

POWERJACK

Wondrous item, technomancy, very rare (requires attunement)



Nodes on the fingertips allow for extremely fine real-time control of the technomantic weave. Such gloves are a requirement for circumventing the most sophisticated cybersecurity.

This glove functions as a holopad and a set of hacker's tools. While wearing it, you have proficiency with hacker's tools if you don't already have it, and you can remotely interface with technomantic devices, holoscreens, and creatures up to 30 feet away even if they would normally require a physical connection.

Discharge Current. While wearing this glove, you can cast the *jolting spark** cantrip from it at will. You can also cast the *lightning bolt* spell from it (spell save DC 17) once, regaining the ability to cast it at next dawn.

Root Override. You can use an action to cast the *command* spell on a Construct with the Technomancy tag (spell save DC 17). If the Construct succeeds on the save or when the spell ends, that Construct is immune to this property for the next 24 hours.

Inject Executable. If you gain access to a device or holoscreen you can also inject malicious commands into it using this glove. For the duration of your access, you can manipulate it in one of the following ways, if applicable.

- **Hijack Image (Holoscreen Only).** You can use an action to display another image of your design on the screen. A creature that uses its action to examine the image can determine it has been hijacked with a successful DC 15 Intelligence check using Arcana, Investigation, or hacker's tools.

- **Overcharge (Any Device or Hologscreen That Sheds Light).** You can use an action to overload the device or screen, which flashes brilliant bright light out to a radius based on the target's size: 5 feet (Tiny), 10 feet (Small), 20 feet (Medium or Large), or 40 feet (Huge or larger). Each creature in the bright light must succeed on a DC 15 Constitution saving throw or be blinded until the start of your next turn.
 - **Switch (Any Device or Hologscreen).** You can use an action to turn the device or screen on or off.
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Legendary Variant. The legendary version of this glove has these changes. Its spell save DC for the Discharge Current and Root Override properties are 18 instead of 17. While wearing it, you can also cast *channel technovirus** from it once (save DC 18), regaining the ability to cast it at next dawn.

Prosthesis Variant. This version of the item is a prosthesis instead of a glove, which replaces a lost arm. While attuned to it, it functions identically to an arm and cannot be removed from you against your will.

* These spells are available to patrons and will be included in the upcoming *Aryka's Guide to the Cosmos* compendium. You can replace these spells with the following standard spells: shocking grasp (jolting spark), arcane hand (channel technovirus).

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