

# 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.

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