Charged Plasma Blast
Level: 1st, Plasma
Activation time: 1 action
Range: 60ft
Components: V,S
Duration: Instantaneous

You point your Plasma Driver at a point within 60ft and launch a ball of charged plasma. All targets in a 10ft radius of that point take 1d6 lightning damage and must make a constitution saving throw. On a failed saving throw, the target is stunned until the end of your next turn.

At program levels above 1st, the damage is increased by 1d6 per level.

Heated Plasma Spray
Level: 1st, Plasma
Activation time: 1 action
Range: Self: Special
Components: V,S
Duration: Instantaneous

You point your Plasma Driver in a direction and fire a heated wave of fire in either a 40ft line or a 15ft cone. Each target makes a dexterity saving throw. On a failure, they take half damage. Each target takes 2d6 fire damage.

At program levels above 1st, the damage is increased by 1d6 per level.

Flame Forge
Level: 1st, Forge
Activation time: 1 action
Range: Self
Components: V,S,M (a number of pounds of metal equivalent to the weapon you wish to forge)
Duration: 1 minute

You type a quick set of commands and your field forge unit flash forges a weapon of your choice that you are proficient with. If you already have a field forge weapon, it reworks it. Your weapon now does fire damage equal to your programming activation modifier in addition to its base damage. This extra damage lasts for 1 minute until the energy has fully discharged. You can only have one weapon forge effect active on a weapon at a time.

At program levels above 1st, the damage is increased by 1d6 per level.

Cold Forge
Level: 1st, Forge
Activation time: 1 action
Range: Self
Components: V,S,M (a number of pounds of metal equivalent to the weapon you wish to forge)
Duration: 1 minute

You type a quick set of commands and your field forge unit flash forges a weapon of your choice that you are proficient with. If you already have a field forge weapon, it reworks it. Your weapon now does cold damage equal to your programming activation modifier to its base damage. This extra damage lasts for 1 minute until the energy has fully discharged. You can only have one weapon forge effect active on a weapon at a time.

At program levels above 1st, the damage is increased by 1d6 per level.

Lightning Forge

Level: 1st, Forge
Activation time: 1 action
Range: Self
Components: V,S,M (a number of pounds of metal equivalent to the weapon you wish to forge)
Duration: 1 minute

You type a quick set of commands and your field forge unit flash forges a weapon of your choice that you are proficient with. If you already have a field forge weapon, it reworks it. Your weapon now does lightning damage equal to your programming activation modifier to its base damage. This extra damage lasts for 1 minute until the energy has fully discharged. You can only have one weapon forge effect active on a weapon at a time.

At program levels above 1st, the damage is increased by 1d6 per level.

Flame Retune
Level: 1st, Shield
Activation time: 1 action
Range: Self
Components: V,S
Duration: 1 minute

You type a quick set of commands and your shield gets retuned for the next minute. While your shield is up, you gain resistance to fire damage. You can only have one shield retune active at a time.

At program levels above 1st, your shield is also recharged by 1d6 per additional spell level.

Lightning Retune
Level: 1st, Shield
Activation time: 1 action
Range: Self
Components: V,S
Duration: 1 minute

You type a quick set of commands and your shield gets retuned for for the next minute. While your shield is up, you gain resistance to lightning damage. You can only have one shield retune active at a time.

At program levels above 1st, your shield is also recharged by 1d6 per additional spell level.

Cold Retune
Level: 1st, Shield
Activation time: 1 action
Range: Self
Components: V,S
Duration: 1 minute

You type a quick set of commands and your shield gets retuned for for the next minute. While your shield is up, you gain resistance to cold damage. You are also considered as having cold weather gear on while this is active. You can only have one shield retune active at a time.

At program levels above 1st, your shield is also recharged by 1d6 per additional spell level.

Harmonic Retune
Level: 1st, Shield
Activation time: 1 action
Range: Self
Components: V,S

Duration: 1 minute

You type a quick set of commands and your shield gets retuned for for the next minute. While your shield is up, you gain resistance to thunder damage and gain advantage against being deafened. You can only have one shield retune active at a time.

At program levels above 1st, your shield is also recharged by 1d6 per additional spell level.

Drugged: Sleep
Level: 1st, Chemical
Activation time: 1 action
Range: Self
Components: V,S, drugs, 1lb metal
Duration: 1 hour

You type a quick set of commands and attempt to inject your target with a field forged needle formed on your arm. Make a melee attack roll. On a hit, you deal 1d8 piercing damage and 1d8 poison damage. The target must make a constitution saving throw or fall asleep for 1 hour. As long as the physical damage isn't enough to reduce a target to 0 HP, but the attack leaves the target at 0 HP, the target is stable and will be asleep for 2d4 hours. The needle is considered damaged beyond further use to inject, but can still be used to stab until disconnected.

At program levels above 1st, increase the poison damage by 1d8.

Identify
Level: 1st, Coms
Activation time: 1 action, Background Process
Range: 5ft
Components: S, Specialized scanning and processing unit valued at 100
Duration: Instantaneous

You activate the specialized unit and your harness flashforges various scanning devices on each forge arm and then analyzes the item before them. Identifying reveals information about an item like any kind of magical or technical enhancements, but will not reveal any information (including if they are present) about curses, black boxes, or magically/technically hidden compartments.

Junk Cannon
Level: 1st, Plasma, Forge
Activation time: 1 action
Range: 90ft
Components: S, 8 pounds of forge material can be recycled back into raw materials after use.
Duration: Instantaneous

When you active this program, your forge arms quickly create a launcher that you can place a small object (that is within your reach) of up to 5 pounds inside and immediately launch at a target. Make a ranged program attack roll against the target. On a hit, you deal 3d8 bludgeoning damage to both target and object.

At programming levels of second and higher, you create a larger cannon that can launch an additional 5 pounds and deal an additional 1d8 damage. This increase happens per program level above first.

Charged Bolas
Level: 1st, Forge
Activation time: 1 action
Range: 60ft

Components: S, 8 pounds of forge material for the launcher (which can be recycled), and 2 pounds for the bolas (which are consumed)

Duration: Instantaneous

When you active this program, you chose fire, lightning, or cold and your forge arms quickly create a launcher with bolas that you immediately launch at a creature. The creature must make a dexterity saving throw against your programming DC. On a failure, the target is restrained and takes 1d8 bludgeoning and 2d8 damage of the chosen type. On a success, the target takes half as much damage and is not immobilized.

A creature immobilized by these bolas can use its action to make a Strength check against your programming saving throw. On a success, it frees itself.

At programming levels of 3rd, and every two levels after that, the damage increases by 1d8 bludgeoning and 1d8 of the chosen elemental type.

Create Combat Drone
Level: 1st, Forge
Activation time: 1 action, Background Processing
Range:5ft
Components: S, 14 pounds of forge materials
Duration: Special

When you activate this program, you create drone that can take part in battle. You can use your bonus action to give it a command like attack, help, or dodge. You can also order it to move as apart of your command. If you don't command it, it will take the dodge action on its turn. You have the following drone options you can create:

Drone, Wheeled
Tiny Construct, neutral
Armor Class 13 (Natural Armor)
Hit Points 7
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	13 (+1)	10 (+0)	0 (-5)

Senses Blindsight 10ft, Darkvision 60ft, Passive Perception 13
Languages Understands languages of creator.

Coms The drone has a built in communications device by which the one who created it can bring up a display to see what the drone is looking at.

Actions
Hammer. Melee Aeapon Attack: +4 to hit, 5ft reach, one target. Hit: 1d4 +2 (4) bludgeoning damage.
Pneumatic Spear. Melee Weapon Attack: +4 to hit, 5ft reach, one target. Hit: 1d4+2 (4) piercing damage.

Drone, Flying (Familiar variant)
Tiny Construct, neutral
Armor Class 13 (Natural Armor)
Hit Points 7
Speed 30ft fly

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	13 (+1)	10 (+0)	0 (-5)

Senses Blindsight 10ft, Darkvision 60ft, Passive Perception 13
Languages Understands languages of creator.

Coms The drone has a built in communications device by which the one who created it can bring up a display to see what the drone is looking at.

Actions
Rangefinder The drone can use its action to act as a rangefinder for the creator and up to the creator's programing modifier in additional creatures. They must have a coms device and while the drone cannot take any other action during the time, the people benefiting from this gain either advantage on their ranged attacks, double their short range, or can program grenade and rocket launchers that support cyberconnect to airburst.
Micro Laser Ranged Weapon Attack: +4, range 30/60, one creature. Hit: 1d4+2 piercing damage.

When you activate this as an action, the drone has 10 minutes of active combat time a day, but can run indefinitely so long as it has 8 hours of sunlight a day to recharge its batter. When it runs out of combat time, the drone can only be used to take the dodge and help actions. This program can be used to recharge its combat time by 10 minutes each use.

When used at program levels of second and for each level after that, the drone gains an

additional minute of combat time for that day and a shield of 7 hit points. Also, at every second level, the drone gains an additional +1 to attack and damage. This shield cannot be recharged, and gets replaced when you reactivate this program. For example, activating this program as a 5th level program would give it a combat run time of 14 minutes, a shield of 28 points, and +2 to attack and damage.

Paraglider
Level: 1st, Forge
Activation time: 1 action
Range: Self
Components: S, 5 pounds of forge material and 10 square feet of silk, nylon, or similar material. Double this for each size category above medium you are.
Duration: Instantaneous
        When you activate this program, your forge arms create a paraglider connected to your harness. You can deploy this to slow your fall to a safe speed and can move forward as far as you fall. You can support one creature of your size or two of one size category below yours. Once deployed, you have disadvantage in combat due to its size and need to spend a round unforging it. While falling, you are able to use ranged weapons. The glider has 10 hit points.

Laughing Gas Grenade
Level: 1st, Drugs, Forge
Activation time: 1 action
Range: Self, 30ft
Components: S, various compounds
Duration: Instantaneous
        When you activate this program, you create a small grenade in your hand that you can throw up to 30ft. When it hits, it breaks open, releasing a cloud of gasses in a 5ft radius. All creatures in that radius must make a constitution saving throw against your programming DC or fall prone and incapacitated for one minute.
        At the end of each of its turns, a creature affected by this can make an other saving throw to end this effect.

Concussive Blast
Level: 1st, Plasma
Activation time: 1 action
Range: 15ft radius centered on self.
Components: S, V
Duration: Instantaneous
        A hissing sound is heard as your harness draws in air as the arms wrap around you and then release a deafening blast out from you. Each creature in a 15ft radius around you needs to make a constitution saving throw. On a failure, a creature takes 2d8 thunder damage and is pushed away 10 feet. On a successful saving throw, a creature only takes half as much damage and isn't pushed.
        In addition, unsecured objects are also pushed away and the blast is heard up to 300 feet away. At each program level above first, the damage increases by 1d8.