

Techo Knight

Authors: Fhyr, Nacho

Lots of formatting stolen from [Tabletop Builds](#)

“Melee” version [here](#)

Original build by Fhyr [here](#)

Techo Knight

Techo Knights are Echo Knights that make use of Echo Knight tech¹. The difference between an Echo Knight not using tech¹ and an Echo Knight using tech¹ is so huge that Echo Knight and Techo Knight might as well be considered different subclasses.

¹techniques based off the rules as written that may not be obvious on your first reading

Be advised, Techo Knight builds only work using tech and wouldn't make for good Echo Knight builds. Much of this tech also is likely (definitely) not healthy for your table. Before getting into any builds, you need to understand how Techo Knight works. Most of the tech is with Manifest Echo.

The Tech

Invulnerable echoes

Echoes are neither creatures nor objects, making them untargetable by attacks and immune to damage from spells and all other effects. This is certainly not intended as echoes have 1 HP and have AC, but it's how it works RAW.

Echoes can fly

You can move your echo into the air.

Echoes can go through walls

Nothing stops you from moving your echo through solid objects.

Opportunity attacks on forced movement

Echoes have special rules for their opportunity attacks that allow forced movement, like from Repelling Blast, Telekinetic Shoves, and Crusher, to provoke opportunity attacks. Unfortunately, we cannot make a normal opportunity attack using this tech (see the section on Unleash Incarnation on page 4). **come back to this later, maybe war caster (but the cantrip you cast comes from your space, so probably not)? This might be tech for only the melee variant**

Infinite echo movement

“On your turn, you can mentally command the echo to move up to 30 feet in any direction (no action required).”

This doesn't have a once per turn limitation.

You could move your echo 100 feet towards an enemy to attack, then move the echo back without it “popping.” You can also move the echo a very large distance before swapping places with the echo.

Unseen Attacker tech

When you're attacking through your Echo and are out of line of sight, you're an unseen attacker. This gives you advantage on your attacks once you can see through your echo at level 7 with Echo Avatar, or lets you attack with no advantage or disadvantage when using a large oversized weapon, which is what we'll be doing with Techo Knights.

Now that the important tech is out of the way, we will get into Techo Knight builds. On this document tab you will find the core of all Techo Knight builds. We take 7 levels of Techo Knight to get everything online. Seeing through your echo is very important for scouting, knowing where enemies are when attacking, knowing where you are going before swapping, and getting advantage if you opt not to use oversized weapons.

Race: Custom Lineage

Ability Score Increases – +2 Dexterity. More Dexterity increases our chance to hit with our longbow.

Size – Medium. This is a requirement, as longbows have the heavy property, and we'll be using oversized weapons.

Feat – Sharpshooter. We are taking this for 600 feet of range with our longbow without disadvantage, the ability to ignore half and three-quarters cover, and power attack. Sharpshooter is suboptimal during levels 1 and 2, so if you're starting at those levels consider using a hand crossbow and taking Crossbow Expert instead of Sharpshooter for more damage.

Variable Trait – **Darkvision**. It's usually more useful to have Darkvision than to have proficiency in another skill. Unfortunately, our Darkvision is centered on ourselves, not our Echo, meaning we may not be able to benefit from this often. However, Unseen Attacker tech with oversized weapons makes this a non-issue unless an enemy decides to hide.

Languages – Common, Dwarvish

Class: Fighter

Skills – Athletics/Animal Handling/Insight/whatever you want, Perception. Perception is used to find traps (if your echo doesn't set them all off), and to avoid being surprised by monsters. Athletics is less useful for you than for anyone else because you won't be getting grappled past level 2, and echoes can't grapple. Feel free to take whatever other skill you want instead of Athletics.

Fighting Style – Archery. +2 to hit is a significant increase to our damage.

Second Wind – Some extra healing is nice. You can use this in combat because your bonus action will often be open.

Ability Scores

8 Str, 15+2 Dex, 14 Con, 9 Int, 13 Wis, 13 Cha

Dexterity is our highest ability score since we are using a longbow. Wisdom is increased to 13, fulfilling our multiclassing requirement for Ranger and Cleric. Charisma is increased to 13, fulfilling our multiclassing requirement for Warlock. Depending on what you decide to do after level 7, you may need to alter these ability scores.

Background (Custom)

Skills – Arcana, Stealth. We eventually will use Arcana to make scrolls of our spells. Stealth is the best skill in the game since it is used for surprising enemies.

Tools – Mason's tools, thieves' tools. Tabletop Builds has an excellent tools guide [here](#) if you'd like different tools proficiencies.

Feature – Pick whatever you want. Pick something good.

Backstory Optimization

High Altitudes are an environmental hazard. Being native to environments above 20,000 feet allows you to become acclimated to such environments.

Equipment

Fighter Starting Equipment

- Leather armor*, a longbow, and 20 arrows
- Two hand crossbows to sell
- A light crossbow and 20 bolts to sell
- A dungeoneer's pack

*If starting at level 3 or above, take chain mail instead of the items in the first bullet point, and take a longbow instead of one of the hand crossbows. The speed penalty is inconsequential due to infinite echo movement.

Starting Equipment tech

Your starting equipment can be oversized, silvered, and magical, and your ammunition can be coated in adamantite and magical. For example, your starting equipment might include +3 Leather armor, a silvered ascendant dragon's wrath longbow, 20 +3 arrows coated in adamantite, a silvered large ascendant dragon's wrath longbow, a luckblade, and two silvered ascendant dragon's wrath handaxes coated in adamantite to arm party summons with or to sell.

Background Starting Equipment

-

Life Events (This is Your Life in Xanathars)

-

Purchasing Goals

- A shield. Custom Lineage says "You determine your appearance and whether you resemble any of your kin" meaning you can have more than two arms. This lets you use both a shield and a longbow.
- Plate mail armor.

- Silvered weapons. This allows us to bypass resistance and immunity to piercing damage from nonmagical attacks that aren't silvered.
- Magic weapons. Resistance or immunity to non-magical attacks is annoying. Seek out a large magical longbow if possible.
- A bullseye lantern (directional light source). This is important because your darkvision is centered on yourself, not your echo, so it's needed to get advantage if using a regular sized longbow. This also helps stop creatures hiding from you.
- Wukka Nuts. Use them to light up magical darkness.

Level 2: Fighter

Action Surge – Take the attack action again once per short rest. Use this at the start of a fight to do as much damage as you can as early as possible.

Level 3: Fighter

Martial Archetype – Echo (Techo) Knight. We can now kite everything that is in an open field.

Manifest Echo – This is the most important feature of the build.

Unleash Incarnation – When you attack through your echo, you don't attack as if you were in the echo's space, but your attack originates from the echo's space. This means that you can't target a creature for an attack through your echo, unless that attack is also within the reach or range of your weapon from your position. This results in Unleash Incarnation being mostly useless for ranged Techo Knights.

Level 4: Fighter

Ability Score Improvement (Feat) – Piercer. This increases your Dexterity to 18.

Level 5: Fighter

Extra Attack – More damage!

Level 6: Fighter

Ability Score Improvement – +2 Dexterity. This increases your Dexterity to 20.

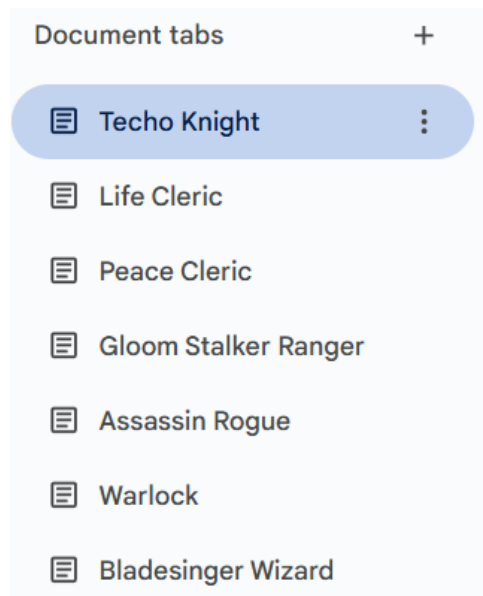
Level 7: Fighter

Echo Avatar – You now have incredible scouting, and can see where you're going to end up when you send your echo far away. The ten minute limit isn't once per short or long rest so you can reset the timer by using the action again. Always keep this on.

What To Do Past Level 7

Now that the build is fully online, we can default kill everything. From this point onward, the direction you choose to go with doesn't matter much. However, there are several standout options that continue to increase your damage, or aid your party in some way. The decision to take or prioritize certain options may depend on party composition or access to Ravnica

backgrounds. In order to cover all of these options in this document, each multiclass has its own tab in the document.



If you don't like document tabs, there is a version without them [here](#).

Example Builds

In addition to the multiclassing options and explanations, here are build progressions that show how you might combine these multiclassses effectively. (coming soon!)

TK variants, random builds, & ideas

Assassin 3

Quandrix Student background + Warlock 3 for 2/SR Enlarge Reduce

Ranger 3 for Dread Ambusher, Ensnaring Strike

Giant Barb 3 for Rage, 2/LR large size

Builds for each level:

Level 7 is Techo Knight 7

Level 8 is Techo Knight 7 / Undead 1 w/Azorius Functionary for Ensnaring Strike

Level 9 is Techo Knight 7 / Undead 2 w/Azorius Functionary for Ensnaring Strike

Level 10 is Techo Knight 7 / Undead 3 w/Enlarge/Reduce background

Level 8 Build

Point buy: 15+2+1 Str / 10 Dex / 14 Con / 8 Int / 10 Wis / 14 Cha

Techo 7 / Undead Warlock 1, Azorius Functionary background

spells: minor illusion, prestidigitation, comprehend languages, ensnaring strike

Level 9 Build

Point buy: 15+2+1 Str / 10 Dex / 14 Con / 8 Int / 10 Wis / 14 Cha

Techo 7 / Undead Warlock 2, Azorius Functionary background

spells: minor illusion, prestidigitation, comprehend languages, distort value, ensnaring strike

Level 10 Build

Point buy: 15+2+1 Str / 10 Dex / 14 Con / 8 Int / 10 Wis / 14 Cha

Techo 7 / Undead Warlock 3, Quandrix Student background

spells: druidcraft, guidance, minor illusion, prestidigitation, comprehend languages, distort value, find familiar (1/free), enlarge/reduce, invisibility OR darkness

level 10 DPR comparison (vs 17 AC, assuming opportunity attack, ignoring action surge, unleash incarnation, that'll be for nova damage, ignoring GWF)
What is better: Undead Warlock or Assassin Rogue?

Undead Warlock has 2/SR Enlarge/Reduce so that you can use a large oversized weapon with advantage or use a huge oversized weapon with a straight roll. You precast this, which should be much less of a problem than normal because of your insane scouting capabilities. Of course if you get ambushed, this is useless. Besides Enlarge, Undead Warlock provides Ensnaring Strike and Form of Dread, two ways to stop enemies from walking towards your allies other than Sentinel. The downside is that your charisma is only 14, making the DC for Ensnaring Strike only 14, and who knows how to calculate the DC for Form of Dread. You also get some kind of useless utility spells. If you don't have a magic weapon, you get Improved Pact Weapon.

moving dpr here: [🇬🇧 Level 10 Techo Knight DPR and Nova Comparisons](#)

Techo 7 / Life 1 / Wildfire 12

Techo Knight 7 / Wizard 13

Techo 8 / Gloom 3 / Life 2 / Undead 3 / Assassin 3

Life Cleric

Cleric 1

Note: If you already have a Peace Cleric in the party, and if you have goodberry, take Life Cleric instead once your team is in need of additional healing throughout the adventuring day. Disciple of Life massively increases the healing of your goodberries.

Divine Domain – Life

Emboldening Bond –

Additional Cleric Spells (TCoE) – Pick this optional class feature.

Spellcasting – +guidance, +light, +mending; +bless, +healing word, +heroism (domain), +sanctuary (domain).

Peace Cleric

Cleric 1

Note: If you already have a Peace Cleric in the party, and if you have goodberry, take Life Cleric instead once your team is in need of additional healing throughout the adventuring day. Disciple of Life massively increases the healing of your goodberries.

Divine Domain – Peace

Emboldening Bond – This is the reason we pick up the subclass. Make sure to use it when entering dangerous territory. It's a substantial bonus to accuracy and saves for the entire party. Buff your party members with this.

Additional Cleric Spells (TCoE) – Pick this optional class feature.

Spellcasting – +guidance, +light, +mending; +bless, +healing word, +heroism (domain), +sanctuary (domain).

Gloom Stalker Ranger

Ranger 1

Favored Foe (TCoE) – Pick this optional feature.

Deft Explorer (TCoE) – Canny. Perception, Draconic, Undercommon. Adjust the languages as needed.

Skill – Sleight of Hand

Ranger 2

Spellcasting Focus (TCoE) – Pick this optional feature.

Additional Ranger Spells (TCoE) – Pick this optional feature.

Fighting Style Options (TCoE) – Pick this optional feature.

Fighting Style – Druidic Warrior. guidance, druidcraft/mending/mold earth/resistance/shape water. This is the only fighting style we can benefit from.

Spellcasting – +absorb elements, +goodberry.

Ranger 3

Ranger Archetype – Gloom Stalker.

Gloom Stalker Magic –

Dread Ambusher – Dread Ambusher gives us an additional attack in round 1 of combat, which we can get a second time by using Action Surge. This makes us incredibly effective at taking out priority targets, especially thanks to our ability to target whoever we want through our echo.

Umbral Sight – This feature is very good for anyone that has it except for us because we're an unseen attacker.

Primal Awareness (TCoE) – Pick this optional feature.

Spellcasting – +ensnaring strike, +fog cloud (archetype), +speak with animals (primal awareness).

Ranger 4

Ability Score Improvement (Feat) – See the example builds section.

Ranger 5

Extra Attack – Redundant.

Spellcasting – +beast sense (primal awareness), +pass without trace, +rope trick (archetype)

Assassin Rogue

Warlock

Bladesinger Wizard

Wizard 14

Spellcasting – +simulacrum, +something

Take mordenkainen's magnificent mansion instead of simulacrum if you can do the funny tech.