

Evolutionist

A dwarf stares into a mirror, carefully slotting a glowing crystalline object into the cavity where his eye once was. A sudden click echoes throughout his workshop as the device springs to life. He blinks and gazes around the room, testing his new optical equipment. After a short moment, he places his tools back on the desk in front of him, next to his knife and his recently severed eyeball. A half-elven woman covered from head to toe in black robes is confronted by a group of thugs in an alleyway. As they make their demands, she stares at the ground, refusing to make eye contact with them. One of the thugs draws a knife, but before he can take a single step he is abruptly lifted high into the air. The others look on in horror as monstrous tentacles lash out from the woman, grasping him by the throat.

Sweat drips from a halfling's chin as he kneels within a circle of blood, nightmarish monsters closing in on all sides. His breath quickens as he unsteadily lifts a blade to his shoulder. With one swift motion, he closes his eyes and tears through his upper arm, cleaving it straight from his body. The halfling's screams echo throughout the cold stone chamber as bones and flesh rapidly erupt from his shoulder, forming a horrendous new limb. In an instant, the pain on his face gives way to a maniacal grin as he stands up, letting loose with his new modification.

What is an evolutionist?

Evolutionists are ambitious warriors; who rather than building their strength through practice and training, improve their natural talents by enhancing and upgrading their body. They reject the idea that they should play the hand they're dealt, instead seeking to change the game. Where most accept the body they are given, evolutionists aim to control it and push it past its limits. Each evolutionist has different methods and motivations for upgrading their body, but they all are connected by one common goal: evolution.

Continual improvement

Evolutionists are defined by their yearning to improve their bodies through methods that go

beyond mere training. They achieve this through a variety of means, from inventive technology and alchemy to ancient magics or even pacts with otherworldly beings. No matter the method, an evolutionist begins to change and alter their form by augmenting their body or growing completely new appendages. These upgrades allow evolutionists to overpower their enemies, either through raw enhanced capability or through unique tactics enabled by their non-standard biology. Evolutionists live a life of continual growth, utilizing the abilities they gain to seek methods to enhance their bodies even further.

paradoxical identities

An evolutionist's body is the foundation of their identity, the ultimate focus of their efforts. For them, the body is the most fundamental, intrinsic expression of identity and purpose—from an elk's antlers to a bat's ears, every biological adaptation has an explicit reason for existing. Evolutionists often chase after their personal concept of a perfected body, often driven by perceptions of physical weakness, mental ineptitude, or visual unattractiveness. The pursuit of perfection is not without its risks, however. Paradoxically, these same individuals who see the body as a form of expression have a tendency to dissociate from it as they stack up modifications. Some come to perceive the body as little more than a tool or vehicle operated by the brain or soul. While this mentality may facilitate even greater upgrades, it begs an uneasy question; where does the person end and the enhancements begin?

Ambitious sacrifices

Sacrifice is central to the evolutionist's work. They must forfeit parts of themselves—one day, removing a leg to replace it with an upgraded prosthetic; the next, altering their appearance to suit a new enhancement. While these physically orientated modifications give them the capability to fight toe to toe with the best of martial combatants, evolutionists have greater ambitions. They push their enhancements further than their body can handle, tearing into their own vitality. Endurance is the most important quality for an evolutionist; the ability to suffer through their ambition is paramount to their success. They stop at nothing in pursuit of their goals; even despite the risk of harm to themselves. Sometimes, they make their greatest sacrifices without even realizing it.

freakish forms

As a result of their work, evolutionists almost always look strange. Modifications to their body rarely go unnoticed, often making people wary of them. Opinions regarding individual evolutionists vary drastically, from disgust and fear to respect and admiration. They are often treated differently not just for their appearance, but also the implications it has for their mental state—surely no one

who would do that to themselves is right in their head. Dealing with such reactions on a daily basis, evolutionists tend to be able to overcome others' opinions of them with relative ease. Some evolutionists are timid and self-conscious, trying to blend in and cowering at hostility. Others relish the notoriety, happily claiming the spotlight—even negative attention is attention. The most dangerous tolerate no hints of judgment, potentially flying into a murderous frenzy at the slightest side-eye.

Creating an evolutionist

As you create your evolutionist character, you should consider exactly how your character upgrades their body. As a starting character, you'll choose a method that defines the general nature of your enhancements, but the exact form of your upgrades is up to you. Do you enhance your current body? Or do you remove and replace parts of your body?

Is your character methodical and careful when

upgrading their body, or do they make changes as crudely and quickly as possible? Your choice in how your character changes their body is integral to their appearance as well as how others treat them. Each upgrade your character attains will change who they are, and it is this progression of changes that defines you as an evolutionist.

Secondly, you should consider why your character decided to follow this controversial and dangerous path. Was it simply a lust for power, or do they have a larger goal? Each evolutionist has a reason for why they continually improve themselves, due to the sacrifices that come with it. Does your character strive to overcome some obstacle? Or is there something your character wishes to change about themselves? Furthermore, you should consider how your character was led to enhancing their body. Were they introduced to the practice by another, or did it begin with a major chaotic event? Did your character choose this path, or was it thrust upon them?

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Evolutionist features

Evolutionary Method

Choose an evolutionary method, which determines how you approach upgrading your own body: Innovation, Mutation or Infusion.

An evolutionist's method is fundamental to their being—it is the vital gateway that allows them to modify their body and the path which sets them apart from others of their kind. An evolutionist's method is a defining factor in their appearance, the source of their power, and a thorough representation of their identity.

Without an evolutionary method, one would not be an evolutionist.

Your choice grants you features at 1st level, and again at 7th, 13th, and 17th levels.

Augmentations

Each evolutionist begins with augmentations, which are the foundations used for further enhancements.

Choose two of the following options to modify your body with. You can choose another one at 6th level.

Evolutionary weapons

Some augmentations and upgrades from this class grant you access to evolutionary weapons, which are enhancements attached to your body that can be used as weapons. They have the following properties:

- You are proficient in them.
- They deal 1d10 bludgeoning, piercing, or slashing damage, as appropriate, plus your ability modifier.
- They have the finesse property.
- They don't require a free hand to wield (except for the one granted by the Arm Augmentation).
- If you have at least one evolutionary weapon, you

gain a +1 bonus to AC so long as you haven't wielded a weapon or shield since the start of your last turn.

- They can't be used while wielding a shield, and you can't engage in two-weapon fighting with them.

Starting at 6th level, your evolutionary weapons are considered magical for the purpose of overcoming resistances and immunities.

Your augmentations

Arm augmentation

You can implement the Arm Augmentation into one or both of your arms, possibly by tinkering with the muscle fibers within them or by encasing them to enhance their power. You could also mutilate them instead, replacing them entirely to gain the power you seek.

You gain proficiency in all martial weapons. Also, you can use either of your free hands as evolutionary weapons.

Core augmentation

The Core Augmentation is a modification to the torso of the body, most often by augmenting the area in and around the heart to increase survivability. You might even replace your heart or other organs entirely to do so.

Your hit point maximum increases by an amount equal to your evolutionist level and it increases by 1 again each time you gain a level in this class.

Exterior augmentation

Your defense is bolstered when you gain the Exterior Augmentation, which could be gained by implementing a protective layer under your skin, covering your entire body in a durable overcoat, or by gaining a full exoskeleton.

While you are not wearing any armor, your Armor Class equals 13 + your Constitution modifier. You can use a shield and still gain this benefit.

Growth augmentation

There are many ways to implement the Growth Augmentation, but it always involves gaining new parts that depart your body from its original form. These new bodily features can take any form, such as hooves, a tail, extra arms, claws, fangs, spines, horns, or tentacles.

You gain up to four new bodily features which can be used as evolutionary weapons. These new features can't use items or wield weapons or shields.

Head augmentation

Improving your senses is your main goal when implementing the Head Augmentation. You can do so by replacing parts of your head, by morphing its entire structure, or enhancing individual facial features.

You gain proficiency in the Perception skill and one other skill of your choice.

Leg augmentation

Speed is the key for the Leg Augmentation, which affects one or both of your legs. You could cover your legs with a strong frame, or change their structure entirely. You can also mutilate them, replacing them with stronger legs, or some entirely new type of appendage.

Your walking speed increases by 10 feet.

Upgrades

At 2nd level, you begin to enhance your body with a vast set of unique modifications. When you first gain this feature, pick two upgrades to develop, choosing from the Upgrades section at the end of the class description. You can develop additional upgrades of your choice when you reach certain levels in this class, as shown on the Upgrades Developed column of the Evolutionist table. Whenever you gain a level in this class, you can replace one of your developed upgrades with a new one.

Whenever you finish a short or long rest, you choose a number of your developed upgrades to activate, as shown on the Active Upgrades column of the Evolutionist Table. These remain activated until you use this feature again. While an upgrade is activated, you gain its benefits.

Some Upgrades require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Upgrade save DC = 8 + your proficiency bonus + your Constitution modifier

reconstruction

Starting at 2nd level, your body is fit to repair damage. You gain the following benefits:

- Whenever you spend hit dice to regain hit points at the end of a short rest, you use the highest number possible for each die, instead of rolling.
- When you finish a long rest, you can replace any lost body parts, such as legs, arms, or eyes, with replacement parts. If the part had enhancements, such as augmentations or upgrades, you also regain them.

Metabolic Ignition

At 3rd level, your modifications allow you to exceed your limitations by using your own body as a fuel source. On your turn, you can enter a state of metabolic ignition as a bonus action. When you do, choose one of your augmentations to ignite, gaining benefits based on your choice while you remain ignited, as detailed below. You can only have one augmentation ignited at a given time. When you first ignite, your current hit points are reduced by an amount equal to 2 + your proficiency bonus. At the start of each of your turns thereafter, you can choose to end your metabolic ignition, or reduce your current hit points by the same amount again to continue it (no action required from you in either case). This hit point reduction does not count as damage or affect your concentration.

Ignition Benefits

These are the benefits you gain when you ignite each augmentation.

Arm. The first time on each of your turns that you hit an attack with a martial weapon or your arm evolutionary weapon, double the base damage dice of the weapon and double your ability modifier when determining how much damage it deals.

Core. You ignore all of the effects of one spell or condition, of your choice, that is currently affecting you. If you are unable to take actions on your turn and have at least 1 hit point, you can ignite this augmentation when you start your turn, without having to use your bonus action (no action required).

Exterior. While you are not wearing any armor, you have resistance to all damage except psychic damage.

Growth. When you take the Attack action on your turn, you can make one additional attack with an evolutionary weapon as a part of the same action.

Head. You have advantage on attack rolls, unless disadvantage would normally apply to the roll.

Leg. When you first ignite this augmentation and at the start of each of your turns thereafter, you gain the benefits of one of the following actions of your

choice: Dash, Disengage, or Dodge.

Undying

Also starting at 3rd level, your ambition triumphs over death. If you drop to 0 hit points and don't die outright, you can make a DC 10 Constitution saving throw. If you are ignited, you have advantage on this roll. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

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

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

Relentless Ignition

Starting at 6th level, when you enter your metabolic ignition, you can choose to ignite two augmentations instead of one. If you do, you lose twice the amount of hit points when you first ignite and for the duration of the ignition whenever you choose to continue it.

Hardened Mind

By 9th level, the amount of enhancements in your body have taken a toll on your mind, making other attempts to manipulate it futile. You gain proficiency in Wisdom saving throws, or if you are already proficient, one other saving throw of your choice.

Unyielding Strikes

At 11th level, when you take the Attack action while ignited or while you are below half your hit point

maximum, you can make one additional attack as a part of the same action.

Immortality

At 14th level, for every 10 years that pass, your body ages only 1 year and you are immune to being magically aged. Also, you no longer need to sleep, eat food, or drink water to survive.

By 20th level, you are immortal. You no longer age.

Wounded Ambition

Starting at 15th level, while you are ignited or below half your hit point maximum, you can't be frightened and your weapon attacks score a critical hit on a roll of 19 or 20.

Final Form

At 20th level, you reach your final form. Choose one of your augmentations. You permanently gain its ignition benefits.

Evolutionist overview

THE EVOLUTIONIST

LEVEL	PROFICIENCY BONUS	FEATURES	UPGRADES DEVELOPED	ACTIVE UPGRADES
1st	+2	Evolutionary Method, Augmentations	—	—
2nd	+2	Upgrades, Reconstruction	2	1
3rd	+2	Metabolic Ignition, Undying	4	2
4th	+2	Ability Score Improvement	4	2
5th	+3	Extra Attack	4	2
6th	+3	Relentless Ignition, Augmentation	6	3
7th	+3	Evolutionary Method feature	6	3
8th	+3	Ability Score Improvement	6	3
9th	+4	Hardened Mind	6	3
10th	+4	—	8	4
11th	+4	Unyielding Strikes	8	4
12th	+4	Ability Score Improvement	8	4
13th	+5	Evolutionary Method feature	8	4
14th	+5	Immortality	10	5
15th	+5	Wounded Ambition	10	5
16th	+5	Ability Score Improvement	10	5
17th	+6	Evolutionary Method feature	10	5
18th	+6	—	12	6
19th	+6	Ability Score Improvement	12	6
20th	+6	Final Form, Immortality Improvement	12	6

Quick build

You can make an evolutionist quickly by following these suggestions. First, make Constitution your highest score, followed by Strength or Dexterity, based on how you want to fight. Second, choose the Mercenary background.

As an evolutionist, you gain the following class features.

Hit Dice: 1d10 per evolutionist level

proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Acrobatics, Athletics, Intimidation, Investigation, Medicine, Stealth, and Survival (Navigation*)

*a skill replacement, see the Skills rule on page 204.

starting equipment

If you are using Crystalpunk equipment, see the Equipment section of this book (page 94).

Otherwise, you start with the following equipment, plus anything provided by your background.

- (a) a spear or (b) any martial weapon (if proficient)
- (a) scale mail or (b) any simple weapon
- an explorer's pack and a dagger

If you forgo the provided equipment and the items offered by your background, you start with 3d4 x 10 gp to buy equipment instead.

Multiclassing

Ability Score Minimum. As a multiclass character, you must have at least a Strength and Constitution score of 13 to take a level in this class, or to take a level in another class if you are already an evolutionist.

Proficiencies Gained. If evolutionist isn't your initial class, you gain the following proficiencies when you take your first level in this class: light armor, simple weapons.

Undying. If you have both the Undying feature and the Relentless Rage feature and the DC changes for one of them, it also changes to the same value for the other feature.

Spell Slots. If you choose the Method of Infusion, add a third of your levels (rounded down) in the evolutionist class to the appropriate levels from other classes to determine your available spell slots.

Method of infusion

Your form is intensely magical—infused within you is the power of pure arcana. You weave this power to shape magical, iridescent enhancements—translucent limbs, lustrous, glowing eyes, or even tattoo-like augmentations that wrap around your body. You could have received this power at birth, or it might have been imbued within you at some point in your life. Perhaps a higher being granted you such power. No matter its origin, it's your process that allows for your enhancements—as you weave your body in the same way that a mage weaves their spells.

Spellcasting

At 1st level, your arcane form grants you the ability to cast spells.

Cantrips. You learn one cantrip of your choice from the sorcerer spell list. You learn an additional cantrip of your choice at 3rd level and another at 10th level.

EVO.

LEVEL

CANTRIPS

KNOWN

SPELLS

KNOWN

— SPELL SLOTS —

1ST 2ND 3RD 4TH

1st 1 2 1 — — —

2nd 1 2 1 — — —

3rd 2 3 2 — — —

4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Spell Slots. The Infusion Spellcasting table shows how many spell slots you have to cast your spells of 1st level or 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.

Spells Known of 1st-Level and Higher. When you choose this method, you know two 1st-level sorcerer spells of your choice.

The Spells Known column of the Infusion Spellcasting table shows when you learn more sorcerer spells of 1st-level or higher. Each of these spells must be 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. Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer

spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, since your arcane power comes from within you. You use Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Augmented Focus. You can use any modified part of your body as a spellcasting focus for your sorcerer spells.

arcane Sense

Starting at 1st level, you are innately connected to the magic around you. You learn to identify and detect magic spells and they don't count against the number of sorcerer spells you know. You can cast either of them without expending a spell slot a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Spell form

Starting at 7th level when you first ignite, you can choose to transform your body into pure magic for the duration of your ignition. While in this form, you gain the following benefits:

- After you cast a spell, you can teleport to an unoccupied space within 5 feet of one of the spell's targets or a point within its area of effect, so long as you can see the target location.
- All spells you cast during the ignition are cast

at one level higher than the spell slot used to cast them.

Once you use this feature, you must finish a short or long rest before you can use it again.

arcane Body

At 13th level, you take no damage and are unaffected by any other detrimental effects from spells you cast. If you would take damage from a sorcerer spell of 1st-level or higher that you cast, you instead regain 2d6 hit points. A spell can only cause you to regain hit points this way once.

Spell strike

At 17th level when you take the Attack action, you can replace one of the attacks with a spell that has a casting time of 1 action, which you cast as a part of the same action.

Once you use this feature, you must finish a short or long rest before you can use it again.

Method of innovation

You personally manufacture the form you desire, which consists of constructed enhancements and fabricated body parts. While most evolutionists of this method enhance themselves with intricate, magical technology, some prefer to instead use earthen, elemental augmentations or stitched pieces of monsters. Regardless, evolutionists of this method are resilient and innovative. They constantly tinker, repair, and fine tune themselves, continually building towards something greater.

Tinkerer

When you choose this method at 1st level, you gain proficiency with tinker's tools and thieves' tools if you don't already have them.

Self repair

Starting at 1st level, your form allows for quick reconstruction. As a bonus action, you can repair your broken parts, regaining hit points equal to 1d6 + your evolutionist level.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Ingenious enhancements

At 7th level, you innovate new enhancements.

Choose two additional upgrades from the Upgrades section at the end of the class description to develop. These upgrades don't need to meet any augmentation prerequisites, don't count against the maximum number of upgrades you can develop, and they are always activated for you. If you choose

upgrades that provide you a choice when activated, you can make that choice when you finish a short or long rest.

Stabilized Ignition

Starting at 13th level, you modify your enhancements to cause less strain on your body. The base hit point reduction for your Metabolic Ignition is now equal to your proficiency bonus.

Omega Cannon

Starting at 17th level while you are ignited, you can use your action to unleash a final destructive blast, forming a line 100 feet long and 15 feet wide in front of you. Each creature in the line must make a Dexterity saving throw. A creature takes 12d6 lightning, radiant, or fire damage (your choice) on a failed save, or half as much on a successful one.

The blast ignites flammable objects in the area that aren't being worn or carried, and does quadruple damage to all objects and structures.

After you use this feature, you are pushed 30 feet backwards from the direction you fired, your metabolic ignition and all of its benefits immediately end, and you can't use this feature again until you finish a long rest.

Method of mutation

Your body is greatly mutated: flesh morphed, resized, and reconfigured. Parts grown, and possibly changed in color. These mutations could be included through a vile practice of alchemy, a powerful curse, or a symbiotic relationship with a parasitic creature.

No matter the method, these evolutionists live on the edge—constantly pushing their body to its limit. When they modify themselves, their bodies undergo chaotic, potent transformations that push the boundaries of their psyche.

alchemist

When you choose this method at 1st level, you gain proficiency with alchemist's supplies and the poisoner's kit if you don't already have them.

Mutant reflexes

Starting at 1st level, your mutated form heightens your reflexes. You can give yourself a bonus to your initiative rolls equal to your Constitution modifier.

Additionally, when you take the Attack action on your turn and miss an attack, you can make one weapon attack as a bonus action that turn. You can do so a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Berserk Mutation

Starting at 7th level when you ignite a single augmentation, you can choose to enter a berserk state for the duration of your ignition. If you do, you instead ignite a random one of your augmentations and switch to a new random augmentation at the

start of each of your turns while you remain ignited, determined by rolling 1d3.

Your size increases by one category for the duration—from Medium to Large, for example, causing your weapon attacks to deal 1d4 extra damage on a hit. Also, when a creature deals damage to you or ends their turn within your range while you are in this berserk state, you can make one weapon attack against them as a reaction.

Once you enter this berserk state, you must finish a long rest before you can do so again.

Chaotic mutation

At 13th level, you can invoke a chaotic mutation within yourself. As a bonus action, you can gain a random augmentation out of those you lack, determined by rolling 1d3. Then, you gain a random Upgrade from that augmentation's category in the Upgrades section at the end of the class description, determined by rolling 1d6.

You gain the benefits of the augmentation and upgrade for the next hour, or until you use this feature again. If either offers you a choice, you make that choice when you gain the augmentation or upgrade through this feature.

You can ignite this new augmentation, and you can enter your Metabolic Ignition as a part of the same bonus action used to gain it, provided you ignite the new augmentation as a part of it or use your Berserk Mutation feature when you ignite. If you use your Berserk Mutation feature with this extra augmentation, roll 1d4 each turn to determine the random augmentation that is ignited.

You can use this feature three times. You regain all expended uses of it when you finish a long rest.

Wrathful Surge

Starting at 17th level you can push your body to extreme limits. If you start your turn ignited and choose to remain ignited, you can take an additional turn in combat directly after this one. During this turn, you must move directly towards the closest creature until you are within range to attack. Then, you must use the Attack action against them, using all your possible attacks, moving to attack the next creature if you fell your current target.

Once you use this feature, you must finish a long rest before you can use it again.

Upgrades

The following list of upgrades is ordered based on augmentation prerequisites. You can develop an upgrade at the same time that you meet its prerequisites. Level prerequisites refer to your level in this class.

Integrated items

Some Upgrades from the Arm Augmentation allow you to integrate items into your arms. While integrated, you can retract and extend the item at will (no action required), unless the item is a shield, in which case it takes an action. You still have a hand, but it is not considered free while these items are extended. If the item is a weapon with the twohanded property, you must still use your other hand to make an attack with it. Lastly, you can only have one integrated item in each arm.

Basic Upgrades

You don't require any specific augmentations to develop the following upgrades.

Amorphous. Your form bends and contorts. You can enter a hostile creature's space and stop there, and you can move through a space as narrow as 1 inch wide without squeezing.

Aquatic. You can breathe in water and air. Also, you gain a swimming speed of 30 feet.

Bigger and Better. You enhance one of your evolutionary weapons, or you weaponize your entire body, turning it into a new evolutionary weapon. If you use Strength for this evolutionary weapon's attack and damage rolls, its damage die increases to 2d6.

Breaking Strike (3rd level required). Once on each of your turns when you hit a creature with a weapon attack while ignited, you can cripple their defenses.

The next attack roll made by a creature other than you against the target has advantage, provided it is made before the start of your next turn.

Crafted Critter. When you activate this upgrade, you create a small critter to aid you, which lasts until it dies or until you activate this upgrade again. Choose a CR 0 beast that you have seen before. The critter takes its form and statistics, though it is a construct (innovation), monstrosity (mutation) or aberration (infusion) instead of a beast. It obeys your commands to the best of its ability (no action required from you). In combat, the critter shares your initiative count, but it takes its turn immediately after yours.

Crippling Blows. When you hit a creature with a weapon attack, you can halve the target's speed until the end of your next turn. Until then, the target's speed can't be reduced this way again.

Elemental Cannon. When you activate this upgrade, choose one of your evolutionary weapons, and choose a damage type between cold, fire, or lightning. You can use the evolutionary weapon to make ranged weapon attacks that do damage of the chosen damage type. It has a normal range of 30 feet and a long range of 120 feet.

Energy Burst (6th-level required). As an action, you can suffer the hit point reduction of your Metabolic Ignition to emit a burst of energy in a 30-foot cone. Each creature in that area must make a Dexterity saving throw. A target takes cold, fire or lightning damage (your choice) equal to $2d10 +$ your evolutionist level on a failed save, or half as much damage on a successful one. After you take

this action, you can't do so again until you finish a short or long rest.

Fiery Aura (3rd level required). When you first ignite and at the start of each of your turns thereafter while you remain ignited, you can choose to emit a burst of flames, dealing fire damage to all other creatures within 10 feet of you. This damage equals your Constitution modifier (a minimum of 1).

Flight (10th level required). You gain a flying speed of 30 feet.

Freezing Aura (3rd level required). While ignited, you can choose to emit an aura of frost in a 10-foot radius around you. This area counts as difficult terrain, and other creatures inside can't take the Disengage or Dash actions.

Frightening Revival (3rd level required). When a creature deals damage that reduces you to 0 hit points and you use your Undying feature to instead remain at 1 hit point, you can use your reaction to have them make a Wisdom saving throw. On a failure, they are Frightened of you until the end of their next turn.

Micromagic Engine. When you activate this upgrade, you learn two cantrips of your choice from the wizard spell list. Constitution is your spellcasting ability for these cantrips.

Noxious Aura (6th level required). While ignited, you can choose to emit a toxic cloud in a 10-foot radius around you. Each creature, other than you, that starts its turn in the area must make a Constitution saving throw. On a failure, they are poisoned until the start of their next turn. On a successful saving throw, a creature is immune to your stench for 1 hour.

Overwhelming Impact. When you hit a creature with a melee weapon attack, you can push the target

up to 5 feet away in any direction, except upward.

Pathfinder. You gain a climbing speed of 30 feet.

Also, your weapon attacks deal double damage to objects and structures.

Skill Versatility. When you activate this upgrade, you can choose a skill you lack proficiency in. You gain proficiency in it until you choose a new one through this upgrade.

Tether Strike. You gain a new evolutionary weapon that takes the form of a chain or powerful wire. You make ranged attacks rather than melee attacks with the weapon, it has a range of 20 feet, and its damage dice is a d6 rather than a d10. When you hit a creature or object with the weapon, you can choose to move yourself in a straight line until you are within 5 feet of the target. Alternatively, if the target is no more than one size larger than you, you can have the target make a Strength saving throw. On a failure, they are pulled in a straight line until they are within 5 feet of you.

arm Upgrades

You require the Arm Augmentation to develop the following upgrades.

Brawler (6th level required). You enhance your fists. After you make two melee attacks against the same creature with your arm evolutionary weapons in one turn, you can force the target to make a Strength saving throw. On a failure, the target is grappled by you. If the target is too large for you to grapple or already grappled by you, they are instead knocked prone.

Double Jointed. You have advantage on Dexterity (Sleight of Hand) checks and any ability checks you make with thieves' tools.

Integrated Crusher. When you activate this

upgrade, you can integrate a melee weapon with the two-handed property into one of your arms. If you score a critical hit with the weapon while it is integrated this way, the target is dazed: it has disadvantage on attack rolls and saving throws until the end of your next turn.

Integrated Defender. When you activate this upgrade, you can integrate a shield into one of your arms. If you're hit with an attack or subject to damage from an effect that required you to make a Dexterity or Strength saving throw while you have it extended, you can use your reaction to reduce the damage dealt by an amount equal to your evolutionist level.

Integrated Duelist. When you activate this upgrade, you can integrate a melee weapon that lacks the two-handed or special properties into one of your arms. When you do, choose one of the following properties: light, reach, or thrown (20/60). The weapon gains the property if it doesn't already have it. If you choose the thrown property, you can return the weapon to you immediately after you make a thrown attack with it, provided it is within 60 feet of you (no action required).

Integrated Marksman. When you activate this upgrade, you can integrate a ranged weapon into one of your arms. While a weapon is integrated this way, you ignore its loading property if it has it, and you also ignore any ability score requirements it has. Additionally, when you hit a creature with it, you can push the creature up to 10 feet away from you in a straight line.

Core Upgrades

You require the Core Augmentation to develop the following upgrades.

Adrenal Control (6th level required). When

you ignite, you can choose to also increase your adrenaline flow for 1 minute. Once on each of your turns during that time, you can add 1d8 to one attack roll you make. You must choose to do so before you make the roll. Once you increase your adrenaline flow this way, you can't do so again until you finish a short or long rest.

Auto-Injector. You upgrade yourself with an automatic injector. As an action, you can fit a potion or narcotic in the injector. While an item is fitted inside, you can consume it as a bonus action rather than as an action. Additionally, when you activate this upgrade or after you finish a long rest, you can create one Greater Potion of Healing or one random, uncommon Arcane Narcotic (see page 103), which you can choose to be already fitted into your injector. The created item lasts until you create another with this upgrade, you can't create another until you finish a long rest, and only you can use it.

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Upgrade save DC.

Super Strength. You have advantage on all Strength checks. Also, you can now attempt to grapple and shove creatures up to two sizes larger than you, rather than one.

Transfer Vitality. As an action, you can touch a creature and choose an amount of hit points up to your evolutionist level. Your current hit points are reduced by the chosen amount, then the chosen creature regains the same amount of hit points, plus an amount equal to your Constitution modifier (a minimum of 1). After you take this action, you can't

do so again until you finish a short or long rest.

True Survivor. You are immune to disease and the poisoned condition. You no longer need to breathe, and you are immune to the effects of extreme cold and heat. Additionally, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

exterior Upgrades

You require the Exterior Augmentation to develop the following upgrades.

Barbed Skin. When a creature within 5 feet of you hits you with an attack or starts their turn while grappled by you or grappling you, you can use your reaction to deal piercing damage to them equal to your Constitution modifier (a minimum of 1).

Chameleonic. You can change the coloration of your body at will, granting you advantage on Dexterity (Stealth) checks made to hide.

Pheromones. You have advantage on Charisma (Persuasion) checks against creatures within 10 feet of you, provided they have a sense of smell.

Provoking Facade (6th level required). Creatures within 5 feet of you that can see you have disadvantage on any attack roll that isn't against you.

Shifting Form. You can use your action to change your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. Your size and basic shape must stay the same, and none of your statistics change.

Terrifying Form. You have advantage on Charisma (Intimidation) checks against creatures that can see you.

Growth Upgrades

You require the Growth Augmentation to develop the following upgrades.

Extra Appendages. You turn any amount of your evolutionary weapons into extra appendages that have the ability to hold and use items and weapons, provided they don't have the two-handed property or are a shield. Each of these allow you to interact with an additional object or feature of the environment for free during your turn, and you can also now initiate grapples with them. While any of these appendages are holding a weapon, you can't gain the benefit of a shield.

Fused Weapon. When you activate this upgrade, you can choose a magical melee weapon, infusing it into one of your evolutionary weapons. Until you activate this upgrade again, the evolutionary weapon gains the magical weapon's properties, including attunement, though the damage die of the evolutionary weapon remains the same.

Long Reach Weapons. Your evolutionary weapons gain a reach of 10 feet.

Maneuvering Appendages. Your new bodily features take a form that assists you with your movement, such as extra legs or a tail. Your walking speed increases by 10 feet, and when you Dash or Disengage, you also gain the benefits of the other action.

Retaliating Weapons. When a creature hits you with an attack, you can use your reaction to make an attack with one of your evolutionary weapons against that creature, provided they are within range. On a hit, this attack does no damage and instead, the creature is knocked prone.

Whirling Weapons (10th level required). You can use your action to make a melee attack with one of your evolutionary weapons against any number of

creatures within reach, with a separate attack roll for each target.

Head Upgrades

You require the Head Augmentation to develop the following upgrades.

Dead-eye. Your ranged attacks ignore half and three-quarter's cover and don't have disadvantage against creatures who are prone. Also, the range of your ranged attacks is doubled.

Enhanced Mind. You enhance your mind and your reflexes. You gain resistance to psychic damage. Also, when you make a saving throw with any ability other than Strength or Constitution or when you make an attack roll as a part of an opportunity attack, you can use this upgrade to gain a bonus to the roll equal to your Constitution modifier (a minimum of 1). You can gain this bonus twice, regaining expended uses when you finish a short or long rest.

Enhanced Vision. You have advantage on Wisdom (Perception) checks that rely on sight and gain darkvision out to a range of 60 feet if you don't already have it.

Otherworldly Vision (6th level required). You have blindsight out to 10 feet. and you can see into the Ethereal Plane out to 60 feet. Ethereal creatures and objects appear ghostly and translucent.

Thermal Sight. You can see creatures and moving objects through walls, so long as they are not behind more than a total of 1 foot of material or invisible. To you, these creatures appear as a colored-silhouette.

Tracker. You enhance your smell and hearing. You have advantage on Wisdom (Perception) checks that rely on hearing or smell and Wisdom (Survival or Navigation) checks made to track creatures.

Leg Upgrades

You require the Leg Augmentation to develop the following upgrades.

Destructive Kicks (3rd level required). You can use either of your legs as evolutionary weapons.

While your Leg Augmentation is ignited and you make an attack with one of these weapons on your turn, you can sacrifice any amount of your possible remaining ground movement this turn to gain a bonus to the attack roll. For every 20 feet sacrificed, you gain a +1 bonus to the attack roll (a maximum bonus of +5 for each attack).

Force Propulsion. Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start. Also, you ignore fall damage if the damage you would take is less than five times your evolutionist level.

Kinetic Force. If you move at least 20 feet in a straight line before hitting a weapon attack, you can force the target to make a Strength saving throw.

On a failure, they are knocked prone.

Grounding (6th level required). You can move up, down, and across vertical surfaces and upside down along ceilings while leaving your hands free—If you stop moving, you fall. You can also walk on the surface of a body of liquid as if it was solid ground—if you stop moving, you sink.

Speed Burst (3rd level required). After you succeed the saving throw for your Undying feature, you can immediately move up to half your speed without provoking opportunity attacks.

Swift Step. Your speed increases by 10 feet, you ignore non-magical difficult terrain, and you have advantage on Dexterity (Acrobatics) checks.