Plasma Shot
Level: App, Energy
Activation time: 1 action
Range: 120ft
Components: V,S
Duration: Instantaneous

When you take this program, chose between Fire, Lightning, and Cold. You point your Plasma Driver at a creature or object within range and fire a super heated blast of plasma, super charged blast of plasma, or a frozen chunk of water depending upon your initial choice. Make a ranged program attack against the target. On a hit, you deal 1d10 damage of the chosen type. When you take a short rest, you can reprogram this app to one of the other damage types.

Once you reach 5th level, the damage increases to 2d10, then at 11th level, it becomes 3d10, and at 17th level it becomes 4d10.

Plasma Torch
Level: App, Energy
Activation time: 1 action
Range: 5ft
Components: S,V
Duration: Instantaneous

You are able to use this app for cutting stone and metal, welding, or as a melee attack. Your GM can decide how long it takes to cut or weld and if you need any extra materials (for example something to cool what you are cutting or extra metal for welding to pieces together). As an attack, make a melee program attack against a target. On a hit, you deal 1d10 + programming stat modifier fire damage.

Once you reach 5th level, the damage increases by 1d10 (2d10 + mod), then an additional 1d10 at 11th level (3d10 + mod) and one more additional 1d10 at 17th level (41d10 + mod)

Anti-poison
Level: App, Drug
Activation time: 1 action
Range: 5ft
Components: M,S,V
Duration: Until end of your next turn

You mix up a single dose of an anti-poison and hypodermically inject it into a creature. When you inject them, they can make a saving throw against a poison effect that is on them. Until the end of your next turn, if they would normally have a saving throw against a poison effect on their turn, they gain advantage when rolling to end it. If they would not normally make a saving throw to end the effect, they are now able to at the start of their turn.

Painkillers
Level: App, Drug
Activation time: 1 action
Range: 5ft
Components: M,S,V
Duration: 1 hour

You mix up a pain killer and inject it into a creature. The creature gains 1d8 + programming modifier temporary hit points. These temporary hit points cannot cause a character's total current + temporary hit points to exceed their maximum hit points. A target can only be affected by painkillers once an hour.

Hacking
Level: App, Communications
Activation time: 1 action
Range: 5ft
Components: V,M (special connectors listed below)
Duration: Special

You connect a cable to a data port, put a cover over a key pad, put a dummy card in a card reader or put a clamp antenna on a device and start trying to gain access to its systems. Declare what you want to attempt to do, like attempt to open an electronically locked door, get into a locked computer, open a mech sealed from the inside, or something else. The GM sets a difficulty based upon how secure a system is and how easy/hard they deem your attempt to be. They may also impose that it takes a set amount of time to perform the attempt and, for example, determine how long an access you created for a door lasts. The higher results, the harder it is for security to notice your access hack and change/remove it.

If you have a keycard, randomizer, encrypted USB drive, or something similar you can use this to attempt to clone it. You must have a similarly made item to copy the information to that is of equal or higher quality (your GM might deem you need to spend 500 on a keycard to copy information to). On a failure of 10 or more, you destroy the information on the original. Failing by 5 has a 50% chance of leaving a trace of your attempt on the original.

Plasma Whip
Level: App, energy
Activation time: 1 action
Range: 15ft
Components: V,M (A specially modified plasma driver, 500 dozen worth of work)
Duration: Special, Concentration

A specially modified plasma driver to include magnetic resonance modulation allows you to create a whip of plasmatic energy. When you active this, make an attack roll, on a hit, you deal 1d4 fire damage.

If the target is undead, wearing metal, or made of metal, you can chose to maintain concentration on this app and if you do, the target must make a strength saving throw or be grappled by the beam. As long as you maintain concentration and the target doesn't break the grapple, the target takes damage on your turn when you use your action to push or pull the target, or maintain grapple.

On the target's turn, they can attempt a Strength check against your program DC to break the grapple. Optional Rule: you can do contested checks to maintain grapple. When the target goes to break free, they spend their action to do an athletics check and you make a program attack roll. If your result is higher, the target remains grappled. Reroll ties.

When you reach 5th level, the program's damage increases by 1d4 (2d4), then again at 11th level it increases by an other 1d4 (3d4), and at 17th level it increases by an other 1d4 (4d4).