

Evolutionist Class:

Conflict drives innovation, and in a strange and dangerous galaxy you've unlocked unparalleled means to adapt. By embracing mystic tradition, extensive augmentation, deliberate genetic mutation, or relying on other extraordinary means, you transform yourself into a powerful being better suited to achieving your goals. You might adopt characteristics of a ferocious chimera, an undead scion, a cybernetic paragon, or anything in between. Yet your evolution boasts a will of its own. Your abilities fight you for control in stressful situations, even while providing lethal instincts, an innate weapon, and spontaneous adaptations that help you outmaneuver, outwit, and outmatch your foes. No matter your niche, you are an adaptable combatant who forges your destiny in flesh, bone, or steel.

Level	Proficiency Bonus	Adaptive Strike	Adaptations	Features
1	+2	1d6	-	Adaptive Strike, Flexible Skills
2	+2	1d6	2	Adaptations, Mutation Point
3	+2	1d6	2	Evolutionary Direction
4	+2	1d6	2	Ability Score Improvement
5	+3	1d8	3	Extra Attack
6	+3	1d8	3	Augmentation, Fulcrum
7	+3	1d8	3	Focused Evolution Basic
8	+3	1d8	4	Ability Score Improvement
9	+4	1d8	4	Evolutionary Direction Feature
10	+4	1d8	4	Accelerated Adaptations
11	+4	1d10	5	Focused Evolution Advanced
12	+4	1d10	5	Ability Score Improvement

13	+5	1d10	5	Evolutionary Direction Feature
14	+5	1d10	6	Focused Evolution Ultimate
15	+5	1d10	6	Flexible Skills
16	+5	1d10	6	Ability Score Improvement
17	+6	1d12	7	Evolutionary Direction Feature
18	+6	1d12	7	Flexible Skills
19	+6	1d12	7	Ability Score Improvement
20	+6	1d12	8	Perfect Organism

Hit Points

Hit Dice: 1d8 per evolutionist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

Proficiencies

Armor: Light armor, shield

Weapons: Simple Weapons,

Tools: None

Saving Throws: Constitution, Strength

Skills: Choose three from Acrobatics, Athletics, Arcana, History, Insight, Intimidation, Investigation, Perception, Medicine, Nature, Religion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a leather armor or (b) a dagger

(a) a shield or (b) a shortbow

(a) a dungeoneer's pack or (B) an explorer's pack

Adaptive Strike

At 1st level, you gain the ability to transform any part of your body into a natural weapon called an Adaptive Strike as a bonus action. This natural weapon will occupy one or two of your hands as normal weapons and you cannot be disarmed of it. The damage of Adaptive Strike is listed in the class table. Each adaptive strike has a weapon mastery property associated with it, which

you learn upon choosing the adaptive strike. When you manifest the weapon, you can choose one of the following forms for it to take:

Berserker: The Adaptive Strike is a melee weapon with Heavy and Two-handed Properties. The damage of the Adaptive Strike in its Berserker form increases by 1. Weapon Mastery: Topple.

Duelist: The Adaptive Strike is a melee weapon with Finesse and Light Properties. Weapon Mastery: Vex.

Sniper: The Adaptive Strike is a ranged weapon (100/400) with Heavy, Loading, and Two-Handed Properties. Weapon Mastery: Push.

Pistol: The Adaptive Strike is a ranged weapon (40/120) with Loading Property. Weapon Mastery: Slow.

Each form has its own weapon mastery properties, which you can use when you manifest the Adaptive Strike.

Once you manifest an Adaptive Strike, it lasts for 1 minute. Its damage type is bludgeoning, piercing, slashing, fire, acid, thunder, poison, lightning, or cold, which is chosen when you manifest your adaptive strike.

You can use Adaptive Strike a number of times equal to your constitution modifier per long rest.

Flexible Skills:

As part of your ongoing personal metamorphosis and adaptation to new circumstances, your skill repertoire is always evolving. Choose one skill that you are proficient in and you gain expertise with the skill.

You gain expertise with another skill of your choice at levels 15 and 18.

Adaptations:

As you gain experience, you master new ways to adjust your body and abilities on the fly, known as adaptations. At 2nd level and the levels listed in the class table, you learn an additional adaptation. If an adaptation allows an opponent a saving throw to resist its effects, the DC is equal to 8 + your proficiency bonus + your constitution modifier.

Mutation Points:

At 2nd level, when you have your Adaptive Strike Manifested, you gain 1 mutation point (MP) at the start of each of your turns.

Draining Strike: Alternatively, when you hit a creature with your Adaptive Strike, you can force the creature to make a constitution saving throw, on a failed save, you deal an extra 1d4 damage and gain a number of mutation points equal to the damage dealt. You can only deal this

damage once per turn. You always start with 0 MP at the start of combat. You can have a maximum of 8 MP.

Depending on the number of MP you have, you gain the following benefits:

- 1 MP: You gain a 5-foot increase to one speed of your choice.
- 2 MP: Your adaptive strike deals one extra damage die on a critical hit.
- 3 MP: The bonus to speed increases to 10 feet.
- 4 MP: If you're wearing light armor or no armor, you gain a +1 to your AC.
- 5 MP: When you deal damage with your adaptive strike, you can increase the damage dealt to one target by an amount equal to half your evolutionist level (minimum +1 damage, rounded down).
- 6 MP: You gain a +1 to your saving throws.
- 7 MP: The bonus to speed increases to 20 feet.
- 8 MP: The bonus to your AC increases to +2.

You must spend MP to activate your adaptations. For example, to activate Distant Strike, you must use the appropriate action in the description and spend the MP mentioned in the Cost section to use the Distant Strike adaptation. Or you can spend MP in the following ways:

- 1 MP: You can spend 1 MP on your turn to make an attack with your adaptive strike as a bonus action.
- 2 MP: As a bonus action, you can spend 2 MP to gain either a climb speed or a swim speed equal to half your walking speed. This effect lasts for 1 minute.

Evolutionary Direction

At 3rd level, each evolutionist selects a specific direction of personal transformation into some new kind of being, be it a living robot, ferocious god-beast, immortal undead, or being of magical energy. The archetype you choose grants you features at 3rd level and again at 9th, 13th, and 17th level.

Ability Score Improvement:

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack:

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Augmentation:

Starting at 6th level, you can enhance your adaptive strike with other magical weapons. During a long rest, you can touch a magical weapon and copy its magical properties onto your adaptive

strike. For example, if you touch a +1 longsword, your adaptive strike will be considered a +1 magical weapon as well.

However, you can only have 1 weapon's magical property in the adaptive strike at a time. Attempting to copy another one will automatically replace the current one. Also, properties copied from ranged weapons can only apply to the Sniper or Pistol options of adaptive strikes while properties copied from melee weapons can only apply to the Berserker or Duelist options of adaptive strikes. One magic item can only affect one type of adaptive strike at a time. If you copy a magical weapon for the Duelist option, its effect will not be transferred to the Berserker option.

Lastly, if the weapon you copy from requires attunement, you have to attune to it in order to copy its properties.

Fulcrum:

Your adaptive strike becomes magical for the purpose of overcoming resistance and immunities. In addition, your adaptive strike can be targeted by spells that target a weapon and count as a weapon for a spell that requires a weapon attack.

Focused Evolution:

Having managed extraordinary achievements within your niche of transformation, you can afford to specialize in a secondary focus that further refines your powers. Choose one of the following focuses: augmentation, combat, or packmaster. Your focus grants you a basic power at 7th level, an advanced power at 11th level, and an ultimate power at 14th level.

Augmentation:

Basic: When you finish a long rest, you can choose an uncommon magical weapon and copy its magical properties even if you do not currently possess it.

Advanced: You can have 2 weapons' magical properties copied at the same time. Choose 2 adaptive strike options, and they get the properties of a magical weapon each.

Ultimate: When you use the ability granted by your basic power, you can choose a rare or very rare weapon instead of an uncommon one. You also get 1 extra attunement slot for the purpose of copying magical properties.

Combat:

Basic: You can attack once as a bonus action with your adaptive strike without spending MP.

Advanced: You can make one more attack when taking the attack action.

Ultimate: If you hit a creature with your adaptive strike three times consecutively in the same turn, the creature has to make a Constitution saving throw or take 5d10 necrotic damage, half on a success.

Packmaster:

Basic: When you would benefit from using an augmentation, you can choose an ally within 30 feet of you to gain the benefit instead.

Advanced: You can benefit 2 allies instead of 1.

Ultimate: When you would benefit from using an augmentation, all allies within 20 feet of you will gain the benefit as well as you.

Accelerated Adaptations:

Beginning at 10th level, you gain 2 MP start the start of your turn instead of 1. In addition, the extra damage of Draining Strike increases to 2d4.

Perfect Organism:

At level 20, you have reached the pinnacle of your evolution. When you have your adaptive strike manifested, you gain three of the following benefits:

You become immune to 3 damage types of your choice.

You have advantage on saving throws against all conditions.

You gain advantage on death saving throws.

Your adaptive strike deals an extra 2d8 force damage.

You have advantage on saving throws against spells.

You gain a fly, burrow, climb, or swim speed equal to your walking speed of your choice.

Adaptations List:

Camouflage:

Cost: 1 MP

As a bonus action, you gain advantage on Stealth checks for 1 minute.

Amplify Strength:

Cost: 2 MP

You count as 1 size larger for the purpose of shoving, carrying, and grappling for 1 minute after spending the MP as a bonus action.

Distant Strike:

Cost: 1 MP

Your adaptive strike's range doubles if it is a ranged weapon, or gains +5 feet to its reach if it is a melee weapon for 1 minute. Activating this requires no action.

Extra Limb:

Cost: 3 MP.

As a bonus action, you gain another limb for 1 minute. You can use this limb to interact with items or wield weapons with the Light property. The limb has a reach of 10 feet.

Focused Resilience:

Cost: 1 MP

As a reaction when you fail a saving throw, you can use this adaptation to roll again. You must use the new result.

Ocular Advantage:

Cost: 2 MP

As a bonus action, you gain magical darkvision out to 90 feet for 1 minute.

Versatile Strike:

Cost: 1 MP

When you make an attack with your adaptive strike, you can use this adaptation to change its damage type to fire, cold, poison, acid, or thunder.

Abundant Adaptation:

Cost: None

You start with 1 MP at the start of combat instead of 0.

Armored Form (level 7):

Cost: 3 MP

As a bonus action, you gain resistance to both magical and non-magical piercing, slashing, and bludgeoning damage for 1 minute.

Broad Adaptation:

Cost: None

When you attune to a magical item, you can ignore the class requirement for the item.

Radiance:

Cost: 1 MP

When you make an attack with your adaptive strike, you can use this adaptation as part of the attack to force the target to make a constitution saving throw or be blinded until the end of your next turn.

Extraordinary Senses (level 7):

Cost: 1 MP

As a bonus action, you gain blindsense out to 20 feet for 1 minute.

Extreme Mobility:

Cost: None

If you made an adaptive strike attack against a creature on your turn, your movement doesn't trigger attacks of opportunity from that creature until the start of your next turn.

Forceful:

Cost: 1 MP

As a bonus action, your adaptive strikes can now push the target 10 feet away from you when you hit them for 1 minute. You can only push them this way once per turn.

Sudden Skill:

Cost: 1 MP

When you fail an ability check, you can spend a reaction to add your constitution modifier to the check, potentially turning the failure into a success.

Secondary Strike:

Cost: None

You can choose 2 options when you manifest your adaptive strike, with each counting as a separate weapon. You can choose which to attack with when you make an adaptive strike.

Bomber (level 5):

Cost: None

You can replace your attacks with forcing your target to make a dexterity saving throw when you target them with an adaptive strike. They take the full damage on a failed save and half on a success.

Enhanced Strike (level 5):

Cost: 2 MP

After activating this adaptation as a bonus action, once per turn, when you hit a creature with your adaptive strike. You can force them to make a strength saving throw or be restrained or prone until the end of your next turn. This benefit lasts for 1 minute.

Focused Strike:

Cost: any amount of MP.

When you hit a creature with your adaptive strike, you can spend any amount of MP and add it to the damage roll.

Healing Mutation (level 3):

Cost: any amount of MP

As a bonus action, you regain a number of hit points equal to the number of MP spent. Once you have used this ability to benefit a creature, you cannot use it on them again for 1 minute.

Shed Skin (level 7):

Cost: 2 MP

When you are hit by an attack, you can use your reaction to impose disadvantage on the attack.

Subclasses:

Direction of the Divine:

You wish to become a Celestial.

Bonus Proficiency:

Starting at level 3, you become proficient in Religion.

Divine Punishment:

At level 3, you rain divine energy upon your enemies. At the end of each long rest, you can choose a creature type to face your wrath. Your adaptive strike deals additional damage equal to your constitution modifier against the creature type you chose and ignores all resistances or immunities that creature may have.

Bolstering Aura:

At level 9, you can spend 1 MP to create a 30 foot aura around you as a bonus action. All creatures of your choice within the aura gain a bonus to their attack rolls and saving throws equal to your constitution modifier. The aura lasts until the end of your next turn, but you can lengthen the time that the effect lasts by spending 1 MP each turn (no action required).

Scour Soul:

At level 13, you can ward an area with divine energy and keep it away from danger. Choose a circle with a 20-foot radius centered on a point within 100 feet of you as an action. The area becomes difficult terrain. For 1 minute, every time a creature enters the area for the first time or starts its turn there, it has to make a Constitution saving throw or take 4d6 radiant damage and become prone (half on a success with no other effects). As a bonus action, you can spend 2 MP on your turn to change the damage type to lightning, thunder, acid, poison, fire, or cold, and move the circle 20 feet in any direction.

Divine Metamorphosis:

At level 17, your creature type becomes celestial. You become immune to the poisoned and petrified conditions. You have advantage on saving throws against spells.

Direction of the Eldritch:

You wish to become an Aberration.

Bonus Proficiency:

Starting at level 3, you become proficient in Arcana.

Abomination's Anatomy:

At level 3, your biology becomes strange and unnatural.

Fortified Mind: You gain resistance to psychic damage.

Tentacle strikes: Your melee adaptive strikes gain the reach property and can deal psychic damage instead of the regular damage type.

Twisting Body: You can also move through cracks as thin as an inch.

Anomalous Bending:

At level 9, your very presence twists the law of the universe. When a creature casts a spell within 30 feet of you that you can see, you can use your reaction to spend a number of MP equal to $1 + \frac{\text{spell's level}}{2}$ (rounded up) to bend the spell. The creature makes a constitution saving throw against your adaptation save DC. On a failed save, you force the creature to choose another target or direction for the spell with one of the following effects:

Strengthen: The spell save DC or attack roll increases by 2.

Upcast: The spell is treated as if it were cast at a higher level.

Change: The spell's damage types is changed to psychic.

On a successful save, the spell is still cast, but you can choose to become the sole target of the spell, and the damage of the spell is halved for you.

Far Leap:

At level 13, you can spend 1 MP as a bonus action on each of your turn to cast the Misty Step spell. You can also cast this spell as a reaction to being attacked.

Eldritch Metamorphosis:

At level 17, your creature type becomes aberration. You become immune to the grappled and restrained conditions. You are resistant to all damage from spells.

Direction of the Mecha:

You wish to become a Construct.

Bonus Proficiency:

Starting at level 3, you become proficient in Arcana and one artisan tool of your choice.

Metal Frame:

At level 3, you become hardened against outside forces. Choose 2 damage types from bludgeoning, piercing, slashing, fire, acid, thunder, poison, lightning, or cold. You become resistant to those damage types. You can change the damage types after a long rest.

Avenging Burst:

At level 9, if you were hit by an attack, you can force the attacker to make a dexterity saving throw. On a failed save, they take 4d8 fire or lightning damage. You can spend extra MP to

increase the damage by 1d8 per MP spent, to a maximum of 8d8. The damage is halved on a successful save.

Reboot:

At level 13, when the effects of your adaptation wear off, you regain a number of MP equal to the amount of MP spent on the adaptation. This cannot increase your MP maximum above 8. You can end an adaptation (no action required) early to gain this benefit.

Eldritch Metamorphosis:

At level 17, your creature type becomes construct. You become immune to exhaustion and stunned conditions. You no longer need to sleep, breathe, eat, or drink. You can add your constitution modifier to your AC.