a transformation. While transformed you can still use your Augmented class and subclass features.

For 1 minute, you gain the following benefits :

- Your size becomes Large.
- Your creature type becomes Construct.
- Your AC equals 15 + your Intelligence modifier, you don't gain bonuses to your AC from shields.
- You gain either 60 feet of walking speed or 30 feet of swimming speed or 30 feet of flying speed or 30 feet of climbing speed or 30 feet of burrowing speed.

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





DESIGN PHILOSOPHY

Your design philosophy represent what is the most effective way to solve problems for you. The design philosophy you choose grants you features at 3rd level and again at 9th, 13th and 17th level.

ALCHEMIST

Those who follow this philosophy utilize their alchemical knowledge to gain an edge over others on the battlefield.

COMPETENT ALCHEMIST

Starting at 3rd level, you gain proficiency with the alchemist's supplies and the poisoner's kit.

BOOSTED TOUGHNESS

Also starting at 3rd level, by your mastery of potions, you can give yourself a boost when you need it.

When you first enter energy level 3 (meaning that if your energy level is lowered back to energy level 3 you don't gain the following effects again), you gain temporary hit points equal to half of your Augmented level.

MAGNETISED COMPUTATIONS

Reaching 9th level, by combing your potions with technology, you gain the ability to briefly focus all of your sense.

While in energy level 5, when you use your action, you can use your reaction to take an additional action on that same turn. You cannot use this feature if you don't have a reaction.

VIGOR SIPHON

Beginning at 13th level, while you are in energy level 2 you can, after you make a successful melee attack against a CR 1/2 or higher creature, regain hit points equal to 2d6 + your Intelligence modifier once per turn.

AUGMENTED REACTION

Starting at 17th level, you create a potion that gives you a superior reaction time.

Once per round, you can regain your reaction (you cannot have more than one reaction at the same time).

You can only use this feature twice per short rest.

ARCANIST

Those who follow this philosophy utilize their runic parts to cast powerful spells, often sacrificing defense for offense at a great cost.

ARCANIST SPELLCASTING

— Spell Slots per Spell Level —

Augmented Level	Spells Known	1st	2nd	3rd	4th
3rd	3	3	—	—	—
4th	4	3	—	—	—
5th	4	3	—	—	—
6th	4	4	—	—	—
7th	5	4	2	—	—
8th	5	4	2	—	—
9th	6	4	2	—	—
10th	6	4	2	—	—
11th	6	5	3	—	—
12th	7	5	3	—	—
13th	7	5	3	2	—
14th	8	5	3	2	—
15th	8	5	3	2	—
16th	8	5	3	2	—
17th	9	5	3	2	—
18th	9	5	3	2	—
19th	10	5	3	2	1
20th	10	5	3	2	1



SPELLCASTING

Starting at 3rd level, you imbue your parts with runic magic, giving you the ability to cast spells.

Spell Slots. The Arcanist Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these 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.

For example, if you know the 1st-level spell *magic missile* and have a 1st-level and a 2nd-level spell slot available, you can cast *magic missile* using either slot.

Spells Known of 1st Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the transmutation and enchantment spells on the wizard spell list.

The Spells Known column of the Arcanist Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be a transmutation or enchantment spell of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 7th, 15th, and 20th level can come from any class. A spell you choose must be of a level you can cast, as shown on the Arcanist Spellcasting table.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a transmutation or enchantment spell.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you acquire your spells through the meticulous scribing of runes on your parts. You use your Intelligence whenever a spell refers to your spellcasting ability.

You use 8 + your Intelligence modifier + your proficiency modifier as your Spell save DC and your Intelligence modifier + your proficiency modifier as your Spell attack modifier for whenever a spell refers to them.

GLASS-CANNON

Beginning at 9th level, you can shed some of your armor to augment your runic spellcasting abilities.

As an action you can reduce your AC by 5 to cast a spell as if its of 3rd level. This AC reduction last until you take a short rest. You can use this feature again after a long rest

At 13th level, this feature allows you to instead cast a spell as if you were using a 5th level spell slot.

SPELLJAMMER

Reaching 13th level, while in energy level 3 and above, when you see a spell being casted within 30 feet of you, you can cast *counterspell* without expending a spell slot, even if you don't know the spell (you still need to use your reaction for the spell). You can do so 2 times per long rest.

SPELLSLINGER

Starting at 17th level,

HELLSTORM

Those who follow this philosophy utilize their will to go beyond, to fight what's impossible to fight.

INFUSED ARMAMENT

Starting at 3rd level, your knowledge of mechanics and energy sources allows you to make an infused weapon that you are the only one capable of using.

This infused weapon as two different mode : Melee and Range Mode, modes determine what properties your infused weapon has. You can switch to another mode as a bonus action.

MELEE MODE

Your weapon as the Versatile (1d12) property.

You are proficient with this melee weapon. On a hit, it deals 1d10 + your Intelligence modifier slashing damage.

RANGE MODE

Your weapon as the Two-Handed property and its Reload Score is equal to your Intelligence modifier (minimum of one).

You are proficient with this weapon and it has a range of 120 to 360 feet. On a hit, it deals 2d6 + your Intelligence modifier piercing damage.

Reload Score: A weapon can be fired a number of times equal to its reload score before you must spend 1 attack or 1 action to reload it, you must have one free hand to reload it.

SUPER CHARGE

Also at 3rd level, while in energy level 3 and above, when you roll a 1 or 2 on a damage die for an attack you make with your Infused Armament, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

OVERCLOCKING

Beginning at 9th level, you can add your Intelligence modifier to your initiative roll.

Also, when in energy level 5, your Infused Armament attacks score a critical hit on a roll of 19 or 20.

HEAT OF BATTLE

Reaching 13th level, while in energy level 4 and above, creatures have disadvantage on melee attack rolls against you.

(TEMPORARY NAME)

Starting at 17th level,



UPGRADED PARTS LIST

If an upgraded part has prerequisites, you must meet them to obtain it. You can obtain the upgrade at the same time that you meet its prerequisites.

Additionally, when you gain a level in this class, you can choose one of the upgrades you have and replace it with another upgrade that you could have at that level.

A.E.D.

As an action, you can stabilize a creature that has 0 hit points and that you are touching, without needing to make a Wisdom (Medicine) check.

BACK BREAKER.

Prerequisite: 3rd level

You create a set of deployable battering rams stored in your arms.

While in energy level 3 and above, you have advantage on rolls for shoving or dropping creatures prone.

CARRIER DRONE.

Prerequisite: 4th level

You create a companion to aid you in the diverse task and problems that you face. Your companion is stored on your body, making it easy to deploy and store.

As a bonus action you can power your carrier drone for an hour if its within 30 feet of you.

The drone deactivates itself if its 120 feet away from you or the duration expires, slowly drifting toward the ground.

When the duration expires, you can repower your drone for an hour as normal after a short rest. You can't have multiple drones of this type active at the same time.

If it drops to 0 hit points, you will have to spend 20 minutes to repair it or create a new one.

You can as a bonus action, see through the drone until the start of your next turn. You are considered blinded while seeing this way.

In combat, the drone shares your initiative count, and takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take either the Dash, Disengage, or Help action.

Your drone has a set of pincers. They allow it to carry up to two objects weighing a maximum of 20 lbs each.

Your drone also has a storing capacity of 1 cubic foot for a maximum of 30 pounds of gear.

CRUSHING EXTENSIONS.

A creature that starts its turn while grappled by your takes 1d6 bludgeoning damage.

DEFLECTION SYSTEM.

Prerequisite: 4th level

While you are in energy level 2 and above and you are attacked, you can use your reaction to defend yourself with it, granting you +2 AC against this attack. You can only do so a number of times equal to your Intelligence modifier (minimum of one).

ENERGY SHIELD.

While in energy level 2 and above, when you take damage, you may use your reaction to generate a phase shield at the point of impact, reducing the damage by 1d8 + Your Intelligence modifier.

FLANK SHIELD.

Prerequisite: 8th level

Enemies do not have advantage on attack rolls against you as a result of the help action or other similar effects.

GRAPPLING HOOK.

As an action, you may target a surface, object or creature within 30 feet of you.

Make a ranged attack. On hit, the target takes 1d6 piercing damage.

Also, if the target is equal or smaller than you, you can make a grappling check to pull it up to you or grapple it (the target isn't pulled up to you).

A grappling check is a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use).

Alternatively, if the target is larger than you, you can choose to be pulled up to it.

CARRIER DRONE

Small Construct, your Alignment

Armor Class 17

Hit Points your Augmented level + your Intelligence modifier + 3

Speed fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic

Condition Immunities All conditions

Senses darkvision 60 ft., passive Perception 10

Languages —

Construct Form. If the *mending* spell is cast on it, it regains 2d6 hit points.

HARDENED BODY.

Prerequisite : 10th level

You harden your skin with different armor parts. Your armor class is equal to 13 + your Intelligence modifier, while you are conscious. You can still benefit from shields.

HELPING HAND.

You build an additional arm or appendage and attach it to yourself. As a bonus action, you can either make a single weapon attack with this arm or gain advantage on your next attack roll.

You can use this feature a number of times equal to your Intelligence modifier, regaining all uses on a long rest.



HIDDEN BLADE.

As a bonus action you can power your hidden blade to increase your damage potential.

It remains powered for a number of minutes equal to your Intelligence modifier (minimum of one).

While powered, your hidden blade becomes a special melee weapon that you are proficient with. It has the Light and Reach property. On a hit, it deals 1d8 piercing damage.

IMPACT REFLECTOR.

Once per short rest, if you are hit by a melee attack you can use your reaction to cast *thunderwave* at 1st level. Intelligence is your spellcasting ability for this spell.

INFRARED SIGHT.

Prerequisite: 10th level

You gain 60 feet of darkvision through non-magical darkness, hot blooded creatures appear in bright red when you are in dim light and darkness unless they are behind three-quarter or total cover. You also have advantage on Perception checks.

MITIGATOR.

One of your arms is now a prosthetic arm, you use it in a variety of ways : store some of your features, grabbing hot objects or simply, for combat. As a bonus action you can power your mitigator to increase your damage potential.

It remains powered for a number of minutes equal to your Intelligence modifier (minimum of one).

While powered, your mitigator becomes a special melee weapon that you are proficient with. It has the Light and Finesse property. On a hit, it deals 1d10 bludgeoning damage.

REFLECTIVE CLOAKING.

Prerequisite: 5th level

Your coloration changes instantly to match the background of any new environment you enter with no effort on your part.

This effect grants you advantage on Stealth checks if you move less than half your movement speed on your turn.

SENTINEL DRONE.

Prerequisite: 3rd level

You create a companion to aid you in the diverse task and problems that you face. Your companion is stored on your body, making it easy to deploy and store.

As a bonus action you can power your sentinel drone for an hour if its within 30 feet of you.

The drone deactivates itself if its 120 feet away from you or the duration expires, slowly drifting toward the ground.

When the duration expires, you can repower your drone for an hour as normal after a short rest. You can't have multiple drones of this type active at the same time.

If it drops to 0 hit points, you will have to spend 20 minutes to repair it or create a new one.

You can as a bonus action, see through the drone until the start of your next turn. You are considered blinded while seeing this way.

In combat, the sentinel drone shares your initiative count, and takes its turn immediately after yours. The only action it takes on its turn is either the Dodge action or a ranged attack, unless you take a bonus action on your turn to command it to take either the Dash, Disengage, or Help action.

Your sentinel drone, as a part of its turn can make one ranged weapon attack with a hand crossbow hidden inside it. You use the sentinel drone statistics for the attack roll, dealing damage as normal on a hit. Your sentinel drone doesn't benefit from the Extra Attack class feature.

The sentinel drone can only store up to 5 bolts. While its within 5 feet of you, you can restock it with bolts as an action.

WINGLETS.

Prerequisite: 8th level

You built a set of artificial wings. You can deploy them as an action, or as a reaction to falling. When deployed, they give you a flying speed of 15 feet. If you deploy them while falling you are under the effects of the *feather fall* spell.

MULTICLASSING

PREREQUISITES.

To qualify for multiclassing into the Augmented class, you must meet these prerequisites: Intelligence and Constitution 13.

PROFICIENCIES.

When you multiclass into the Augmented class, you gain the following proficiencies: Light armor, medium armor, shields, simple weapons and Tinker's tools.

SENTINEL DRONE

Tiny Construct, your Alignment

Armor Class 15

Hit Points your Augmented level + your Intelligence modifier

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic

Condition Immunities All conditions

Senses darkvision 60 ft., passive Perception 10

Languages —

Construct Form. If the *mending* spell is cast on it, it regains 2d6 hit points.



PATCH NOTES

(PREVIOUS PATCH NOTES)

0.1.4 CHANGES

PROFICIENCIES

- No simple weapons due to Body Of Steel

UPGRADED PARTS

- Increased Mitigator damage.
- New upgrade !

BODY OF STEEL (NEW!)

OVERDRIVE

- Moved to 7th level.

DEFENSE MECHANISMS

- Nerfed Matter Liquefaction.

