



A SCAVENGER ATTEMPTS TO ACCESS A TERMINAL WITH HACKER'S TOOLS

grandfailure

Feats

The following feats are new to the Cosmos, including reworked versions of features available in the previous edition's Backgrounds.

Origin Feats

These feats are in the Origin category.

Combat Medic

Origin Feat

You gain the following benefits.

Bolstered Healing. Whenever you use an item to restore Hit Points or restore expended Hit Dice to a creature, that creature gains Temporary Hit Points equal to your Proficiency Bonus.

Combat Carry. Carrying or dragging a Bloodied ally doesn't cost you extra movement.

Medical Synthesizer. When you finish a Long Rest, you can create one Recovery Gel and Stim-Shot (see *Aryka's Guide*), as long as you have an empty sachet and syringe, respectively. These items lose their potency when you finish another Long Rest.

Grid Runner

Origin Feat

You gain the following benefits.

Discount. Whenever you buy a Gridspace Conduit and any equipment required for its function, you receive a 50 percent discount on it.

Grid Profile. While you're in the Grid, you can cast *Disguise Self* on yourself without expending a spell slot. The disguise you create for this casting of the spell must always be the same (choose an appearance when you select this feat). Intelligence is your spellcasting ability for this spell.

Personal Gridspace. You have your own Gridspace demiplane (see *The Grid in Aryka's Guide*). It is hosted on a miniature server stack that requires a strong power source to function, and it is protected by a simple security measure that requires a successful **DC 11 Intelligence check** using Hacker's Tools to crack. Up to five creatures may be in your Gridspace at once; if a sixth creature attempts to enter, nothing happens.

When a creature finishes a Short or Long Rest in your Gridspace, you can give it Heroic Inspiration when it exits your Gridspace.

You decide the method in which you acquired your Gridspace as well as its appearance and dedication. The Personal Gridspace Design table suggests a variety of traits your Gridspace may take.

PERSONAL GRIDSPACE DESIGN

1d6 Design

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|---|--|
| 1 | A veritable archive of knowledge that fills an exquisite library and office ancient in architecture. |
| 2 | A detailed loop of a traumatic event in your past that serves as a constant reminder of your ambitions and motives. |
| 3 | A mental retreat from your harsh reality in the form of an environment you most desire, such as a warm beach or a soft grassy field. |
| 4 | An entertainment hub storing hundreds of films, games, and music to help unwind between adventures. |
| 5 | A studio stocked with all the tools and supplies you need to foster your creativity. |
| 6 | An empty, peaceful, meditation antechamber that responds cryptically to your thoughts and imagination. |

Prototyper

Origin Feat

You gain the following benefits.

Discount. Whenever you buy Allomer (a new material used only with a new Fabricator tool), you receive a 20 percent discount on it.

Rapid Fabricating. When you finish a Long Rest, you can fabricate one freeform object or a piece of gear provided you have a Fabricator and at least 8 ounces of Allomer. The item lasts until you finish another Long Rest, at which point the item falls apart and the Allomer can be reclaimed. If you create a freeform object, it can be in any crude shape as long as it fits inside a **1-foot-Cube**, and it has the properties of stone. If you create a piece of gear, it must be chosen from the following list:

- Auto-Cable
- Audio Amp
- Data Disk
- Data Stick
- Hologram Projector (1 ft.)
- Loudspeaker
- Rebreather
- Retractable Pole
- Torchlight

Star-Blessed

Origin Feat

You gain the following benefits.

Bless. You always have the *Bless* spell prepared. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat). You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Guiding Stars. When a creature that can see the stars adds the **1d4** from the effect of a *Bless* spell you cast, it can treat a roll of 1 on the d4 as a **2**.

Survivor

Origin Feat

You gain the following benefits.

Harrowing Escape. When damage dealt by an enemy causes you to become Bloodied, you can take a **Reaction** to move up to your Speed without provoking Opportunity Attacks and gain **Advantage** on saving throws imposed by that enemy until the end of your next turn. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Survivor's Instinct. If you have Heroic Inspiration when a creature within **60 feet** of you (including yourself) makes a Death Saving Throw, you can expend it to increase the result of the d20 roll by up to 5. This can potentially turn the result into a 20.

Technomancy Initiate

Origin Feat

You gain the following benefits.

Two Cantrips. You learn two cantrips of your choice with the **TECHNOMANCY** tag. Intelligence is your spellcasting ability for this feat's spells.

Level 1 Spell. Choose a level 1 spell with the **TECHNOMANCY** tag. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you finish a Long Rest, you can replace one of the spells you chose for this feat with a different spell of the same level with the **TECHNOMANCY** tag.

Void Tested

Origin Feat

Your time spent in the cosmic void grants you the following benefits.

Stability. You have **Advantage** on saving throws to avoid being knocked Prone or moved against your will.

Unyielding Breath. Whenever you would gain an Exhaustion level from suffocation, you can first make a **DC 10 Constitution saving throw**. On a successful save, you don't gain that Exhaustion level. Each time you make this save again before you finish a Short or Long Rest, the DC increases by 2.

General Feats

These feats are in the General category.

Astral Touched

General Feat (Prerequisite: Level 4+)

Your exposure to the Cosmos grants you the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Astral Magic. Choose one level 1 spell from the Conjunction or Divination school of magic. You always have that spell and the *Levitate* spell prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Current Conduit

General Feat (Prerequisite: Level 4+)

Your exposure to the Current grants you the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or **Charisma score** by 1, to a maximum of 20.

Cantrip. You learn one of the following cantrips of your choice: *Jolting Spark**, *Shocking Grasp*, or *Wire Whip**. The spell's spellcasting ability is the ability increased by this feat.

Current Skimmer. Immediately before or after you cast *Jolting Spark** or a spell that deals Lightning damage, you can teleport up to **30 feet** to an unoccupied space you can see. Once you use this benefit, you can't use it again until you finish a Long Rest.

*See Spells

Cyberwarfare Expert

General Feat (Prerequisite: Level 4+, Intelligence 13+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence score by 1, to a maximum of 20.

Hacker's Tools. You gain **proficiency** with Hacker's Tools if you don't already have it.

Memetic Countermeasure. When a creature you can see with the **Technomancy** tag makes an attack roll against you, you can take a **Reaction** to impose **Disadvantage** on the attack.

Quick Hack. When you make a Hacking check that has a duration of **1 minute** or shorter (see Hacking in *Aryka's Guide*), you can change its duration so that it completes immediately. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

Drone Keeper

General Feat (Prerequisite: Level 4+, Dexterity 13+ or Intelligence 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Intelligence by 1, to a maximum of 20.

Drone Swarm. When you finish a Long Rest, you assemble a number of Tiny drones up to your Proficiency Bonus. These drones orbit you until they are destroyed and fall apart when you finish another Long Rest. While you have them, you have the following benefits:

- As a **Bonus Action**, you can command one drone to strike a creature you can see within **30 feet** of you. The creature must make a **Dexterity saving throw (DC 8 plus your Intelligence modifier and Proficiency Bonus)**, taking Bludgeoning damage on a failed save or half as much on a successful one. The damage equals **1d6** plus your Proficiency Bonus. Success or failure, that drone is destroyed.
- When you are hit by an attack roll you can see, you can take a **Reaction** to destroy one drone and reduce the damage you take by **1d6** plus your Proficiency Bonus.

Spell. You always have the *Find Proxy** spell prepared, and you can cast it once without expending a spell slot. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have. Intelligence is your spellcasting ability.

*See Spells

Firearm Expert

General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Cover Fire. While you're holding a Ranged weapon with the Reload property, you can take an action and lay down covering fire in a **30-foot-Cone** originating from you. The Cone lasts until the start of your next turn or until you are disarmed of the weapon, are **Incapacitated**, or move **5+ feet**. When a creature in the Cone makes an attack roll, you can expend 1 piece of ammunition to impose **Disadvantage** on the attack (no action required). In addition, if a creature in the Cone moves **5+ feet**, you can take a **Reaction** to make one ranged attack against that creature with the weapon used for this benefit.

Tactical Reload. You can reload a weapon with the Reload property as part of an attack you make with it rather than an action or Bonus Action, or as part of expending ammunition for the Cover Fire benefit. You can reload the weapon even if you lack a free hand.

Grid Savant

General Feat (Prerequisite: Level 4+, Intelligence 13+ or Grid Runner Feat)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence score by 1, to a maximum of 20.

Spells. You always have the *Gridspace Relay** and *Locate Terminal** spells prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is Intelligence.

Quick Conduit. With this benefit, you can shorten the time it takes for you to establish a connection to the Grid (see Establishing a Connection, page XXX) by **1 minute**, to a minimum of 1 turn. Once you use this benefit, you can't use it again until you finish a Long Rest.

*See Spells

Moon Bearer

General Feat (Prerequisite: Level 4+)

Your affinity with the moon grants you the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Lunar Clarity. While you are within moonlight, you have **Advantage** on Wisdom (Insight) checks.

Moon's Glow. As a **Bonus Action**, you can cause moonlight to magically fill a **20-foot Emanation** originating from you that lasts until the end of your next turn or until it overlaps the area of a *Darkness* spell. The moonlight's area is Dim Light and creatures inside it cannot shape-shift. After a creature in the Emanation hits you with an attack roll, it becomes Charmed by you until the Emanation ends. Once you use this benefit, you can't use it again until you finish a Long Rest.

Sun Bearer

General Feat (Prerequisite: Level 4+)

Your devotion to the sun grants you the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Solar Acuity. While you are within sunlight, you have **Advantage** on Wisdom (Perception) checks you make using sight.

Sun's Flare. As a **Bonus Action**, you can cause sunlight to magically fill a **20-foot Emanation** originating from you that lasts until the end of your next turn or until it overlaps the area of a *Darkness* spell. The sunlight's area is Bright Light and it sheds Dim Light for an additional **20 feet**. After a creature hits you with an attack roll, it becomes Blinded until the Emanation ends. Once you use this benefit, you can't use it again until you finish a Long Rest.

Super Soldier

General Feat (Prerequisite: Level 4+, Strength or Constitution 13+)

Your specially enhanced physique grants you the following benefits.

Ability Score Increase. Increase your Strength or Constitution score by 1, to a maximum of 20.

Enhanced Critical. When you roll damage dice for a Critical Hit's extra damage, choose a number of those dice up to your Proficiency Bonus. Don't roll those dice; instead use the highest number possible for them.

Stand All Day. While you are Bloodied, you have **Advantage** saving throws made with the ability score increased by this feat.

Technomancy Adept

General Feat (Prerequisite: Level 4+, Technomancy Initiate Feat or Spellcasting or Pact Magic Feature)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence by 1, to a maximum of 20.

Analyst. You have **Advantage** on Wisdom (Perception) checks you make to detect targets through a technomantic device such as an audio speaker or a screen.

Spell. Choose a level 1 or level 2 spell with the Technomancy tag. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you finish a Long Rest, you can replace the spell you chose for this feat with a different level 1 or level 2 spell with the **Technomancy** tag.

Vanguard

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

A heavy assault veteran, you gain the following benefits.

Ability Score Increase. Increase your Strength or **Dexterity score** by 1, to a maximum of 20.

Push Together. When you take the Dash action, you can choose one ally you can see within **30 feet** of you. That ally gains the effects of the Dash action on its next turn. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Shock Tactics. On your first turn of combat, attacks you make using weapons deal bonus damage equal to your Proficiency Bonus. If you have Heroic Inspiration when you roll Initiative, you can expend it to extend this benefit to your allies.

Void Bearer

General Feat (Prerequisite: Level 4+)

Your covenant with the void grants you the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Color Loss. Your appearance becomes monochromatic shades of gray. Anything you wear or carry becomes similarly monochrome over the course of **1 minute** and remains that way until you cease wearing or carrying it.

Dampen the Chromatic. When you take Acid, Cold, Fire, Lightning, or Poison damage, you can take a **Reaction** to gain Resistance to one of those damage types of your choice until the start of your next turn, including against the triggering attack. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

Vortex Warped

General Feat (Prerequisite: Level 4+)

An experience with gravity has left you with the following benefits.

Ability Score Increase. Increase your Constitution or **Charisma score** by 1, to a maximum of 20.

Cantrip. You learn the *Fluctuate Gravity** cantrip. If you already know it, you learn a different Wizard cantrip of your choice. Charisma is your spellcasting ability for this spell.

Vortex Snare. Once per turn when you hit a creature within **10 feet** of you with an attack roll using a weapon, you can capture it in your gravity. Whenever that creature moves away from you before the start of your next turn, each foot of movement costs 1 extra foot.

*See Spells

Weightless Combatant

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+ or Void Tested Feat)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Climb Speed. You gain a Climb Speed equal to your Speed.

Launch Distance. Whenever you perform a directional launch in zero gravity (see *Aryka's Guide*), the maximum distance you travel increases by **10 feet**.

Stability. While in zero gravity, you don't have Disadvantage on your attack rolls and physical ability checks from not being Anchored (see *Aryka's Guide*).

Spells

Find Proxy

Level 1 Conjuration (Technomancy)

Casting Time: 1 hour or Ritual

Range: Self

Components: V, S, M (a Tiny metal orb worth 10+ Credits, which the spell consumes)

Duration: Instantaneous

Classes: Wizard

You imbue the orb used in the casting of this spell with the technomantic programming of a proxy drone. It is an object with **AC 12**, **1** Hit Point, and **Immunity** to Poison and Psychic damage. It has Darkvision out to **60 feet**, and a Fly Speed of **30 feet** and can hover.

A basic artificial intellect pilots your proxy for you and obeys your commands. The intellect can't take actions and can only move, but may be capable of nudging other lightweight objects with its movement.

Technomantic Connection. While your proxy is within **100 feet** of you, you can communicate it via technomantic devices, such as a holopad. You can take a **Bonus Action** to receive a live visual and audio feed of what the proxy can see and hear until the start of your next turn. In addition, when you cast a Divination spell with the **TECHNOMANCY** tag that enhances your sight or hearing, you also share its benefits with the proxy for the duration.

Dismissal. As a **Magic** action, you can temporarily deactivate the proxy, leaving behind the mundane metal orb. Alternatively, you can deactivate it forever. While the proxy is temporarily deactivated, you can take a **Magic** action to touch the orb and reactivate the proxy again.

One Proxy Only. You can't have more than one proxy at a time. If you cast this spell while you have a proxy, the previous proxy vanishes.

Gridspace Relay

Level 2 Conjuration (Technomancy)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S, M (a holopad or computing device, and charged batteries worth 10+ Credits, which the spell drains)

Duration: 1 hour

Classes: Wizard

You touch one technomantic terminal with an open channel to a Gridspace demiplane and establish a connection to it. The spell projects your mind and the minds of up to two other willing creatures you touch into that Gridspace (see Exploring Gridspace in *Aryka's Guide*). You and these creatures can remain in there for up to the duration of the spell. When this spell ends, all targets of the spell are harmlessly expelled from that Gridspace.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

Jolting Spark

Transmutation Cantrip (Technomancy)

Casting Time: Bonus Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

You generate a small surge of Current or power, affecting one creature or object you can see within range in one of the following ways:

- You grant a **+2 bonus** to the next Death Saving Throw that a creature makes before the start of your next turn.
- You grant a Tiny device within range a small amount of Current or power that lasts until the start of your next turn. The limited power can briefly turn on a light, cause a device's screen to flicker, or allow a device to perform a quick action like send a short message.

Locate Terminal

Level 2 Divination (Technomancy)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a forked antenna)

Duration: Instantaneous

Classes: Cleric, Ranger, Wizard

Choose one wired technomantic device you can see within **60 feet** of you. If that device has one or more terminals, control panels, or other physical interfaces that are within **1,000 feet** of you, you learn the direction and distance to the closest one.

Wire Whip

Evocation Cantrip (Technomancy)

Casting Time: Action

Range: 20 feet

Components: V, S, M (a loop of copper wire)

Duration: Instantaneous

Classes: Bard, Warlock, Wizard

You evoke a charged wire and whip it toward a creature you can see within range. The target must succeed on a **Constitution saving throw** or take **1d8** Lightning damage and, until the start of your next turn, until it is ever outside the range of the spell, or until it has Total Cover from you, it must subtract **1d4** from the next attack roll it makes. If the target is a Construct with the **TECHNOMANCY** tag, it subtracts **1d6** instead.

Cantrip Upgrade. The damage increases by **1d8** when you reach levels 5 (**2d8**), 11 (**3d8**), and 17 (**4d8**).