AUGMENTED

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

THANKS

CREDITS

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 in a suit of armor 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	Energy Points	Upgraded Parts
1st	+2	Elemental Technology, Energy Cells, OverDrive	5	—
2nd	+2	Sentinel Drone	5	—
3rd	+2	Energized Creations, Specialized Augmentation	5	—
4th	+2	Ability Score Improvement	7	—
5th	+3	Energy Core, Extra Attack	7	—
6th	+3	Specialized Augmentation feature	7	—
7th	+3	Augmented Knowledge	10	—
8th	+3	Ability Score Improvement, Upgraded Parts	10	1
9th	+4	Enhanced Movement System	10	1
10th	+4	Divine Core, Utility Belt	10	1
11th	+4	Specialized Augmentation feature	15	2
12th	+4	Ability Score Improvement, Back Breaker	15	2
13th	+5	Energy Boost	15	2
14th	+5	Defense Mechanisms	15	3
15th	+5	Howling Barrage	17	3
16th	+5	Ability Score Improvement, (temporary name)	17	3
17th	+6	Specialized Augmentation feature	17	4
18th	+6	(temporary name)	20	4
19th	+6	Ability Score Improvement	20	4
20th	+6	(temporary name)	20	5

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 your 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 Constitution and Dexterity or Strength. Second, choose the Sage background.

Class Features

As an Augmented you gain the following class features.

Hit Dice: 1d8 per augmented level
Hit Points at 1st Level: 8 + Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per augmented level after 1st level

Proficiencies
Armor: Light armors
Weapons: Simple weapons
Tools: Tinker's tools

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:

- two simple weapons
- leather armor
- 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.

Elemental Technology

You learn to use the ties between elemental magic and technology to power your body.

Choose one source of energy for all your cells between: cold, fire and lightning (meaning that unless stated otherwise, all your cells have the same energy type).

Your energy type allows you to decide the type of damage most of your energy features use. You can't take an Elemental Technology option more than once, even if you later get to choose again.

Energy Cells

Your mechanical parts require energy to properly function, to store this energy you have four different cells.

Your augmented level determines the number of energy points you have, as shown in the Energy Points column of the Augmented class table.

You can spend these points to fuel various energy features. You start knowing two such features: Bladed Gauntlet and Energy Shot. You learn more energy features as you gain levels in this class.

When you spend an energy point, it is unavailable until you finish a short or long rest, at the end of which you restore all of your expended energy back into your cells. You must spend at least 30 minutes of the rest recharging your cells to regain your energy points.

Some of your energy features require you to make an attack roll or your target to make a saving throw to resist the feature's effects. The attack roll and saving throw DC is calculated as follows:

Energy Save DC = 8 + your proficiency bonus + your Intelligence modifier

Energy attack modifier = your proficiency bonus + your Intelligence modifier

Bladed Gauntlet

For 1 energy, as a bonus action you can summon in your empty hand one gauntlet with a big sharp spinning fan-like blade, it lasts for a number of minutes equal to half your Intelligence modifier rounded down (minimum of one).

You can use this special melee weapon that you are proficient with, it has the light and finesse property. On a hit, it deals 1d8 slashing damage.

Energy Shot

For 1 energy and as an action, you fire a beam of energy from one of your parts at a creature you can see within 60 feet. Make a ranged spell attack using your energy attack modifier. On hit, the target takes 1d6 your energy type damage.

OverDrive

Also at 1st level, you create a system to help you in dire situations. As a bonus action on your turn you can enter OverDrive, you then must expend one energy point at the start of each of your turns to remain in OverDrive.

While in OverDrive, you gain the following benefits:

- Your walking speed increases by 10 feet.

- When you hit a creature with a melee weapon attack, you can deal an extra 1d4 force damage.

Your walking speed bonus increases by 5 feet, and the force damage increases by 1d4 when you reach 5th, 10th and 14th level in this class.

OverDrive ends early if you are knocked unconscious, or you end the effect on your turn as a bonus action. You must finish a short rest before you can enter OverDrive again.

Sentinel Drone

Starting at 2nd level, as an action you can expend 3 energy to 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, slowly drifting toward the ground. You can't have multiple drones 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 the Dodge action, unless you take a bonus action on your turn to command it to take either the Dash, Disengage, or Help action.

Sentinel Drone
Small Construct, your Alignment

Armor Class 15
Hit Points your Augmented level + your Intelligence modifier
Speed fly 30 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.

Energized Creations

At 3rd level, you learn to put your energy to the use of others, you can spend a long rest and two times the gold cost of a non-magical item to energize it.

Energized items have one available upgrade slot. The number of slots available on energized items increases to two when you reach 7th level in this class and three at 15th level.

Upgrades

To add more upgrades or replace any upgrades, you can spend 5 minutes and 5 gp tinkering the items (you can only add upgrades if the items has enough upgrade slots available).

Upgrades are divided in two groups, major and simple upgrades, a major upgrades cost two upgrade slots and a simple upgrades costs one upgrade slot, your upgrades options are detailed at the end of the class description. Unless stated you can't take the same upgrade multiple time on the same item.

When you reach 7th level in this class, energized items now count has magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Specialized Augmentation

Beginning at 3rd level, you take the first step to differentiate yourself from the other augmented, pursuing your specialized augmentation.

Choose between Bio-Warrior or Hellstorm all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 11th, and 17th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Energy Core

Starting at 5th level, you now have two energy types active at the same time, whenever you have to use your energy type you choose which one you use.

You can choose a second option from the Elemental Technology class feature or you can choose between acid and thunder.

Also, you gain damage resistance to one of your active energy types.

Extra Attack

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

Augmented Knowledge

At 7th 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 ...)

Upgraded Parts

Reaching 8th level, your experiences as an augmented grant you knowledge on how to improve your basic features.

Your bladed gauntlet feature now deals 2d8 slashing damage. Your energy shot feature now deals 2d6 your energy type damage.

You gain one part upgrade 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 utility belt upgrade options are detailed below :

Artifact Of The Past. Your bladed gauntlet scores a critical hit on a roll of 19 to 20.

Double Shot. You now fire two energy shot instead of one, rolling for each individually.

Dual-Blades. When your bladed gauntlet is active you can use your bonus action to make an additional attack with the gauntlet. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Elemental Gauntlet. Your bladed gauntlet now deals your energy type as its damage.

Energy Shield. 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.

Extend-O-Blade. Your bladed gauntlet gains the Reach property.

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

Infrared Sight. You gain 60 feet of darkvision through magical and 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.

Meteor Shot. You add your Intelligence modifier to the damage your energy shot deals on a hit.

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.

Your legs also give you either a better grip on surfaces or propellers. Choose between a climbing speed equal to your movement speed or a swimming speed equal to your movement speed.

Divine Core

Beginning at 10th level, once per long rest, instead of having two active energy types, you can spend a hit die to have either radiant or necrotic as your unique active energy type until your next short or long rest.

Utility Belt

Also at 10th level, you gain one of the following feature according to one of your active energy type.

Energy Type	Energy Feature
Lightning	A.E.D
Fire	Minor Flame Control
Thunder	Minor Sound Control
Acid	Corroding Fluid
Cold	Cold Touch

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.

Minor Flame Control. You can cast the cantrip *control flames*.

Minor Sound Control. You can cast the cantrip *thaumaturgy*.

Corroding Fluid. As an action, you can produce acid on a surface inside a 30 inch cube (this acid doesn't deal damage to creatures). The acid corrodes objects in the area that aren't being worn or carried.

Cold Touch. As an action, you freeze liquid that you are touching in a 5 foot cube, provided that there are no creatures in it. The liquid unfreezes in 30 minutes.

Back Breaker

Reaching 12th level, your arms are now equipped with a set of deployable battering rams, for 3 energy and as an action you can attempt to shove or drop a creature prone with advantage.

Energy Boost

At 13th level, you can spend 5 energy points to drop the energy cost of all of your features to 0 for 1 minute once per long rest.

Defense Mechanisms

Reaching 14th level, you can spend 5 energy points to use one of the following feature according to one of your active energy type.

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

Electrotherapy. When you hit another creature with a melee weapon attack you can use your reaction to deal an additional 3d6 lightning damage, if you are in OverDrive the target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Flamethrower. As an action, all creatures in a 60 feet cone have to make a Dexterity saving throw, on a failure, they take 4d6 fire damage, or 8d6 if you are in OverDrive (success halves the damage).

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

On a failure they are deafen and cannot speak until the start of your next turn, they are also pulled 10 feet toward the point and take 2d6 thunder damage or 4d6 if you are in OverDrive.

Success halves damage and creatures are not pulled, deafen and unable to speak.

Matter Liquefaction. As an action, you throw a 20 foot cube of acid 10 feet away from you, creatures take 4d4 or 8d4 acid damage if you are in OverDrive on a failed Constitution saving throw.

They also have vulnerability to slashing, bludgeoning and piercing damage until the end of your next turn (success halves damage and the target doesn't get vulnerability).

Freeze Grenade. Make a ranged attack against a creature 30 feet away from you. On a hit, the target takes 3d8 cold damage or 6d8 if you are in OverDrive, and its speed is halved until the start of your next turn.

Howling Barrage

Starting at 15th level, you can spend 8 energy points to as an action to unleash a missile barrage.

Choose a point within 60 feet. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 2d12 + 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.

(temporary name)

Reaching at 16th level,

(temporary name)

Beginning at 18th level,

(temporary name)

At 20th level,

Vigor Siphon

Reaching 6th level, once per turn, after you make a successful melee attack against a CR 1/2 or higher creature, you can spend 3 energy points, to regain hit points equal to 3d6 + your Intelligence modifier.

(temporary name)

Beginning at 11th level,

(temporary name)

Starting at 17th level,

Hellstorm

Hellstorm's feel best in the heat of battle. Those who follow this augmentation utilize their will to go beyond, to fight what's impossible to fight.

Infused Long Rifle/Infused Longsword

Starting at 3rd level, your knowledge of mechanics and energy sources allows you to make a 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 an other mode as a bonus action.

Melee Mode

Your weapon as the Versatile (1d12) property instead of the Two-Handed and Reload Score property.

You are proficient with this melee weapon, you use your energy attack modifier for the attack roll. 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) instead of the Versatile (1d12) property.

You are proficient with this weapon and it has a range of 120 to 240 feet, you use your energy attack modifier for the attack roll. 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.

Overclocking

Beginning at 6th level, you can add your Intelligence modifier to your initiative roll.

Heat Of Battle

Reaching 11th level, while you are in OverDrive creatures have disadvantage on melee attack rolls against you.

Consecutive Strikes

Starting at 17th level, once per long rest, whenever you take the Attack action on your turn, you can spend up to 9 energy points to make additional attacks, for every 3 energy point spent this way you can make an additional attack.

Specialized Augmentation

Your specialized augmentation represent what you want to become. The specialized augmentation you choose grants you features at 3rd level and again at 6th, 11th and 17th level.

Bio-Warrior

Bio-Warriors learn to use alchemical supplies to make deadly attacks. Those who follow this augmentation utilize their 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.

Bio-Bomb

Also starting at 3rd level, as an action, you can spend 3 energy to launch 30 feet away from you a bomb (tiny object) at your enemies. It explodes at the end of the round it was launched.

When it detonates, creatures in a 10 foot sphere around it have to make a Dexterity saving throw, on a failure they take 2d8 your energy type damage, success halves the damage. The bomb damages objects in the radius that aren't being worn or carried.

Energized Items Upgrades List

If an energized upgrade has prerequisites, you must meet them to craft it. You can learn to craft the upgrade at the same time that you meet its prerequisites.

Characters must meet the level requirement to equip the upgraded item if there is one.

Simple Upgrades

Enhanced Weapon
Prerequisite: A simple or martial weapon

This weapon grants a +1 bonus to attack and damage rolls made with it. The bonus increases to +2 when the wielder reaches 12th level.

Spring Loaded
Prerequisite: A simple or martial melee weapon

Your weapon now has 1 charge. Before you make an attack roll you can spend that charge to give this weapon the Reach property for this attack. Your weapon regains its charge after a round or you spend your action to reload the spring.

Enhanced Defense
Prerequisite: A suit of armor or a shield

A creature gains an additional +1 bonus to its Armor Class while wearing this armor or wielding this shield.

Impact Reflector
Prerequisite: A suit of armor or a shield

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

Magnetized Weapon
Prerequisite: A simple or martial metallic weapon with the thrown property

This weapon returns to the wielder's hand immediately after it is used to make a ranged Thrown attack. It can only do so twice per turn.

Reflective Cloaking
Prerequisite: A suit of armor, 5th level character

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.

Deflecting Weapon
Prerequisite: A simple or martial melee weapon (requires attunement)

If you are attacked you can use your reaction to defend yourself with your weapon, granting you +2 AC against a single attack.

Major Upgrades

Elemental Property
Prerequisite: A simple or martial weapon

The weapon deals an additional 1d6 of any of your energy types damage.

Jewel Of Greater Protection
Prerequisite: A necklace, ring or an accessory worth at least 50 gp. (requires attunement)

You can cast *shield* once per short rest. You can also cast *mage armor* on yourself once per long rest.

Advanced Weaponry
Prerequisite: A simple or martial melee weapon that doesn't have the Heavy property (requires attunement)

The weapon gains one of the following weapon properties : Finesse, Thrown (range 20/60), Light.

Energy Chainsaw
Prerequisite: A simple or martial weapon, 8th level character (requires attunement)

This weapon ignores resistances to its damage type.

Deployable Wings
Prerequisite: A suit of armor, 10th level character (requires attunement)

You built a set of deployable 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, simple weapons and Tinker's tools.

Change Log

Previous Patch Notes

0.0.7 Changes

Energy Points change

OverDrive
- Is now a 1st level feature.
- You now don't need to spend 1 energy point to enter OverDrive.

Sentinel Drone
- Now only last for an hour.
- You now only need to spend 20 minutes to repair the drone.

Energy Core
- You now gain resistance to one of your active energy type.

Advanced Fighting Program is now Extra Attack

Upgraded Parts
- Bladed gauntlet and energy shot gain an additional damage die.
- New upgrades were added.

Enhanced Movement System
- You now have the choice of climbing or swimming speed.

Utility Belt (NEW !)

Utility Belt is now Defense Mechanisms

Back Breaker
- Balanced the feature.

Energy Boost
- Now cost 5 energy.

Howling Barrage
- Now from a point within range.