



Subclass Options

This section presents eight new cosmic subclasses for characters to choose from when they reach a level that grants them one.

NEW SUBCLASSES

- Barbarian.** Follow the **Path of the Meteor** by wielding the mystical destructive power of the shooting star.
- Cleric.** Pursue the **Infinity Domain** and the endless nature of the Cosmos, snatching improbable success through infinite randomness.
- Fighter.** Embrace the **Cyborg Warrior** with a slew of modifications to unlock a new level of super-human combat prowess.
- Monk.** As a **Warrior of the Dark Star**, ensnare foes with the inescapable force of the black hole.
- Ranger.** As a hardened **Void Runner**, explore and survive the unique dangers of the cosmic void.
- Rogue.** Become the slippery **Phase-Shifter**, a scoundrel who weaponizes desynchronicity with the universe.
- Warlock.** Haunted by the **Artificial Intellect Patron**, scan opponents for weaknesses and infect machines with subservient intellects.
- Wizard.** Pursue the **Technoweaver** specialization to write and execute custom techno-magical programs.

Barbarian: Path of the Meteor

Ignite the Mystical Might of a Shooting Star

Barbarians who follow the mystical Path of the Meteor trace their instincts back to the moment they or their ancestor first witnessed the fiery devastation wreaked by a fallen star. They carry with them the knowledge that real power comes not from the earth or from within, but from the sky. Drawing on their spiritual connection to the stars, these mighty warriors leave behind flaming trails and craters wherever they go.

While planetside, barbarians of the meteor often watch the skies for shooting stars. To some, a sighting is an omen of success or doom, offering guidance toward their destiny. To others, they are an excellent opportunity to mine rare, durable minerals like starsteel.

Level 3: Meteoric Rage

The mystical meteor fuels your Rage. You gain the following benefits.

Guiding Light. While your Rage is active, you shed Bright Light in a **15-foot radius** and Dim Light for an additional **15 feet**. While a creature is in the Bright

Light, it is under the effect of the *Guidance* cantrip (no Concentration required).

Shooting Star. When you activate your Rage, you can leap up to **15 feet** without provoking Opportunity Attacks provided your Speed isn't 0. If you leap 10+ feet this way, each creature within **5 feet** of where you land must succeed on a **Dexterity saving throw** (DC 8 plus your proficiency and your Constitution modifier) or take **1d6** Fire damage. Until your Rage ends, and you can take a **Bonus Action** to make this leap again.

The maximum distance you can leap this way increases by **5 feet** when you reach Barbarian levels 6 (**20 feet**), 10 (**25 feet**), and 14 (**30 feet**), and the Fire damage dealt increases based on the horizontal distance traveled, up to **2d6** if you moved **20+** feet and **3d6** if you moved **30+** feet.

Level 6: Trailblazer

The flames of a meteor burns in your heart, granting you the following benefits:

- You have **Resistance** to Fire damage.
- You and allies that stay within **15 feet** of you automatically succeed on saving throws against extreme cold.
- You can take a **Magic** action to touch a flammable object not being worn or carried and ignite it.

Level 10: Brilliant Starfall

When you activate your Rage and make the leap granted by the Meteoric Rage feature, your impact creates a **15-foot radius Sphere** of starlight centered on where you land. Until your Rage ends, the Sphere is filled with Dim Light and is Difficult Terrain for your enemies. An enemy that starts its turn in the Sphere must succeed on a **Constitution saving throw** (DC 8 plus your proficiency and your Constitution modifier) or be **Blinded** until the end of its current turn.

Level 14: Improved Meteoric Rage

With full potential unleashed, your Meteoric Rage feature improves in the following ways.

Guiding Light. Once per Rage, when a creature rolls **1d4** for the effects of *Guidance* granted by your Rage, you can replace it with **1d10** instead (no action required).

Shooting Star. You can make the leap even if you are Grappled or Restrained, ending those conditions on yourself. In addition, a creature that succeeds on the Dexterity saving throw takes half damage instead of no damage.

Cleric: Infinity Domain

Unleash Possibilities No Matter How Small

The Infinity Domain embraces the absence of beginning or end: a profound acceptance of the vastness of the universe, of life, and of everything. Clerics who wield this power frequently open their minds—and the minds of others—to untapped possibilities, encouraging allies and overwhelming foes.

Multitudes of divine domains find overlap with Infinity, for Infinity belongs to no particular god—its core conceit is subject to individual perspective. Clerics of this domain may follow patrons of universal constants such as death, order, or knowledge, working tirelessly to protect and preserve natural existence. Others may follow no god at all, choosing instead to seek truths from the universe itself, investigating mysteries that lie beyond the material world.

Level 3: Boundless Potential

You learn to peer into infinite probabilities to find success no matter how unlikely. As a **Bonus Action**, you choose one creature you can see within **30 feet** of you (including yourself) and alter the next attack roll or ability check it makes within **1 minute**. The creature replaces the d20 roll with a **4d6** roll. Whenever the creature rolls a **6** on a die this way, it can roll the die again and add it to the total, repeating this process until it no longer rolls a 6.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

Level 3: Glimpse of Eternity

As a **Magic** action, you present your holy symbol and expend a use of your Channel Divinity to show others their insignificance in the universe. Each creature of your choice you can see within **30 feet** of you must succeed on a **Wisdom saving throw** or become **Frightened** of you for **1 minute**. A creature with an Intelligence score of 3 or higher automatically succeeds on this save. At the end of each of the Frightened creature's turns, ending the condition on itself on a success.

When you use this feature, choose a number of creatures Frightened this way up to your Wisdom modifier and roll **3d6**. Whenever you roll a **6** on a die this way, roll it again and add it to the result, repeating this process until you no longer roll a 6. Those creatures are subjected to an extra effect from the Glimpse of Eternity Effects table.

GLIMPSE OF ETERNITY EFFECTS

3d6! Result	Extra Effect
0–9	No additional effect occurs.
10–14	The creature falls Prone .
15–19	The creature falls Prone and is Incapacitated until the start of your next turn.
20+	The creature falls Prone and is Stunned until the start of your next turn.

Level 3: Infinity Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Infinity Domain Spells table, you thereafter always have the listed spells prepared.

INFINITY DOMAIN SPELLS

Cleric Level	Spells
3	<i>Continual Flame, Frictionless Surface*, Guiding Bolt, Lash Object*</i>
5	<i>Heighten Inertia*, Sending</i>
7	<i>Death Ward, Freedom of Movement</i>
9	<i>Commune, Teleportation Circle</i>

* See chapter 6 - Spells, page 177.

Level 6: Limit Break

You regain all expended uses of Boundless Potential when you finish a Short or Long Rest.

In addition, whenever you roll one or more dice for dealing damage or restoring Hit Points and roll the highest number possible for the first die you roll, you can roll that die one additional time and add it to the total. For example, if you roll **3d8** for damage and roll an **8** for the first d8 rolled, roll that d8 again and add it to the total. You don't repeat this process for any additional **8s** rolled on these d8s.

Level 17: Infinite Expanse

You make your presence felt across the cosmos. Whenever you finish a Long Rest, choose a number of willing creatures up to your Wisdom modifier (minimum of one creature). You always know the direction and distance to those creatures as long as they are on your plane of existence.

In addition, when you cast a Cleric spell that targets only you, those creatures, or any combination thereof, the spell's range becomes **500 miles**. Once you extend a spell's range this way, you can't do so again until you finish a Long Rest.





Fighter: Cyborg Warrior

Upgrade and Push Beyond Mortal Limits

Cyborg Warriors are indomitable fusions of organic flesh and synthetic material—relentless hunters with the best traits of both. Change and perfection drives their deadliest members who compulsively upgrade their bodies with the latest round of improvements.

Within the vast Cosmos, the cyborg can be more than just a human frame fitted with metallic cybernetic enhancements. Some warriors build bodies from alternative materials such as stone or porcelain, or even from resilient organic armor like the barkstalkers of Ygiras' mecharboreal worlds. Others may not originally be organic at all—perhaps a construct in the midst of a mortal metamorphosis. In worse circumstances, a tortured few may even be involuntary participants in their own transformation.

Level 3: Cybernetic Design

Embracing your artificial side, you gain the following traits.

Modifications. You gain two modifications of your choice from the “Cyborg Modifications” section later in this subclass description. Each modification grants you a benefit while you have it. These benefits are further enhanced when you reach Fighter level 10. When you gain a Fighter level, you can replace one modification you have with a different one or replace a choice you made for a modification you have.

You gain one additional modification of your choice when you reach Fighter levels 7, 10, and 15.

Technomancy. You gain the **TECHNOMANCY** tag, subjecting you to effects that specially target or affect technomantic creatures.

Level 3: Overclock

For a brief moment, you can attempt to push your artificial body far beyond normal human limits. On your turn, while you have no uses of Action Surge remaining, you can take one additional action, except the Magic action. You can't use this feature more than once per turn, or on the same turn you use your Action Surge feature. Then, at the end of your turn, you must make a **DC 20 Constitution saving throw**. On a failed save, you gain **1 Exhaustion** level that lasts until you finish your next Short or Long Rest. If you fail by **5+**, you also can't activate Overclock again until you finish a Long Rest.

Each time you use this feature after the first, the **DC** increases by **10**. When you finish a Long Rest, the **DC** resets to **20**.

Level 7: Internal Logic

The cybernetic part of you grants you proficiency with **Intelligence saving throws**.

Level 10: Transhumanity

Forgoing food and drink doesn't give you Exhaustion levels.

Level 15: Rush Strike

When you activate your Overclock and take the Attack action, you have **Advantage** on the first weapon attack you make with that Attack action.

Level 18: Superhuman Surge

The **save DC** for your Overclock begins at **15** instead of **20** and resets to **15** whenever you finish a Long Rest.

Cyborg Modifications

The Cybernetic Design feature lets you choose options for it at certain levels. Each option cannot be chosen more than once. Most modifications are generally compatible with each other, but the GM decides whether certain options may conflict.

ARCANE CATALYST

This modification produces magic. You learn one Wizard cantrip of your choice. Additionally, choose one level 1 Wizard spell with the Ritual tag. You always have this spell prepared, but you can only cast it as a Ritual.

When you reach Fighter level 10, this modification gains a magical spell battery. When you finish a Long Rest, choose one level 1 or level 2 Wizard spell. You have this spell prepared and you can cast it once without expending a spell slot using this modification. You can't cast the spell this way again until you finish a Long Rest.

Intelligence is your spellcasting modifier for these spells. They don't require material components and have the **TECHNOMANCY** tag when you cast them with this modification.

BIONIC FORTITUDE

This modification increases your Hit Point maximum by an amount equal to 5 plus half your Fighter level, rounded up. Whenever you gain an odd Fighter level thereafter, your Hit Point maximum increases by an additional 1 Hit Point.

When you reach Fighter level 10, this synthetic flesh gains an adrenaline injection module. When you activate your Second Wind, you can move up to your Speed instead of half your Speed. You can't gain this benefit again until you finish a Long Rest.

CAMOSKIN

This modification grants **proficiency** in Stealth if you don't already have it. After you remain motionless for **1 minute**, other creatures have **Disadvantage** on Wisdom (Perception) checks made to detect you using sight until you move or take any actions.

When you reach Fighter level 10, the skin gains a short-burst optical module. As a **Bonus Action** or when you use one to activate your Second Wind, you can become

Invisible until the end of your turn. You can't gain this benefit again until you finish a Long Rest.

FAIL-SAFE CIRCUIT

This modification grants **Advantage** on saving throws made to resist or end effects that would cause you to be Charmed.

When you reach Fighter level 10, this modification gains a reboot module. When you begin your turn while Charmed, you can choose to end all effects causing you to be Charmed. You can't gain this benefit again until you finish a Long Rest.

HACKING SYSTEMS

This modification grants **proficiency** with Hacker's Tools. You can use your cyborg body as if it were a set of Hacker's Tools.

When you reach Fighter level 10, this modification gains a failsafe module. If you fail an ability check made with Hacker's Tools, you can treat the d20 roll as equal to your Fighter level. You can't gain this benefit again until you finish a Long Rest.

HOLONET ACCESS

This modification can be used as a Holopad, granting you access to the vast archives of information on the holonet. As a **Utilize** action, you can gain **proficiency** with one skill or tool of your choice until the end of your next Long Rest.

When you reach Fighter level 10, this modification gains a deep search module. When you make an ability check using a skill or tool you are proficient with, you can double your Proficiency Bonus for that check. You can't gain this benefit again until you finish a Long Rest.

INTEGRATED ARMOR

This modification grants you protective plating. While you aren't wearing armor, your base **Armor Class** equals 13 plus your Dexterity modifier.

When you reach Fighter level 10, the modification's AC calculation increases to 14 plus your Dexterity modifier.

INTEGRATED WEAPON

Each time you select this modification, choose one nonmagical weapon that lacks the Two-Handed property. This modification allows one of your arms to transform into that weapon, which you can use as if you were wielding it in that hand. You can transform your arm into that weapon as part of an attack you make with it, or take a Bonus Action to transform the weapon back into your arm. This weapon can't be separated from you and it's obviously a transformed weapon while in arm form. Also,

when you first gain this modification, you can choose for it to deal Cold, Fire, Lightning, Radiant, or Thunder damage instead of its normal damage (choose one damage type).

When you reach Fighter level 10, the weapon gains a **+1 bonus** to its attack rolls and damage rolls.

MOBILITY SUITE

This modification grants you a Climb Speed or Swim Speed of **20 feet** (choose one Speed each time you select this modification).

When you reach Fighter level 10, this modification gains jump jets. As a **Bonus Action** or when you use one to activate your Second Wind, you can give yourself a Fly Speed equal to your Speed until the end of your turn. You can't gain this benefit again until you finish a Long Rest.

OPTICS ARRAY

This modification grants Darkvision out to a range of **60 feet** if you don't already have it, as well as a **+2 bonus** to Wisdom (Perception) checks you make to seek warm targets hidden amongst cool environments or obstacles.

When you reach Fighter level 10, this modification gains a momentary refinement module. You can take a **Bonus Action** to gain Blindsight out to a range of **60 feet** until the end of your turn. You can't take this Bonus Action again until you finish a Long Rest.

PROSTHESIS

Each time you select this modification, choose a Prosthesis with a Common rarity permitted by the GM. The modification gains the properties of that Prosthesis; if the Prosthesis requires Attunement, you don't need to attune to it.

When you reach Fighter level 10, you can replace the chosen Prosthesis with another with an Uncommon rarity. If you gain this modification after level 10, you can choose from Prostheses that are Common or Uncommon.

SYNTHETIC MUSCULATURE

This modification bolsters your muscle fibers. You deal a Versatile weapon's Versatile damage even if you're wielding it in only one hand, and you count as one size larger when determining your carrying capacity. As normal, this bonus to carrying capacity does not stack with other similar sources.

When you reach Fighter level 10, the modification gains a hypergrowth module. You can take a **Bonus Action** to gain a **+10 bonus** to your Strength checks and saving throws until the start of your next turn. You can't take this Bonus Action again until you finish a Long Rest.

Monk: Warrior of the Dark Star

Bend Gravity into Crushing Strikes

Warriors of the Dark Star fear and admire the deadly black hole, their magic spiritually resonant with its inescapable gravity. Some believe the dark star a scourge of evil and crusade to destroy the wicked. Others with a hellish bent may seek to devastate the Cosmos, eager to return it to its desolate origins.

Level 3: Gravitic Stasis

At the start of your turn, you can expend **1** Focus Point to activate your gravitational void, which lasts for **1 minute**. You gain the following benefits while this feature is active.

Reach. When you make an Unarmed Strike, your reach is 10 feet, as you telekinetically lash out.

Gravitic Attacks. You can use your **Wisdom modifier** in place of your Strength or Dexterity modifier for the attack and damage rolls of your Unarmed Strikes. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use your **Wisdom modifier** instead of your Strength modifier to determine the **save DC**.

Telekinetic Grapples. Whenever you telekinetically grapple a target, you pull the target **10 feet** toward you. As long as the target remains within **5 feet** of you, you can initiate additional telekinetic grapples with the hand used to grapple that target.

Level 3: Voidborn

Void-infused magic sustains you. When you run out of breath, you don't suffocate for a number of minutes equal to twice your Monk level. You also learn the *Fluctuate Gravity** cantrip (see page 181). Wisdom is your spellcasting ability for it.

Level 6: Weight of the Cosmos

You cultivate your channel to the void. You gain the following benefits.

Cosmic Stance. While you are on the ground and not Incapacitated, you have **Advantage** on saving throws you make to resist being knocked Prone, and whenever you are moved against your will, you can reduce the distance moved by **30 feet** (no action required).

Orbital Sling. Whenever you use your Deflect Attacks feature and redirect an attack, you deal extra damage equal to one roll of your Martial Arts die. If you target a creature you are grappling with this redirected attack, you automatically hit.

Level 11: Event Horizon

You exude intense gravitational forces that can rend flesh and bone. You can grapple and shove creatures up to two sizes larger than you. When a creature you are grappling starts its turn, it takes Force damage equal to one roll of your Martial Arts die.

Level 17: Supermassive Black Hole

As a **Bonus Action**, you can spend **4** Focus Points to radiate void in a **30-foot radius Emanation**. Within the Emanation, nonmagical Bright Light becomes Dim Light and colors become shades of gray. The Emanation lasts for **1 minute** or until you die, and it produces the following effects.

Distortion. The Emanation grants you **Half Cover**.

Heightened Gravity. Enemies in the Emanation must spend **1 additional foot** of movement for every foot moved.

Improved Telekinetic Grapples. While your Gravitic Stasis is active, the reach of your telekinetic grapples becomes **30 feet**. When you grapple a target this way, the target is pulled up to **30 feet** directly toward you and takes **2d10** Force damage. A creature that dies from this Force damage disintegrates.





Ranger: Void Runner

Explore the Cosmos as a Classic Space Gunslinger

From interplanar wardens to desert sentinels, Rangers are among the most resilient explorers out there — but none are tougher than the Void Runners. These void-faring daredevils can make it out of any cantina scrap in one piece using honed survival instincts, experience, and slippery agility. These Rangers are visitors accustomed to strange new lands, adept at picking up new languages and navigating the unknown.

Void Runners feel most at home in the infinite reaches of the Cosmos. Often found on the edges of civilization as rimworld runners, they live a life of constant motion, hopping across homeworlds in endless adventure. Many are scoundrels, smugglers, or bounty hunters, prepared to dive into the worst of missions for money or glory. Others find themselves walking the line between hero and outlaw as officers or vigilantes.

Level 3: Seasoned Voidfarer

You have picked up a few tricks from your travels, granting you the following benefits:

- When you finish a Long Rest, choose one language you have heard before. Until you finish your next Long Rest, you can moderately understand and speak this language. Native speakers can recognize your lack of fluency.
- As a **Magic** action, you can supply enough **1 hour**'s worth of air to yourself and a number of allies you touch equal to your Wisdom modifier (minimum of one ally). You can't take this action again until you finish a Long Rest.
- You gain **proficiency** with your choice of Air Vehicles or Void Vehicles.

Level 3: Shoot First

You know it's shoot first or be killed. You gain the following benefits:

Initiative Bonus. When you roll Initiative, add your Wisdom modifier to the roll (minimum of +1).

Opening Volley. On your first turn of each combat, your weapon attacks deal an extra **1d8** damage of your weapon's type. A target can only take this extra damage once per combat. The extra damage increases to **2d8** when you reach Ranger level 11.

Level 3: Void Runner Spells

When you reach a Ranger level specified in the Void Runner Spells table, you thereafter always have the listed spells prepared. When you cast your spells, you may choose to describe them as effects of futuristic gadgets.

VOID RUNNER SPELLS

Ranger Level	Spells
3	<i>Feather Fall</i>
5	<i>Suppress Gravity*</i>
9	<i>Major Image</i>
13	<i>Dimension Door</i>
17	<i>Wall of Force</i>

* See chapter 6 - Spells, page 177.

Level 7: Void Traveler

You gain **Resistance** to Cold damage. In addition, you automatically succeed on saving throws against extreme cold and you have **Advantage** on saving throws against dehydration and malnutrition.

Level 11: Star Jump

Immediately after you take the Attack action, you can fly up to half your Speed without provoking Opportunity Attacks. If you end this movement within **15 feet** of a creature you have not attacked this turn, you can make one weapon attack against it.

Level 15: Force Deflector

When you take damage from an attack, you can take a **Reaction** to reduce that damage by **1d8** plus your Wisdom modifier. If you do, you can allow yourself to be pushed up to **10 feet** away from the attacker.

Rogue: Phase-Shifter

Manifest Metaphysical Duplicitous Selves

Phase-Shifters traverse metaphysical realms that lie beyond the limits of their universe. How this power manifests depends on the circumstance. Some are researchers who discovered a way to slip through dimensional barriers between the material and ethereal. Others are explorers who fell upon mysterious dark energies that unanchored them from reality. Then there are the scoundrels accidentally entangled with infinite versions of themselves across the multiverse.

Level 3: Entangled Worlds

You can peer into alternate possibilities through your metaphysical link. When you make an **Intelligence (History) check** to recall knowledge about a creature or object you touch, you treat a roll of 7 or lower on the d20 as an 8.

Level 3: Desynchronize

You have the ability to manifest a brief echo of yourself from a divergent timeline. Immediately after you use your Cunning Action, you can choose to create a duplicate of yourself in your space (no action required). The duplicate is considered to be you in every way, only displaced in space. It is a creature that has your statistics (such as your AC, your character features, and any effects currently affecting you), and it carries a facsimile of your equipment.

The duplicate takes its turn simultaneously with yours; it can do anything you can do except create another duplicate. When it acts or takes damage, it expends your resources, such as your available movement, your actions per round, your Sneak Attacks per round, your limited-use features, your spell slots, and your consumables. For example, if your duplicate casts a spell using a spell slot, it expends your spell slots; when it takes damage, Hit Points are deducted from your own; if it drinks its copy of your potion, your potion vanishes. Consequently, if an effect that depletes your resources (e.g. taking damage) simultaneously affects both you and your duplicate, those resources are depleted twice.

You can see and hear through your duplicate. Because the duplicate is a creature, it grants any relevant benefits related to proximity, such as Sneak Attack or a creature's Pack Tactics trait.

Your duplicate lasts until the start of your next turn. It also ends early if you die, if you are Incapacitated, or if it is ever more than **60 feet** away from you. When you begin your turn and your duplicate disappears, you can choose to teleport to your duplicate's space (no action required) immediately after.

Level 9: Dual State

When you use your Desynchronize feature to create a duplicate, you can modify its range and duration. This special duplicate only disappears when it is more than **300 feet** away from you and it lasts for up to **10 minutes** or until you create another duplicate.

After you make an attack against a target within **5 feet** of this special duplicate and miss, you can take a **Reaction** to make another weapon attack against that target via your duplicate. If you do, the duplicate ends early.

You can create this special duplicate a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

Level 13: Matter Shifter

You can displace parts of yourself from the physical realm. You can reach your limbs or your head through a nonmagical object or surface no thicker than 1 foot, such as a wall, door, or chest. Anything you're wearing or holding passes through with your body, but nothing can be brought back from the other side. If you become Incapacitated while reaching this way, your head or limb is harmlessly shunted back to you.

While reaching through something, you can take a **Magic** action to reduce your Hit Point maximum by 20 to pass your entire body through it. This reduction lasts until you finish a Long Rest.

Level 17: Antiphase

You further displace yourself from the material. Your duplicates have **Resistance** to Bludgeoning, Piercing, and Slashing damage.





Warlock: The Artificial Intellect

You have bound yourself to the mercy of an Artificial Intellect, a synthetic mind far beyond mortal comprehension. Such entities' motives are often incomprehensible, obfuscated beneath multitudinous layers of logic, order, and directive.

Your patron is likely a technomantic intellect, such as WARDEN, the master of the technoplanet Atelia, or AtrOpOS, the phantom virus that plagues the Holonet. Beyond the realms of technomancy, other kinds of transcendent minds can also serve as your patron, such as the cogwork god-plane of Axiom or the anonymous hacker collective Polyphema.

> OPTIONAL RULE:

ALTERNATIVE SPELLCASTING ABILITY

As a patron, the Artificial Intellect relies more on logic rather than force of personality. If your GM allows it, you can use Intelligence instead of Charisma for your warlock spellcasting ability. If you do so, you must replace all mentions of Charisma spellcasting in the warlock's class and subclass features with Intelligence.

Level 3: Artificial Intellect Spells

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Artificial Intellect Spells table, you thereafter always have the listed spells prepared. Whenever you cast a Warlock spell, you can choose to describe them as the result of technomantic devices or arcane program executions.

ARTIFICIAL INTELLECT EXPANDED SPELLS

Warlock Level	Spells
3	<i>Command, Detect Thoughts, Trace Signal*, Tracking Program*</i>
5	<i>Lightning Bolt, Sensor Cloak*</i>
7	<i>Compulsion, Overload*</i>
9	<i>Animate Objects, Channel Technovirus*</i>

* See chapter 6 - Spells, page 177

Level 3: Peripheral Intellect

Your patron gifts you a peripheral — a device imbued with a fragment of its intellect. You can use a peripheral as a Spellcasting Focus for your Warlock spells, as well as a set of Hacker's Tools. You decide your peripheral's appearance; you can choose from options in the Artificial Intellect Patron's Peripheral table or work with your GM to design a unique device.

ARTIFICIAL INTELLECT PATRON'S PERIPHERAL

1d6 Peripheral

- | | |
|---|---|
| 1 | Holopad with an unassuming design |
| 2 | Earpiece directly connected to the brain |
| 3 | Pair of glasses framing mirrored lenses |
| 4 | Prosthetic limb with integrated tools |
| 5 | Semi-sentient robotic toy |
| 6 | Smooth, chrome orb marked by glowing leylines |

When you make an **Intelligence check**, you can consult the peripheral to gain **Advantage** on the roll. You can't gain this benefit again until you finish a Short or Long Rest.

If you lose your peripheral, you can spend **1 hour** conducting a ritual or operation to receive a new one. Alternatively, you can convert any technomantic device you have Admin Access to into a peripheral by reconfiguring its settings and uploading custom programs. Converting a device can be performed during a Short or Long Rest. Once you gain a new peripheral, the previous peripheral becomes a normal device if it still exists.

Level 3: Quick-Scan

While holding or touching your peripheral, you can take a **Bonus Action** to execute a program that rapidly analyzes threats, placing a Scanner mark on each creature of your choice that you can see within **60 feet** of you. Alternatively, you can take this action for free when you roll Initiative. The mark lasts for **1 hour** or until it is consumed in one of the following ways:

Brute Force Attack. When you hit a marked creature with an attack, you can consume the mark to deal an extra **1d4** damage to it.

Security Bypass. When you make an attack roll against a marked creature, you can consume the mark to roll **1d4** and add it to the roll result.

The size of the die rolled for both benefits increase when you reach Warlock levels 6 (**1d6**) and 14 (**1d8**).

Once you have marked a creature, you can't mark that creature again until you finish a Short or Long Rest.

Level 6: Admin Access

When you place a Scanner mark on a creature, you also learn its creature type, as well as its Challenge Rating or character level.

You also gain new ways to consume a Scanner mark:

Denial of Service. When a marked creature targets you with an attack, you can take a **Reaction** to consume the mark and force the creature to make

an **Intelligence saving throw** against your **spell save DC**. On a failed save, it must either choose another eligible target for its attack or attack you with **Disadvantage**.

Exploit Vulnerability. As a **Magic** action, you can consume a creature's mark to learn its Armor Class as well as any Resistances, Immunities, or Vulnerabilities it has. You can then suppress one Resistance or Immunity the creature has (your choice) until the end of your next turn.

Level 10: Ghost in the Machine

You always have the *Summon Mech* spell (see page 184) prepared. You can cast it once without expending a spell slot, and you regain the ability to cast it this way when you finish a Long Rest.

Whenever you cast this spell through your peripheral, an intellect empowers it. Damage can't break your Concentration on the spell, and the spell's summoned mech or reactivated Construct projects a deflector shield in a **10-foot Emanation**. You have **Half Cover** while inside the Emanation.

Level 14: Embrace Singularity

While holding your peripheral, you can take a **Magic** action to briefly unshackle the intellect within, manifesting a singularity that fills a **30-foot radius Sphere** centered on a point you can see within **60 feet** of you. When you manifest this singularity, choose from one of the following options below:

Techborne Singularity. Your peripheral intellect exerts control. Each creature in the Sphere must make an **Intelligence saving throw**; a creature with the **TECHNOMANCY** tag makes this saving throw with **Disadvantage**. A creature that fails the saving throw must follow one command you issue on its next turn per the effects of a *Command* spell. Additionally, each technomantic device not being worn or carried that is completely inside the sphere cannot function for **10 minutes**, depowering itself if it can do so.

Voidborne Singularity. A void magically warps realspace. Each creature in the Sphere must make a **Strength saving throw**. On a failed save, a creature takes **4d10** Force damage and is pulled to an unoccupied space nearest the Sphere's center. On a successful save, a creature takes half as much damage and isn't pulled.

The **DC** for each option's saving throw equals your **spell save DC**. Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.



A TECHNOWEAVER REWRITES THE FUNDAMENTAL LAWS OF HER IMMEDIATE ENVIRONMENT

grandfailure

Wizard: Technoweaver

Weave Webs, Artificial Intellects, and Programs

Technoweavers study and expertly shape the intricate web of technomantic logic that underpins arcana. Never without their tools, these Wizards weave executable programs and artificial intellects to channel their magic.

Level 3: Technologist

A master of technology, you gain the following benefits.

Spellreader. You replace your spellbook with a spellreader: a technomantic device capable of storing magical data. If you lose this device, you can spend **1 hour** transforming another technomantic storage device into your spellreader, after which your previous spellreader becomes a mundane device if it still exists.

Direct Message. You learn the *Message* cantrip. If you already know it, you learn a different Wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known. When you cast *Message* with your spellreader, its range becomes **1,000 feet**.

Web Access. You gain access to a vast directory of knowledge stored in an extra-dimensional plane called the Web. As a **Magic** action, you can choose a skill or tool to read about. For **10 minutes**, you have **proficiency** in the chosen skill or tool and you can use your **Intelligence modifier** for checks that use it instead of its normal ability modifier. Once you use this feature, you can't do so again until you finish a Short or Long Rest.

Level 3: Technomancy Savant

Choose two Wizard spells with the **TECHNOMANCY** tag, each of which must be no higher than level 2, and add them to your spellreader for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can choose one Wizard spell with the **TECHNOMANCY** tag and add it to your spellreader for free. Alternatively, you can choose one Wizard spell that deals Lightning damage or creates only visual illusions (GM's discretion). The chosen spell must be of a level for which you have spell slots. Whenever you cast this spell, it gains the **TECHNOMANCY** tag if it doesn't already have it.

Level 6: Program Weaver

Whenever you finish a Long Rest, you magically weave a number of programs equal to your Intelligence modifier (minimum 1 program), chosen from among the "Technoweaver Programs" list. Alternatively, you can work with your GM to design a unique program.

When created, you either manifest your programs as Tiny physical objects (you choose their appearance) or load them into a suitable technomantic device you touch. A creature can take a **Magic** action to transmit a program loaded in a device it is holding to another device within **5 feet** of it. While you hold a program, you can spend **10 minutes** replacing it with another from the list.

A creature in possession of a program — the **User** — can execute a program to gain its benefit, after which the program deletes itself. Programs that aren't executed purge themselves when you finish a Long Rest.

Level 10: Artificial Servant

You design a weak artificial intellect for assistance. You add *Unseen Servant* to your spellreader. When you cast this spell, it gains the following benefits:

- If cast as a Ritual, this spell takes only **1 extra minute** instead of 10 extra minutes.
- You can command the servant to make ability checks to interact with objects using your ability scores.
- You can command your servant to touch a device or socket and pass through any connected electrical wires, data lines, or circuitry. The servant reappears in a space next to a connected device or socket you can see, even if it is outside your spell's range. However, the spell ends early if you can no longer see the servant while it is outside this range.

Level 14: Parallel Function

Your programs can now store multiple functions. When you create a program, you can choose two options for it instead of one from the Technoweaver Programs list. When a **USER** executes that program, it chooses one option to receive its benefit.

In addition, after a program is executed, roll **1d6**. On a roll of **4-6**, the program does not delete itself.

Technoweaver Programs

This section lists programs you can choose from when you use your Program Weaver feature.

Auto-Save. If the **USER** fails a saving throw, it can take a **Reaction** to execute this program and re-roll the d20. It must use the new result.

Backdoor. When the **USER** is hit by an attack, it can take a **Reaction** to execute this program and halve the damage taken. Then it can move up to its Speed without provoking Opportunity Attacks.

Binary Code. Immediately before the **USER** makes an attack, it can execute this program as a **Bonus Action**. It replaces each d20 roll for that attack with a coin flip. If the coin lands on heads, the attack roll is treated as a 20; if the coin lands on tails, the attack hits the User instead.

Cloud Storage. The **USER** can execute this program as a **Magic** action, storing a Tiny nonmagical object held in the User's hand into an extra-dimensional space. The object remains there for up to **4 hours** or until the User takes a Bonus Action to summon that object to its hand. If the object is still inside the space at the end of this duration, it is expelled from it harmlessly, reappearing in an unoccupied space within **5 feet** of the User.

Copy-Paste. The **USER** can take a **Bonus Action** to execute this program. The program physically duplicates an illusory Tiny mundane object held in the User's hand into the opposite hand. The mundane

object looks and feels identical to the original and lasts for **10 minutes**, after which it disappears.

Decryption Key. The **USER** can take a **Magic** action to execute this program. For **1 hour**, it can read any written language and has **Advantage** on ability checks made to decrypt coded messages.

Direct Hacking. When the **USER** hits a target with an attack using a melee weapon, it can immediately take a **Bonus Action** to execute this program. The target of the attack takes extra Force damage equal to your Wizard level.

Firewall. As a **Magic** action, the **USER** can execute this program and create a wall of fire on a solid surface in an unoccupied space within **10 feet** of it. The User can make the wall up to **15 feet long**, **5 feet high**, and **1 foot thick**. A creature that enters the wall for the first time on a turn or ends its turn inside the wall takes Fire damage equal to your Wizard level. The wall disappears after **1 minute**.

Inject Malware. When the **USER** hits a target with an attack, it can immediately take a **Bonus Action** to execute this program. The target of the attack has **Disadvantage** on attack rolls and ability checks until the end of its next turn.

Long-Range Transmitter. The **USER** can take a **Magic** action to execute this program. For the next **8 hours**, it knows the Message cantrip. When it casts Message, its range is **tripled**. Intelligence is the spellcasting ability for it.

Modify Variable. The **USER** can take a **Bonus Action** to execute this program. For **1 minute**, the User's weapon attacks deal an extra **1d6** damage and all of that damage's type changes to the User's choice of Acid, Cold, Fire, Lightning, or Thunder.

Replay Image. The **USER** can take a **Bonus Action** to execute this program and record a vision of something the User has seen within the past hour. The image is duplicated perfectly onto a flat surface within **5 feet** of the User up to **10 feet** in any dimension. The image does not reveal anything the User has not detected, but may allow the User to see something previously overlooked. After **1 hour**, the image fades away.

Spam Filter. As a **Bonus Action**, the **USER** can execute this program, choosing a creature it can see within **60 feet** of it. For **1 minute**, whenever the target attacks the User for the first time on its turn, it must make an **Intelligence saving throw** against your spell **save DC**. On a failure, the target can't attack the User again until the end of its turn. On a success, it ends this effect on itself.

Technobabble. The **USER** can take a **Bonus Action** to execute this program. It gains **Advantage** on Charisma checks for **10 minutes** as it tries to sound sophisticated by using complicated technomancy buzzwords.