

## NEARFUTURE 5e

HUMAN  
RACE3RD-LEVEL TECHNOLOGIST  
LEVEL & CLASS

BACKGROUND

MEDIUM  
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+0

10

INTELLIGENCE

+3

17

WISDOM

+2

14

CHARISMA

+2

14

+2

PROFICIENCY BONUS

- ☐ Strength  
☐ Dexterity  
☐ Constitution  
☒ +5 Intelligence  
☒ +4 Wisdom  
☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)  
☐ Animal Handling (Wis)  
☐ Arcana (Int)  
☐ Athletics (Str)  
☒ +7 Computer Use (Int)  
☐ Deception (Cha)  
☐ Demolitions (Int)  
☒ +7 Engineering (Int)  
☒ +5 History (Int)  
☐ Insight (Wis)  
☐ Intimidation (Cha)  
☒ +5 Investigation (Int)  
☐ Medicine (Wis)  
☐ Nature (Int)  
☒ +4 Perception (Wis)  
☐ Performance (Cha)  
☐ Persuasion (Cha)  
☐ Religion (Int)  
☒ +7 Science (Int)  
☐ Sleight of Hand (Dex)  
☐ Survival (Wis)  
☐ Stealth (Dex)

SKILLS

14

PASSIVE WISDOM  
(PERCEPTION)

11

ARMOR  
CLASS

+1

INITIATIVE

30  
FEET

SPEED

Hit Point Maximum

14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3D6

HIT DICE

SUCCESSES

○○○○

FAILURES

○○○○

DEATH SAVES

NAME	ATTACK	DAMAGE	RANGE
TECHNO-GADGET <sup>1</sup>	+5	SPECIAL	SPECIAL
LIGHT AUTO PISTOL	+3	1D6+1 P	50/150
KNIFE <sup>2</sup>	+3	1D4+1 P	5

<sup>1</sup> YOUR TECHNO-GADGET CAN PERFORM SPECIAL ACTIONS DETAILED IN THE COLUMN AT RIGHT, SOME OF WHICH REQUIRE THE EXPENDITURE OF CHARGES.

L1 CHARGES    L2 CHARGES  
( ) ( ) ( )    ( ) ( )

<sup>2</sup> YOU CAN THROW A KNIFE 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ACTIONS

**PROFICIENCIES.** LIGHT AUTO PISTOL, KNIFE; ENGINEERING TOOL KIT (+5), TECHNO-GADGET (+5)  
**LANGUAGES.** COMMON

OTHER PROFICIENCIES &amp; LANGUAGES

LIGHT AUTOMATIC PISTOL  
MAG (15 SHOTS)

TECHNO-GADGET

ENGINEERING TOOL KIT

LAPTOP COMPUTER

EQUIPMENT

AS A **TECHNOLOGIST**, YOU RELY ON YOUR INGENUITY AND AFFINITY WITH TECHNOLOGY TO DESIGN - OR DISABLE - HIGH-TECH DEVICES, SECURITY SYSTEMS, COMPUTER NETWORKS, ETC.

**KEEN MIND.** YOU CAN ACCURATELY RECALL ANYTHING YOU'VE SEEN OR HEARD WITHIN THE LAST MONTH.

**TECHNO-EFFECTS.** AS AN ACTION, YOU CAN PERFORM THE FOLLOWING EFFECTS WITH YOUR TECHNO-GADGET:

- **STUN.** MAKE A RANGED ATTACK WITH YOUR TECHNO-GADGET AGAINST ONE TARGET WITHIN 60 FT. IF YOU HIT, THE TARGET MUST SUCCEED ON A DC 13 CON SAVE OR BE STUNNED UNTIL THE START OF YOUR NEXT TURN.
- **TASER.** MAKE A MELEE ATTACK WITH YOUR TECHNO-GADGET. IF YOU HIT, THE TARGET SUFFERS 1D6+3 NON-LETHAL LIGHTNING DAMAGE AND CANNOT TAKE REACTIONS UNTIL THE START OF YOUR NEXT TURN.
- **MEND.** YOU CAN QUICKLY REPAIR MINOR BREAKS OR TEARS IN SIMPLE PARTS, SURFACES, OR TEXTILES - SUCH AS FUSING A BROKEN CHAIN LINK OR SEALING A METAL DOOR SHUT. DOING SO TAKES 1 MINUTE.

BY EXPENDING CHARGES, YOU CAN PERFORM THE FOLLOWING MORE POTENT EFFECTS:

- **PROXIMITY ALERT (L1 CHARGE).** YOU SET AN ALARM ON AN AREA THAT ALERTS YOU OF ANYONE OR ANYTHING PASSING THROUGH IT. CHOOSE A DOOR, WINDOW OR 20-FT CUBE WITHIN 30 FT. FOR THE NEXT 8 HOURS, YOUR TECHNO-GADGET ALERTS YOU TO ANY BREACH OF THE AREA. YOU CAN CALIBRATE THE ALARM TO IGNORE SPECIFIC INDIVIDUALS OR TYPES OF CREATURES. YOU CAN RECEIVE ALERTS OF A BREACH FROM UP TO 1 MILE AWAY.
- **DISRUPTOR (L1 CHARGE).** YOU TEMPORARILY DISABLE ONE OPPONENT'S ELECTRONIC DEVICES, SUCH AS RADIOS, NIGHT-VISION OPTICS, AND ENERGY WEAPONS. AS AN ACTION, MAKE A RANGED ATTACK AGAINST ONE TARGET WITHIN 60 FT. ON A HIT, ALL SUCH DEVICES WORN OR CARRIED BY THE TARGET CEASE FUNCTIONING UNTIL THE START OF YOUR NEXT TURN.
- **SCAN (L1 CHARGE).** YOU CAN DETERMINE THE EXACT NATURE AND CAPABILITIES OF AN UNUSUAL, UNKNOWN ELECTRONIC DEVICE THAT CANNOT BE IDENTIFIED WITH NORMAL EXAMINATION.
- **TESLA BOLT (L1 CHARGE).** AS AN ACTION, MAKE A RANGED ATTACK WITH YOUR TECHNO-GADGET AGAINST ONE TARGET WITHIN 30 FT. ON A HIT, THE TARGET TAKES 1D12 LIGHTNING DAMAGE. YOU CAN EXPEND A L2 CHARGE TO INCREASE THE DAMAGE TO 2D12.
- **BEND LIGHT (L2 CHARGE).** AS AN ACTION, YOU CAN CREATE A LIGHT-BENDING EFFECT AROUND YOURSELF, MAKING YOU HARDER TO SEE. FOR UP TO ONE MINUTE, ATTACKS AGAINST YOU HAVE DISADVANTAGE. IF YOU TAKE DAMAGE, MAKE AN INTELLIGENCE SAVING THROW, THE DC OF WHICH IS EITHER 10 OR THE DAMAGE TAKEN, WHICHEVER IS HIGHER; A FAILED SAVING THROW ENDS THE EFFECT.
- **LOCATOR (L2 CHARGE).** AS AN ACTION, YOU CAN LOCATE THE PROXIMITY, ANGLE AND DIRECTION OF MOTION OF AN OBJECT, WITHIN 1000 FT. OF YOU, RELATIVE TO YOUR POSITION. YOU MUST HAVE EITHER SEEN THE OBJECT UP CLOSE OR POSSESS DETAILED SPECS ON IT. MULTIPLE OBJECTS OF THE SAME TYPE CAN BE TRACKED IN THIS WAY. A LAYER OF LEAD BETWEEN YOU AND THE OBJECT WILL BLOCK DETECTION OF IT.

YOU RESTORE ALL CHARGES AFTER A LONG REST.

**DISABLE/BYPASS.** USING YOUR TECHNO-GADGET, YOU CAN ATTEMPT TO DISABLE A MECHANICAL OR ELECTRONIC DEVICE, OR BYPASS AN ELECTRONIC SECURITY MEASURE. TO DO SO, MAKE AN INTELLIGENCE (ENGINEERING) CHECK, THE DC OF WHICH IS DETERMINED BY THE DM.

**ENGINEERING.** YOUR TECHNICAL KNOW-HOW AND ENGINEERING TOOLS ALLOW YOU TO CRAFT HIGH-TECH ITEMS BY EXPENDING TIME AND RESOURCES. BASED ON THE NATURE AND COMPLEXITY OF THE ITEM YOU WISH TO CRAFT, THE DM WILL DETERMINE HOW MUCH TIME AND RESOURCES ARE NEEDED, AS WELL AS THE DC TO SUCCESSFULLY CRAFT IT.

FEATURES &amp; TRAITS