Shinobibot

Many of the ninja clans changed dramatically with the coming of the ceramians, utilizing science in place of the more mundane arts of ninjutsu. Through a regimen of concoctions and meditation, your body has become a shrine to technology that gradually incorporates more and more augmetics into your physical form.

Implanted Agent

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.

Augmented Agent

At 9th 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.

Steametic Agent

At 13th 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.

Valuable Agent

At 17th level, you gain two augmetics chosen from the previous augmetic lists, and an electroheart (you do not gain vulnerability to lightning). These augmetics do not increase your Haitoku score.

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