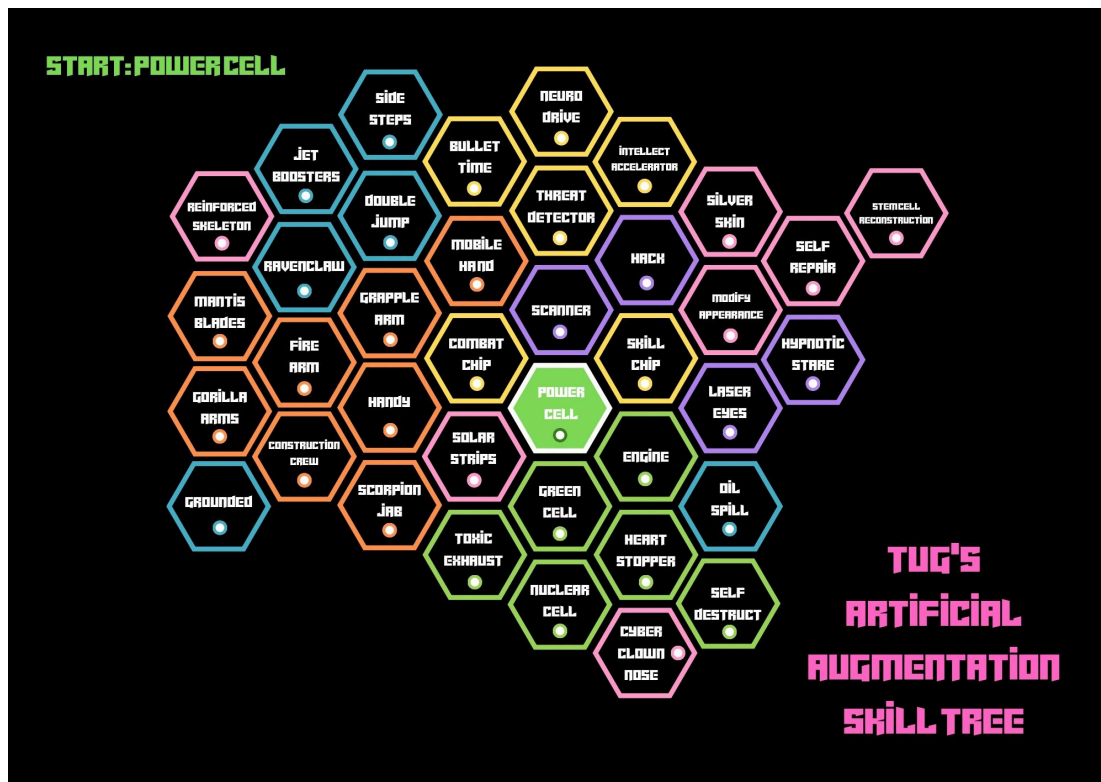
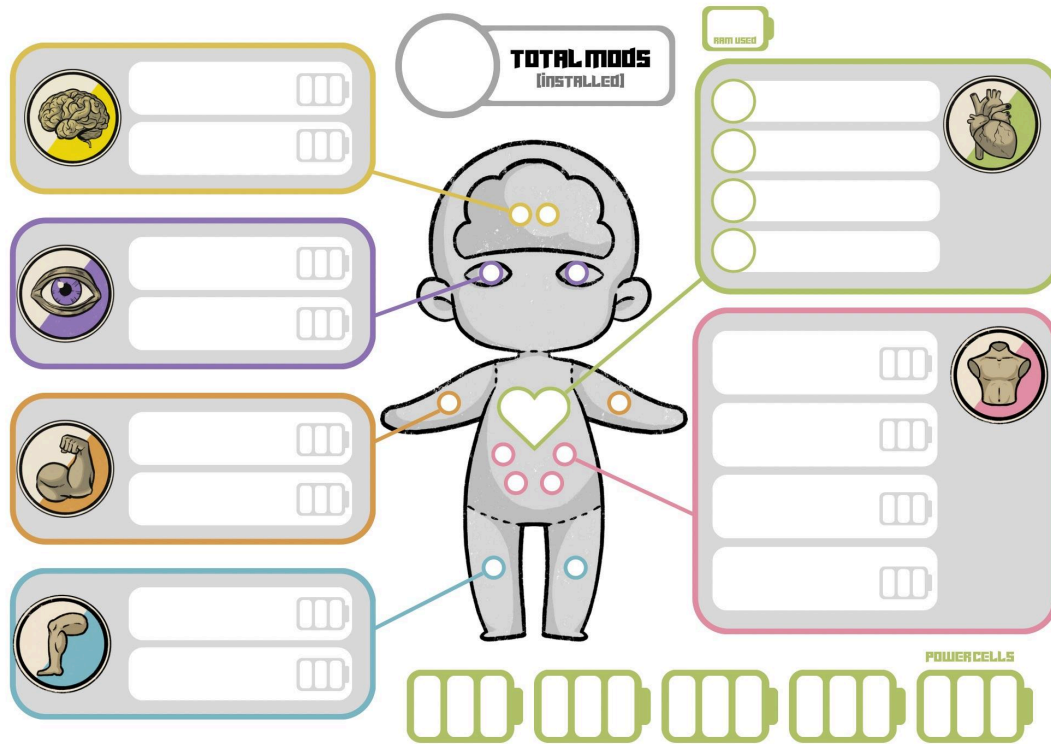


Artificial Augmentation Skill Tree



PLAYTEST CONTENT

Hello! This is Playtest Content! As such, it might change in time, this is **not a final release**.

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This product is a work of fiction.

Introduction

This skill tree has taken inspiration from the likes of Cyberpunk 2077, Treasure Planet, Blade Runner and even One Piece, allowing you to Fully customize your character, and for DMs to augment their very own NPCs and monsters.

The reasoning for the title being “Artificial Augmentation” as opposed to “Cybernetics” for example, was to leave the aesthetics of these augmentations, to you the players and DMs. Should you wish to re flavour everything here as eldritch mutations for example, feel free to do so!

One key feature I think should remain here though, are the triggers for Malfunctions, as well as your disconnect with the arcane as you progress through this skill tree.

Each modification should be an easy way (although expensive) to gain power quickly, similar to how a warlock learns magic. However, all shortcuts usually come with a cost. In this case it is in the sacrificing of your own humanity, its connection to the arcane and in your rising instability.

I think these skill trees can be a fun opportunity for roleplay too. Let each modification not only be an altering of your physical body, but perhaps even of your character's personality and mental state too.

I hope you enjoy what I've made for you all, and happy modding!

A Note on Prices

You may notice that some of the prices in this Skill Tree are quite expensive, and their prices have been based on Magical Item costs. But obviously feel free to half these prices if you want to encourage more purchases by your players.

Alternatively, frequently award players cyberware (or eldritch mods) as loot from encounters etc. Have them remove parts from enemies they've beaten, but tell them they need to find a Rigger in the next town to install them.

Alternatively, have a local Ripper offer the players “vouchers” any time they complete quests for them, or for a company/faction they’re associated with. With each Voucher giving them one free purchase from the Skill Tree.

Unconventional Skill Tree

I touch on this later on, but you don’t have points that you spend to unlock nodes on this skill tree. Instead you gain access to this skill tree upon installing your first Power Cell, and can now purchase any adjacent mod to that one. You purchase these mods by spending gold, and can only do so at a Rigger’s. And even then they may not always have the mods you seek.

Each mod purchased and installed, grants you access to more mods adjacent to that one. Keep in mind a mod must always be installed, at least once (and can always be uninstalled) to gain access to all other adjacent mods. This process is called “conditioning”.

Conditioning

Conditioning is the installation of mods in small degrees to prepare your body and mind for more powerful and demanding mods to ultimately prevent immediate Cyberpsychosis.

Key Rules

Mods

Your first purchase from this skill tree must be a Power Cell, after that you can purchase any other Mod adjacent to the Power Cell on the Skill Tree (see below for more info).

Mods are Artificial Augmentations, that change and “improve/upgrade” your body in unique ways.

*Typically robotic in nature, but feel free to alter the flavour them best to your own world.
Perhaps you wish for them to be more eldritch in nature.*

Each mod can be allocated to certain parts of your body (The Mind, Heart, Body, Arms and Legs) with each of these body parts only being able to have a limited number of mods installed at any given time.

The Heart: A number of Mods equal to your Constitution Score

The Mind: 2 Mods

The Body: 4 Mods

The Eyes: 2 Mods (Divided across both eyes)

The Arms: 2 Mods (1/arm)

The Legs: 2 Mods (Divided across both legs)

Each mod takes up 1 body slot unless specified otherwise.

Losing/Uninstalling Mods

When you install a mod, that part of your biological body is replaced with the mod, being destroyed in the process.

Installing a "Fire Arm" will remove that arm in order to install this new Mod which replaces it. Should you lose that mod, you will not magically have your previous arm return.

Not having a mod installed in your Heart, Mind or Body is a different situation. For each mod installed, your Constitution, Intelligence or Strength, respectively, will be reduced by 1 whenever you do not have a mod installed in this empty new space. Should 1 of these abilities be reduced to 0 in this way, you die.

Swapping Mods & Gaining New Mods

Once you purchase a mod, you own it and can swap it in and out with any other mods you have during a long rest, so long as you have the space to install them.

Mods can only be purchased from a Rigger by offering them the required coin. You may only purchase mods adjacent to mods you previously purchased from the Skill Tree.

This allows your body to adapt to each Mod gradually, ignoring this procedure would lead to permanent Cyberpsychosis (see below) as your body and mind devolve instantly into irrational madness and bloodlust.

Magical Disconnect

For each mod you install, the greater you sever your connection to the weave of magic.

Spells become harder to cast and other mana based abilities from the classless skill tree require more effort from you to utilise.

View the table below to see how the number of mods you have installed affects your connection to the arcane:

Number of Mods Installed	Effect
1-3	Spell slots cost 1 additional mana to cast. <i>If playing without the classless skill tree, instead: Cantrips require a first level spell slot to cast.</i>
4-6	Mana Based Abilities cost 1 additional mana to cast. <i>If playing without the classless skill tree, instead: 1st level spells or higher require a spell slot 1 level higher to cast.</i>

7-8	Healing spells heal you for half as much
9-11	You cannot gain the effects of beneficial spells.
12-14	You are unable to cast spells or use mana based abilities
15+	You cannot be revived by anything short of a True Resurrection or Wish spell.

Cells

Cells are pockets of energy that act like batteries to power installed mods you may have. Power Cells, Green Cells and Nuclear Cells themselves count as mods, but the individual cells each of these mods provide do not count as individual mods.

1 Cell can be spent to either provide 1 energy or replenish 2 stamina.

All spent Cells cannot be used again until you finish a long rest, when they all recharge.

Certain mods will require you to spend energy to power their effects or to Overcharge them.

Other mods may require you to permanently allocate a certain number of Cells to them upon installation, to keep them running.

Cells allocated to powering certain mods cannot be used to create energy.

Despite being able to potentially have a number of mods installed that give you Cells equal to your Constitution Score, you may only have a maximum number of Cells installed equal to your constitution score.

Cells and mods that give you Cells are not the same.

Malfunctions

Whenever a creature with at least one mod installed either:

- Is dealt lightning damage (Regardless of immunities)
- Uses an Overdrive Feature
- Receives damage that would reduce their hit points below half their maximum for the first time during combat

They must make a Constitution saving throw or suffer a malfunction (rolling on the Malfunctions table below on a failed save).

The DC for this saving throw is equal to 8 + the number of mods installed.

Each Malfunction lasts for 1 minute, however, you may repeat the above malfunction saving throw at the start of each of your turns to end the effects of 1 current malfunction.

It is possible for you to suffer the effects of multiple malfunctions at a time. However, if you roll on the malfunction table and would gain the same malfunction you are currently suffering from, instead roll again until you gain a different malfunction.

Malfunctions Table

D6 Result	Malfunction	Effect
1	Slowed	Your movement speed is halved and you cannot take reactions for 1 minute.
2	Short Circuit	Anything you try to say comes out as indistinguishable screams, gurgles or mumbles to yourself. You have a -5 on all charisma checks and saving throws you make.
3	Overheat	You take fire damage equal to the number of mods installed at the start of each of your turns; ignoring any resistances or immunities you may have.
4	Scrambled	You have disadvantage on attack rolls you make.
5	Broken	A random mod of yours explodes and is destroyed. Each creature and object within a 10ft radius of you must make a Dexterity saving throw (DC15) or take dealing Xd6 fire damage where X is equal to the total number of Cells you have. You automatically fail this saving throw.
6	Cyberpsycho	You lose control. You take psychic damage at the start of each of your turns equal to the number of mods installed. You must make an attack roll every turn if able but must randomly decide who you attack, always attacking the nearest creature to you. If you fail to attack a creatures by the end of each of your turns, you take psychic damage equal the number of mods you have installed.

Overdrive

All mods have an Overdrive feature, allowing you to gain additional (usually temporary) benefits from your mod by spending energy and running the risks of suffering a malfunction.

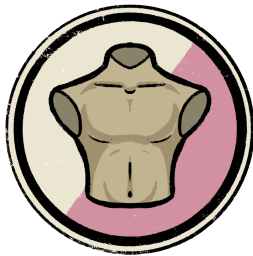
You may use the overdrive effects of an ability at any time by spending the required energy to do so.

When you use the Overdrive effect of a mod, you must immediately make a Malfunctions Save.

RAM

Certain Mods will require you to have a number of Cells available upon installing them, to continually power them. This required space is called RAM. The Cells needed are assigned to the mod upon installation and cannot be used to create energy or stamina so long as that mod is installed. These Cells cannot be assigned as RAM to other mods either during this time.

All Mods



Body

Reinforced Skeleton

Cost: 8000 Gold

RAM: 2 Cells

Your Constitution Score becomes 19 but cannot be increased in any way. Additionally you have advantage on strength checks and saving throws.

Overdrive: You can spend 2 energy to set your Constitution Score to 21 for 1 minute.

Silver Skin

Cost: 5000 Gold

RAM: N/A

So long as you do not move or take any actions you are invisible.

Overdrive: You can spend 1 energy to gain the effects of the invisibility spell.

Modify Appearance

Cost: 3500 Gold

RAM: N/A

You can spend 1 energy to alter the physical appearance of your face and hair as well as alter your voice and scent.

Overdrive: You can spend 1 energy to alter your entire body to appear to look like someone else you have seen who is the same size as you for 1 hour.

Self Repair

Cost: 6000 Gold

RAM: 1 Cell

At the start of your turn you can choose to regain 1 hit point for every mod installed and lose an equal amount of gold.

Overdrive: You can spend 1 energy to gain temporary hit points equal to the number of mods installed.

Stem Cell Reconstructor

Cost: 10,000 Gold

RAM: 1 Cells

You gain the effects of having purchased the Regen Node 2 times. (From the [Classless Combat Skill Tree](#))

Overdrive: You spend X energy and increase the benefits of your Regen ability by X, until the start of your next turn.

Biofilter

Cost: 6000 Gold

RAM: 1 Cell

You become resistant to poison damage and can survive a week without eating Without any negative effects.

Overdrive: You can spend 1 energy to remove the poison condition. When you do so, all creatures within 10ft of you take 1d4 poison damage.

Cyberclown nose

Cost: 1600 Gold

RAM: N/A

Reduce the number you need to roll a critical hit by 1 but also this also affects attack rolls against you. If you are hit with a critical hit there is a 50% chance that your head explodes and you die (so long as you cannot survive without a head, otherwise you take 10d10 force damage).

If this does not happen, you instead take an additional 5 fire damage.

Overdrive: You can spend 3 energy to blow up your nose, exploding your head in the process. Each creature within 30ft of you must make a Dexterity Saving Throw (DC: Your CON Mod + PROF + 8) or take 6d10 fire damage on a failed save, or half as much on a successful save.

If you cannot survive without your head, you die, or take 10d10 force damage.

Solar Strips

Cost: 9000 Gold

RAM: 1 Cell

Strips of your skin are replaced by photo-reactive materials that give you the energy you need to make it through the day as long as you remain in the sun.

You no longer need to eat or sleep so long as you spend 4 hours in direct sunlight that day.

Additionally, during a short rest spent in direct sunlight, recharge a number of Cells equal to your con mod.

Overdrive: You can spend 1 energy to force every other creature within 30ft of you to make a Constitution Saving Throw (DC: Your CON Mod + PROF + 8) or become blinded until the end of your next turn. You can use this ability, once per day.



Mind

Bullet Time

Cost: 10,000 Gold

RAM: 2 Cells

You gain advantage on Dexterity Saving Throws.

If you are hit with a ranged attack, you can make a melee attack against it as a reaction.

If your attack roll is higher than the attack roll that hit you, you hit the attack.

The damage dealt by your attack reduces the damage dealt by the ranged attack you hit.

Overdrive: You can spend 1 energy to repeat this ability an additional time on the same turn, as though you had an additional reaction. You may use this overcharge effect multiple times per turn.

Intellect Accelerator

Cost: 5000 Gold

RAM: 1 Cell

Your Intelligence score becomes 19 and cannot be increased in any way so long as this mod is installed.

Overdrive: You can spend 1 energy to have your intelligence score instead become 21 for 1 minute.

Skill Chips

Cost: 1500 Gold

RAM: N/A

You add your proficiency modifier twice to skill checks made with the related skill installed on this chip, so long as it's installed.

Overdrive: When making a skill check with this skill, you can spend 1 energy to add a +10 bonus to your roll.

Combat Chips

Cost: 500 Gold per Mastery, 300 per Flourish

RAM: N/A

Learn whatever "Weapon Mastery" or "Flourishes" (from the [Combat Skill Tree](#)) (1d4 +1) are installed on this Combat Chip, so long as it's installed.

Overdrive: You can spend 1 energy to ignore the stamina costs of any weapon masteries or flourishes installed for the next 10 seconds.

Neuro-Drive

Cost: 15,000 Gold

RAM: 2 Cells

You cannot be surprised and add 5 to your initiative rolls. Attacks you make against a creature who has not taken a turn yet, on your first turn of initiative, have advantage.

Overdrive: You can spend 2 energy to gain the effects of the Blur and Haste spell until the start of your next turn without feeling lethargic afterwards.

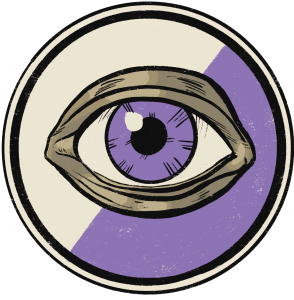
Threat Detector

Cost: 9000 Gold

RAM: 1 Cell

You gain a blindsight of 10ft

Overdrive: When you are targeted with an attack you can spend 3 energy as a reaction to have the attack miss.



Ocular

Scanner

Cost: 1500 Gold & 1000 per Upgrade

RAM: 1 Cell per Upgrade

Installing a Scanner uses up 1 of your ocular slots, however it can be upgraded, adding additional benefits to your scanner, with each upgrade requiring additional allocated cells to power them. During a long rest you can choose to “power off” any number of upgrades in your scanner to free up Cells.

The initial installation of your scanner gives you advantage on perception checks made to see things.

Additional upgrades:

- **Calculate Condition:** Reveals a creature's current hit points.
- **Identifier:** Allows you to use the effects of the Identify spell once per day. You must spend 1 energy per each additional use per day.
- **Thermosense:** You can see any creature with a heartbeat or central heat source in darkness and through walls and objects so long as they are less than 1 ft thick.
- **Power Level Scouter:** You can view a creature's Strength Score and AC.

Overdrive: You can spend 2 energy to gain a blindsight of 30ft for 1 minute.

Laser Eyes

Cost: 2000 Gold

RAM: N/A

As an action, you can force a creature within a 60ft of you to make a Dexterity Saving Throw (DC: Constitution Modifier + PROF + 8).

On a fail, they takes 1d12 fire damage.

Overdrive: You can spend energy to increase this damage by an additional 1d12 for each energy spent, but must do so before the target creature makes their save.

Hypnotic Stare

Cost: 3500 Gold

RAM: N/A

Your Charisma Score increases by 1.

You can spend 1 energy as an action, to use the effects of the Charm Person spell against a creature, using your Charisma as your “spellcasting” ability.

Overdrive: You can spend 2 energy to use the effects of the Hypnotic Pattern spell against a target creature that can see you, using your Charisma as your “spellcasting” ability. If the target can no longer see you, this effect ends.

Hack

Cost: 2000 Gold

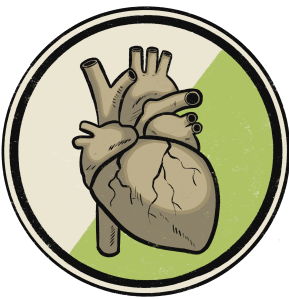
RAM: Changes

As an action you can Spend 1 energy to attempt to Hack another creature you can see, within 30ft of you, who has at least 1 mod installed.

You can force that creature to make a Malfunction Saving Throw. On a failed save you can choose to deactivate one of their mods, or if they failed the save by 5 or more, roll on the Malfunctions Table and have the creature suffer that malfunction.

If you choose to deactivate a mod, you must allocate 1 RAM to this Hack mod. This mod remains deactivated for 1 hour or until you choose to unallocate the RAM used to deactivate this mod.

Overdrive: If a creature fails their Malfunction save against your Hack ability, you can spend 1 energy to automatically choose which Malfunction they suffer.



Heart

Power Cell

Cost: 100gp Gold

RAM: N/A

This mod adds 1 Cell to your collection of Cells.
You can purchase and install this Mod multiple times.

Green Cell

Cost: 1000 Gold

RAM: N/A

This mod adds 3 Cells to your collection of Cells
You can purchase and install this Mod multiple times.

Nuclear Cell

Cost: 5000 Gold

RAM: N/A

This mod adds 10 Cells to your collection of Cells
However you gain 1 radiation every 24 hours. (See [Radiation Damage](#) Below).
You can purchase and install this Mod multiple times.

Heartstopper

Cost: 500 Gold

RAM: N/A

This mod allows you to stop your heart to gain the benefits of the Feign Death spell. However you must spend 1 energy to activate this effect, and 1 energy to maintain the effect after each hour.

Overdrive: You can spend 1 energy to silent your heart to give yourself a +10 bonus on a stealth or sleight of hand check.

Engine

Cost: 500 Gold

RAM: N/A

This mod allows you to gain 1 additional stamina (for each engine installed) when you convert a cell into stamina, but you take 1d4 fire damage for each engine installed, whenever you use this ability.

You may have a number of engines installed equal to your CON mod.

Self Destruct

Cost: 1000 Gold

RAM: N/A

You can spend 1 energy to blow up your entire body and every mod you have installed. Each creature within an Xft radius around you, must make a Dexterity Saving Throw (DC: 8 + number of Cells you have) where X = 10 x the number of Cells you have. A creature that fails this save takes 1d6 fire damage for every Cell you had.

A creature that succeeds takes half as much damage.

This fire damage ignores resistance and immunities.

When you use this ability, you die and all installed mods you had are destroyed.

Toxic Exhaust

Cost: 4500 Gold

RAM: N/A

If you have the Poisoned condition, you can spend 1 energy to remove it and then become immune to Poison Damage and the Poisoned condition for 1 minute.

If you do so you expel a poisonous vapour from your body and every creature within 10ft of you must make a Constitution Saving Throw (DC: CON mod + PROF + 8), or take 2d6 poison damage.

Overdrive: If you have at least 1 level of Radiation, you can spend energy equal to your radiation level to reduce it all to zero. When you do so every creature within 10ft of you must make a Constitution Saving Throw (DC: CON mod + PROF + 8), or gain 1 radiation.



Arms

Mantis Blade

Cost: 1500 Gold & each Upgrade Costs 3000

RAM: Each Upgrade Requires 1 Cell

You install a blade into your arm that can be released in an instant upon making an unarmed melee attack. When you do so, your melee attack deals an additional 1d6 slashing damage.

Installing a Mantis Blade uses up 1 of your arm slots, however it can be upgraded, adding additional benefits to your Mantis Blade, with each upgrade requiring additional allocated cells to power them. During a long rest you can choose to “power off” any number of upgrades in your Mantis Blade(s) to free up Cells.

Additional upgrades:

- **Deep Wound:** If your attack roll with your Mantis Blade surpasses a creature's AC by 5 or more, they gain the Bleeding Condition (See below). **This Upgrade Cannot be paired with "Laser Cutter"**
- **Gamma Strike:** (*Requires a Nuclear Cell*) When you deal damage to a creature with your Mantis Blade you also deal 1 Radiation to them.
- **Charged Blade:** Your Mantis Blade deals an additional 1d6 lightning damage.
- **Folded Steel:** Your Mantis Blade now deals 1d8 slashing damage instead of 1d6.
- **Laser Cutter:** When you score a critical hit on a creature with your Mantis Blade you remove a limb from them so long as their AC is lower than 20. All damage dealt with your Mantis Blade becomes fire damage and it ignores resistances and immunities to fire damage.

Overdrive: You can spend 1 energy to increase the damage dealt by your Mantis Blade by 1d10 for 1 minute.

Fire Arm

Cost: 5000 Gold (& per upgrade)

RAM: 1 Cell

When you install this mod you choose one of the upgrades below which will change the function of your "Fire Arm". You may have a "Fire Arm" with a different function on each arm, but each individual "Fire Arm" can only have one upgrade/function at a time.

Similarly to changing out mods during a long rest, you can change out the upgrades of a Fire Arm during a short or long rest, so long as you possess the alternate

You can fire your Fire Arm as an action by spending 2 energy. When you do so, each creature within its range must make a Dexterity Saving Throw (DC: Your DEX Mod + PROF + 8)

Upgrades:

- **Flamethrower:** Range: 20ft Cone. Damage: 3d6 fire damage.
- **Laser Beam:** Range 30ft Line. Damage: 2d8 lightning damage.
- **Railgun:** Range: 1 Target within 120ft. 3d8 bludgeoning damage
- **Da BEEG One:** Range: In a 20ft radius around a point of your choosing, up to 60ft away. 6d6 fire damage. Immediately roll for a Malfunction Saving Throw. This ability costs 3 energy instead of 2.
- **Gatling Gun:** Range: 40ft cone. 1d10 damage. This only costs 1 energy.
- **Tear Gas:** Range: In a 20ft radius around a point of your choosing, up to 60ft away. Creatures within the radius instead make Constitution Saving Throws or become Blinded and cannot speak so long as they stay within the radius. Creatures within the gas can repeat this save at the start of each of their turns. The radius of gas disappears after 1d4 rounds or if blown away by a strong wind.

Overdrive: You can spend twice the required energy to double the range on your firearm when you use it during this action.

Grapple Arm

Cost: 3000 Gold

RAM: N/A

Your melee range increases by 10ft and you can make grapple checks against any creature within 20ft of you. On a successful grapple you can make a contested athletics check against the grappled creature. If you succeed you can choose to move up to 20ft towards them or pull them up to 20ft towards you. You cannot perform the latter action if the creature is larger than you.

As an action, you can fire your Grappling Arm to any surface above you within 50ft. You then while holding it you immediately start moving towards that point, moving 20ft per turn.

Overdrive: You can spend 1 energy to double the range of any of your Grapple Arm features.

Mobile Hand

Cost: 2500 Gold

RAM: N/A

As an action you may detach your hand and have it move independently of you. It has a climbing speed of 20ft and can carry up to 10 pounds. You may make any skill checks with this hand that you could normally do with it while it was attached.

Your hand has a number of hit points equal to your level and can function independently of you so long as it is within 100ft of you. If it moves beyond this distance it becomes sentient and has a will of its own until it is reattached to you.

If its hit points are reduced to 0 this mod is destroyed.

Overdrive: You can spend 1 energy to have your hand teleport back to your wrist, so long as it has not been destroyed and is not sentient.

Gorilla Arms

Cost: 8000 Gold

RAM: 2 Cells

Your Strength Score becomes 19 and cannot be increased in any way. You may also use your strength modifier when making any skill check to open a door or object, and do not require thieves tools when doing so.

Your melee attacks add your constitution modifier to their damage.

This mod counts as 2 mods and takes up 2 arm slots, but in turn adds 2 new additional arm slots that can be modified. All modifications made are installed into these Gorilla Arms.

Overdrive: You can spend 2 stamina to increase the Strength Score given to you by your Gorilla Arms to 24 for 1 minute, and gain a climbing speed of 20ft.

Handy

Cost: 2000 Gold

RAM: N/A

As an action you can shape your hand into any singular tool required for a skill check, but only you can use this tool.

Overdrive: You can spend 1 energy as part of a skill check with this tool to gain expertise in this tool, for that check.

Construction Crew

Cost: 5000 Gold

RAM: 1 Cell

You can deal sneak attack damage with any weapon regardless of its weapon tags, so long as the target of your attack is a construct, object or building.

Any bludgeoning or thunder damage you deal to constructs, objects or buildings are doubled. *Sneak attack damage dealt alongside bludgeoning damage also becomes bludgeoning damage.*

Overdrive: You can spend 1 energy so all damage you deal (except psychic damage) deals double damage to constructs, objects and buildings for 1 minute.

Scorpion Jab

Cost: 3500 Gold

RAM: N/A

Micro needles are installed into your palm or fist, which are connected to a refillable tank in your arm. This tank can be filled with a poison, alcohol or another concoction of your choice.

Whenever you deal damage with an unarmed attack to a creature while this tank is filled with a concoction, you can also inflict the effects of the concoction on the creature so long as they fail the concoction's DC.

Overdrive: (Requires Nuclear Cell) You can spend 3 energy so for the next minute, whenever you deal damage to a creature with an unarmed attack you instead deal 1 radiation damage.



Legs

Double Jump

Cost: 2500 Gold

RAM: N/A

Your jumping height and distance is doubled and you are immune to falling damage if falling from a height of 100ft or less.

Overdrive: You can spend 1 energy to have your jump height and distance tripled, and gain immunity from fall damage from any height of 200ft or less, until the end of your next turn.

Jet Boosters

Cost: 7500 Gold

RAM: 2 Cells

You gain a flying speed of 30ft. But can only fly for up to 1 minute at a time before your Jet Boosters need to recharge for 1 minute. While in water you move twice as fast but do not have a swim speed.

Overdrive: You can spend 1 energy to double your flying speed and increase the time you can fly by 1 hour for every energy spent.

Grounded

Cost: 8000 Gold

RAM: N/A

You can spend an action to Ground yourself. When you do so your movement speed is reduced to 0 and you automatically fail Dexterity Saving Throws, until you unground yourself as another action. While grounded, being dealt lightning damage does not cause malfunctions and you become immune to lightning damage. Any creature within 10ft of you also becomes immune to lightning damage. Once per day, while grounded, if you would be dealt lightning damage, you recharge 1 cell for every 10 points of lightning damage you would have taken (min 1 Cell).

Overdrive: If you are dealt lightning damage while grounded, you can choose to spend 1 energy as a reaction, to redirect that damage to another creature you can see within 60ft of you. That creature must make a Dexterity Saving Throw (DC: Your CON mod + PROF + 8) or take the amount of lightning damage you would have taken.

Oil Spill

Cost: 1500 Gold

RAM: N/A

You can spend 1 energy to release oil from your legs, creating the effects of the Grease spell centred on you. You are unaffected by the effects of this grease and instead your walking speed is doubled until the end of your turn, if you moved through this grease during your turn.

Overdrive: You can spend 1 energy to ignite any pool of grease you are standing in. Every creature standing in this grease (excluding you) must make a Dexterity Saving Throw (DC 15) or take 2d6 fire damage. The grease stayed burning until the end of your next turn. Any creature who starts its turn in this burning grease, or moves into it, takes 2d6 fire damage.

Side Steps

Cost: 5000 Gold

RAM: N/A

You learn how to side step so incredibly fast, it becomes near impossible to judge exactly where you are. You can spend 2 energy to gain the benefits of the Blur spell for 1 minute, but it still requires concentration.

Overdrive: You can instead spend this 2 energy to gain the effects of the Blink spell for 1 minute.

Ravenclaw

Cost: 4000 Gold

RAM: N/A

Once per turn, as part of a melee attack, you can add 1d4 slashing damage to the attack. You gain a spider climb speed equal to your movement speed. You have advantage on checks and saves against being moved against your will.

Overdrive: You can spend 1 energy to eject 5 nails from your clawed foot. When you do so choose 5 targets for each nail, with each nail automatically hitting its target dealing 1d4+1 piercing damage. You can use this ability once per hour.

Radiation Damage

When dealt, it increases a creature's radiation by 1.

If a creature gains a level radiation equal to their constitution score they lose 100 hit points. And lose an additional 100 hit points any time they take radiation damage again, while their radiation level is equal to or above their constitution score.

Celestials, Constructs, Elementals, Fiends, Monstrosities, Oozes and Undead are immune to Radiation Damage.

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