Wikidot izvori

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.

Revision #2

Created 3 May 2023 17:01:01 by Andrej

Updated 5 November 2025 04:57:36 by Andrej