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.

Revision #4
Created 3 May 2023 17:33:28 by Andrej
Updated 5 November 2025 04:57:36 by Andrej