Upgrades

The following list of upgrades is ordered based on augmentation prerequisites. You can develop an upgrade at the same time that you meet its prerequisites. Level prerequisites refer to your level in this class.

Integrated items

Some Upgrades from the Arm Augmentation allow you to integrate items into your arms. While integrated, you can retract and extend the item at will (no action required), unless the item is a shield, in which case it takes an action. You still have a hand, but it is not considered free while these items are extended. If the item is a weapon with the twohanded property, you must still use your other hand to make an attack with it. Lastly, you can only have one integrated item in each arm.

Basic Upgrades

You don’t require any specific augmentations to develop the following upgrades.

Amorphous. Your form bends and contorts. You can enter a hostile creature’s space and stop there, and you can move through a space as narrow as 1 inch wide without squeezing.

Aquatic. You can breathe in water and air. Also, you gain a swimming speed of 30 feet.

Bigger and Better. You enhance one of your

evolutionary weapons, or you weaponize your entire body, turning it into a new evolutionary weapon. If you use Strength for this evolutionary weapon’s attack and damage rolls, its damage die increases to 2d6.

Breaking Strike (3rd level required). Once on each of your turns when you hit a creature with a weapon attack while ignited, you can cripple their defenses. The next attack roll made by a creature other than you against the target has advantage, provided it is made before the start of your next turn.

Crafted Critter. When you activate this upgrade, you create a small critter to aid you, which lasts until it dies or until you activate this upgrade again. Choose a CR 0 beast that you have seen before. The critter takes its form and statistics, though it is a construct (innovation), monstrosity (mutation) or aberration (infusion) instead of a beast. It obeys your commands to the best of its ability (no action required from you). In combat, the critter shares your initiative count, but it takes its turn immediately after yours.

Crippling Blows. When you hit a creature with a weapon attack, you can halve the target’s speed until the end of your next turn. Until then, the target’s speed can’t be reduced this way again.

Elemental Cannon. When you activate this upgrade, choose one of your evolutionary weapons, and choose a damage type between cold, fire, or lightning. You can use the evolutionary weapon to make ranged weapon attacks that do damage of the chosen damage type. It has a normal range of 30 feet and a long range of 120 feet.

Energy Burst (6th-level required). As an action, you can suffer the hit point reduction of your Metabolic Ignition to emit a burst of energy in a 30-foot cone. Each creature in that area must make

a Dexterity saving throw. A target takes cold, fire or lightning damage (your choice) equal to 2d10 + your evolutionist level on a failed save, or half as much damage on a successful one. After you take this action, you can’t do so again until you finish a short or long rest.

Fiery Aura (3rd level required). When you first ignite and at the start of each of your turns thereafter while you remain ignited, you can choose to emit a burst of flames, dealing fire damage to all other creatures within 10 feet of you. This damage equals your Constitution modifier (a minimum of 1).

Flight (10th level required). You gain a flying speed of 30 feet.

Freezing Aura (3rd level required). While ignited, you can choose to emit an aura of frost in a 10-foot radius around you. This area counts as difficult terrain, and other creatures inside can’t take the Disengage or Dash actions.

Frightening Revival (3rd level required). When a creature deals damage that reduces you to 0 hit points and you use your Undying feature to instead remain at 1 hit point, you can use your reaction to have them make a Wisdom saving throw. On a failure, they are Frightened of you until the end of their next turn.

Micromagic Engine. When you activate this upgrade, you learn two cantrips of your choice from the wizard spell list. Constitution is your spellcasting ability for these cantrips.

Noxious Aura (6th level required). While ignited, you can choose to emit a toxic cloud in a 10-foot radius around you. Each creature, other than you, that starts its turn in the area must make a Constitution saving throw. On a failure, they are poisoned until the

start of their next turn. On a successful saving throw, a creature is immune to your stench for 1 hour.

Overwhelming Impact. When you hit a creature with a melee weapon attack, you can push the target up to 5 feet away in any direction, except upward.

Pathfinder. You gain a climbing speed of 30 feet. Also, your weapon attacks deal double damage to objects and structures.

Skill Versatility. When you activate this upgrade, you can choose a skill you lack proficiency in. You gain proficiency in it until you choose a new one through this upgrade.

Tether Strike. You gain a new evolutionary weapon that takes the form of a chain or powerful wire. You make ranged attacks rather than melee attacks with the weapon, it has a range of 20 feet, and its damage dice is a d6 rather than a d10. When you hit a creature or object with the weapon, you can choose to move yourself in a straight line until you are within 5 feet of the target. Alternatively, if the target is no more than one size larger than you, you can have the target make a Strength saving throw. On a failure, they are pulled in a straight line until they are within 5 feet of you.

arm Upgrades

You require the Arm Augmentation to develop the following upgrades.

Brawler (6th level required). You enhance your fists. After you make two melee attacks against the same creature with your arm evolutionary weapons in one turn, you can force the target to make a Strength saving throw. On a failure, the target is grappled by you. If the target is too large for you to grapple or already grappled by you, they are instead knocked prone.

Double Jointed. You have advantage on Dexterity (Sleight of Hand) checks and any ability checks you make with thieves' tools.

Integrated Crusher. When you activate this upgrade, you can integrate a melee weapon with the two-handed property into one of your arms. If you score a critical hit with the weapon while it is integrated this way, the target is dazed: it has disadvantage on attack rolls and saving throws until the end of your next turn.

Integrated Defender. When you activate this upgrade, you can integrate a shield into one of your arms. If you're hit with an attack or subject to damage from an effect that required you to make a Dexterity or Strength saving throw while you have it extended, you can use your reaction to reduce the damage dealt by an amount equal to your evolutionist level.

Integrated Duelist. When you activate this upgrade, you can integrate a melee weapon that lacks the two-handed or special properties into one of your arms. When you do, choose one of the following properties: light, reach, or thrown (20/60). The weapon gains the property if it doesn't already have it. If you choose the thrown property, you can return the weapon to you immediately after you make a thrown attack with it, provided it is within 60 feet of you (no action required).

Integrated Marksman. When you activate this upgrade, you can integrate a ranged weapon into one of your arms. While a weapon is integrated this way, you ignore its loading property if it has it, and you also ignore any ability score requirements it has. Additionally, when you hit a creature with it, you can push the creature up to 10 feet away from you in a straight line.

Core Upgrades

You require the Core Augmentation to develop the following upgrades.

Adrenal Control (6th level required). When you ignite, you can choose to also increase your adrenaline flow for 1 minute. Once on each of your turns during that time, you can add 1d8 to one attack roll you make. You must choose to do so before you make the roll. Once you increase your adrenaline flow this way, you can’t do so again until you finish a short or long rest.

Auto-Injector. You upgrade yourself with an automatic injector. As an action, you can fit a potion or narcotic in the injector. While an item is fitted inside, you can consume it as a bonus action rather than as an action. Additionally, when you activate this upgrade or after you finish a long rest, you can create one Greater Potion of Healing or one random, uncommon Arcane Narcotic (see page 103), which you can choose to be already fitted into your injector. The created item lasts until you create another with this upgrade, you can’t create another until you finish a long rest, and only you can use it.

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Upgrade save DC.

Super Strength. You have advantage on all Strength checks. Also, you can now attempt to grapple and shove creatures up to two sizes larger than you, rather than one.

Transfer Vitality. As an action, you can touch a creature and choose an amount of hit points up to your evolutionist level. Your current hit points are

reduced by the chosen amount, then the chosen creature regains the same amount of hit points, plus an amount equal to your Constitution modifier (a minimum of 1). After you take this action, you can't do so again until you finish a short or long rest.

True Survivor. You are immune to disease and the poisoned condition. You no longer need to breathe, and you are immune to the effects of extreme cold and heat. Additionally, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

exterior Upgrades

You require the Exterior Augmentation to develop the following upgrades.

Barbed Skin. When a creature within 5 feet of you hits you with an attack or starts their turn while grappled by you or grappling you, you can use your reaction to deal piercing damage to them equal to your Constitution modifier (a minimum of 1).

Chameleonic. You can change the coloration of your body at will, granting you advantage on Dexterity (Stealth) checks made to hide.

Pheromones. You have advantage on Charisma (Persuasion) checks against creatures within 10 feet of you, provided they have a sense of smell.

Provoking Facade (6th level required). Creatures within 5 feet of you that can see you have disadvantage on any attack roll that isn't against you.

Shifting Form. You can use your action to change your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. Your size and basic shape must stay the same, and none of your statistics change.

Terrifying Form. You have advantage on Charisma (Intimidation) checks against creatures that can see you.

Growth Upgrades

You require the Growth Augmentation to develop the following upgrades.

Extra Appendages. You turn any amount of your evolutionary weapons into extra appendages that have the ability to hold and use items and weapons, provided they don’t have the two-handed property or are a shield. Each of these allow you to interact with an additional object or feature of the environment for free during your turn, and you can also now initiate grapples with them. While any of these appendages are holding a weapon, you can’t gain the benefit of a shield.

Fused Weapon. When you activate this upgrade, you can choose a magical melee weapon, infusing it into one of your evolutionary weapons. Until you activate this upgrade again, the evolutionary weapon gains the magical weapon’s properties, including attunement, though the damage die of the evolutionary weapon remains the same.

Long Reach Weapons. Your evolutionary weapons gain a reach of 10 feet.

Maneuvering Appendages. Your new bodily features take a form that assists you with your movement, such as extra legs or a tail. Your walking speed increases by 10 feet, and when you Dash or Disengage, you also gain the benefits of the other action.

Retaliating Weapons. When a creature hits you with an attack, you can use your reaction to make an attack with one of your evolutionary weapons against that creature, provided they are within range. On a hit, this attack does no damage and

instead, the creature is knocked prone.

Whirling Weapons (10th level required). You can use your action to make a melee attack with one of your evolutionary weapons against any number of creatures within reach, with a separate attack roll for each target.

Head Upgrades

You require the Head Augmentation to develop the following upgrades.

Dead-eye. Your ranged attacks ignore half and three-quarter’s cover and don’t have disadvantage against creatures who are prone. Also, the range of your ranged attacks is doubled.

Enhanced Mind. You enhance your mind and your reflexes. You gain resistance to psychic damage. Also, when you make a saving throw with any ability other than Strength or Constitution or when you make an attack roll as a part of an opportunity attack, you can use this upgrade to gain a bonus to the roll equal to your Constitution modifier (a minimum of 1). You can gain this bonus twice, regaining expended uses when you finish a short or long rest.

Enhanced Vision. You have advantage on Wisdom (Perception) checks that rely on sight and gain darkvision out to a range of 60 feet if you don’t already have it.

Otherworldly Vision (6th level required).You have blindsight out to 10 feet. and you can see into the Ethereal Plane out to 60 feet. Ethereal creatures and objects appear ghostly and translucent.

Thermal Sight. You can see creatures and moving objects through walls, so long as they are not behind more than a total of 1 foot of material or invisible. To you, these creatures appear as a colored-silhouette.

Tracker. You enhance your smell and hearing. You

have advantage on Wisdom (Perception) checks that rely on hearing or smell and Wisdom (Survival or Navigation) checks made to track creatures.

Leg Upgrades

You require the Leg Augmentation to develop the following upgrades.

Destructive Kicks (3rd level required). You can use either of your legs as evolutionary weapons. While your Leg Augmentation is ignited and you make an attack with one of these weapons on your turn, you can sacrifice any amount of your possible remaining ground movement this turn to gain a bonus to the attack roll. For every 20 feet sacrificed, you gain a +1 bonus to the attack roll (a maximum bonus of +5 for each attack).

Force Propulsion. Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start. Also, you ignore fall damage if the damage you would take is less than five times your evolutionist level.

Kinetic Force. If you move at least 20 feet in a straight line before hitting a weapon attack, you can force the target to make a Strength saving throw. On a failure, they are knocked prone.

Grounding (6th level required).You can move up, down, and across vertical surfaces and upside down along ceilings while leaving your hands free—If you stop moving, you fall. You can also walk on the surface of a body of liquid as if it was solid ground—if you stop moving, you sink.

Speed Burst (3rd level required). After you succeed the saving throw for your Undying feature, you can immediately move up to half your speed without provoking opportunity attacks.

Swift Step. Your speed increases by 10 feet, you

ignore non-magical difficult terrain, and you have advantage on Dexterity (Acrobatics) checks.

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