Method of inovation

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 lighting, 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.

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