Bushibot

Embracing ceramian science, you have undergone extensive conditioning and learned special techniques that make the incorporation of steam-powered augmetics into your body a seamless transformation.

Lightly Augmented

At 3rd level, your proficiency bonus is doubled for any ability check you make to activate, build, conceal, hide, or understand technology. You also gain one of the following augmetics: electrolens or hornear. This augmetic does not increase your Haitoku score.

Moderately Augmented

At 7th level, you gain either one additional augmetic from the previous list, or one of the following augmetics: steam arm or steam leg. This augmetic does not increase your Haitoku score.

Heavily Augmented

At 10th level, you gain either two augmetics chosen from the previous augmetic lists, or one of the following augmetics: telescopic arm or telescopic leg. These augmetics do not increase your Haitoku score.

Mostly Augmented

At 15th level, you gain either two augmetics chosen from the previous augmetic lists, or an electroheart (you do not gain vulnerability to lightning). These augmetics do not increase your Haitoku score.

Augmetic Overcharge

At 18th level, you may spend a bonus action to overcharge all of your augmetics. Any abilities or bonuses they grant have their effects doubled for a number of rounds equal to your proficiency bonus. You can’t use this
feature again until you complete a long rest.

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