

# Steampunk<sup>5e</sup>

HUMAN  
RACE

3RD-LEVEL LAWMAN  
LEVEL & CLASS

MEDIUM  
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+0

10

WISDOM

-1

8

CHARISMA

+2

14

+2

PROFICIENCY BONUS

- Strength
- Dexterity
- Constitution
- Intelligence
- +1 Wisdom
- +4 Charisma

SAVING THROWS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- +1 Insight (Wis)
- +4 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +1 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SKILLS

11

PASSIVE WISDOM  
(PERCEPTION)

16  
ARMOR  
CLASS

+3

INITIATIVE

30  
FEET

SPEED

Hit Point Maximum **25**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3D10**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
LEVER-ACTION RIFLE <sup>1,2</sup>	+5	1D10+3 PIERCING
KNIFE <sup>3</sup>	+5	1D4+3 PIERCING
SILVER STAR BADGE <sup>4</sup>	+4	SAVE DC: 12

<sup>1</sup> YOU CAN FIRE YOUR RIFLE, WHICH HAS A SCOPE, 500 FT. OR UP TO 2,000 FT. WITH DISADVANTAGE ON YOUR ATTACK ROLL.

<sup>2</sup> **BUTTSTRIKE:** YOU CAN MAKE ATTACKS OF OPPORTUNITY BY STRIKING ADVERSARIES WITH THE BUTT OF YOUR RIFLE, INFLECTING 1D4+2 BLUDGEONING DAMAGE ON A HIT.

<sup>3</sup> YOU CAN THROW YOUR KNIFE 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

<sup>4</sup> YOUR **SILVER STAR BADGE** IS A TECHNO-MAGICAL DEVICE (I.E. YOUR "HOLY SYMBOL") ATTUNED TO YOU, WHICH ALLOWS YOU TO PERFORM TECHNO-MAGICAL ABILITIES (EXPLAINED ON THE BACK OF YOUR SHEET) WITH THE EXPENDITURE OF TECHNO-CHARGES. YOU HAVE 3 SUCH CHARGES, WHICH RECHARGE AFTER A LONG REST.

### TECHNO-CHARGES

(1ST) (1ST) (1ST)

ATTACKS & SPELLCASTING

YOU'RE A LAWMAN-AT-LARGE, PURSUING WRONGDOERS WITH DOGGED PERSEVERENCE, ARMED WITH YOUR TECHNO-MAGICAL LEVER-ACTION RIFLE.

\*THE LAWMAN IS A RECONTEXTUALIZED PALADIN.

### FEAT: INSPIRING LEADER

YOU CAN SPEND 10 MIN. INSPIRING SIX ALLIES WITHIN 30 FT. EACH RECIPIENT OF YOUR INSPIRING WORDS GAIN 6 TEMPORARY HIT POINTS. (PHB 167)

### OTHERWORLDLY DETECTION

(I.E. "DIVINE SENSE")

YOUR TECHNO-MAGICAL RIFLE SCOPE IS CALIBRATED TO DETECT OTHERWORLDLY PHENOMENA. AS AN ACTION, YOU CAN DETECT THE PRESENCE OF CELESTIALS, FIENDS OR UNDEAD WITHIN 60 FT. OF YOU THAT ARE NOT BEHIND TOTAL COVER.

YOU CAN ACTIVATE OTHERWORLDLY DETECTION UP TO 3 TIMES PER LONG REST.

### TECHNO-MAGICAL HEALING

(I.E. "LAY ON HANDS")

YOUR SILVER STAR BADGE IS A TECHNO-MAGICAL DEVICE THAT YOU CAN USE TO ACCELERATE THE BODY'S HEALING PROCESS. AFTER EACH LONG REST, YOU CAN HEAL UP TO 15 HIT POINTS WORTH OF DAMAGE. EACH APPLICATION OF SUCH HEALING TAKES AN ACTION TO PERFORM.

### FIGHTING STYLE: PROTECTION

WHEN ONE OF YOUR ALLIES WITHIN 5 FT. OF YOU IS ATTACKED, AND YOU ARE HOLDING YOUR LEVER-ACTION RIFLE, YOU CAN USE YOUR REACTION TO IMPOSE DISADVANTAGE ON THAT ATTACK ROLL.

### INFINITUM-CHARGED ATTACK

(I.E. "DIVINE SMITE")

YOU CAN CHARGE YOUR LEVER-ACTION RIFLE WITH TECHNO-MAGIC TO DEAL EXTRA DAMAGE, SUCH THAT WHEN YOU HIT A CREATURE WITH IT (EITHER A RANGED ATTACK OR A BUTTSTRIKE) YOU CAN EXPEND ONE CHARGE TO INFLECT 2D8 RADIANT DAMAGE IN ADDITION TO THE WEAPON'S NORMAL DAMAGE.

### DISEASE IMMUNITY

(I.E. "DIVINE HEALTH")

THE TECHNO-MAGIC INFUSED INTO YOUR BLOODSTREAM, FROM SUCH LONG EXPOSURE TO IT, MAKES YOU IMMUNE TO DISEASE.

**PROFICIENCIES.** ALL ARMOUR AND SHIELDS, HANDGUNS, LONG GUNS, SIMPLE WEAPONS, MARTIAL WEAPONS.

**LANGUAGES.** COMMON, AIONIAN, NOVAREAN

OTHER PROFICIENCIES & LANGUAGES

LEVER-ACTION SNIPER RIFLE  
SILVER STAR BADGE (I.E. "HOLY SYMBOL")  
KNIFE  
ARMOURED LONGCOAT (DISADVANTAGE ON STEALTH)

EQUIPMENT

FEATURES & TRAITS

## ENERGY TRANSFERENCE

(I.E. "OATH OF DEVOTION: CHANNEL DIVINITY")

YOU CAN DO ONE OF THE FOLLOWING ONCE PER LONG REST:

- **ENERGIZE WEAPON:** AS AN ACTION, YOU CAN IMBUE ONE WEAPON WITH TECHNO-ENERGY. FOR 1 MINUTE, THAT WEAPON GAINS A +4 ATTACK BONUS, EMITS DIM LIGHT IN A 40 FT. RADIUS, AND COUNTS AS MAGICAL. (I.E. "SACRED WEAPON.")
- **OTHERWORLDLY PURGE:** AS AN ACTION, YOU CAN FOCUS THE TECHNO-MAGIC OF YOUR SILVER STAR BADGE ON ANY FIENDS AND UNDEAD WITHIN 30 FT. OF YOU. EACH SUCH TARGET MUST SUCCEED ON A DC 12 WISDOM SAVING THROW OR BE COMPELLED, FOR 1 MINUTE, TO MOVE AWAY FROM YOU AND TAKE ONLY REACTIONS. AFFECTED TARGETS WHO TAKE DAMAGE ARE RELEASED FROM THIS COMPULSION.

## TECHNO-MAGIC

(I.E. "SPELLS")

### CELLULAR REGENERATION

(I.E. "CURE WOUNDS" 1ST-LEVEL EVOCATION)

**ACTIVATION:** 1 ACTION

**RANGE:** TOUCH

**DURATION:** INSTANTANEOUS

A CREATURE YOU TOUCH REGAINS 1DB+4 HIT POINTS. THIS SPELL HAS NO EFFECT ON UNDEAD OR CONSTRUCTS.

### TECHNO-MAGIC DETECTION

(I.E. "DETECT MAGIC" 1ST-LEVEL DIVINATION (RITUAL))

**ACTIVATION:** 1 ACTION

**RANGE:** SELF

**DURATION:** CONCENTRATION, UP TO 10 MINUTES

FOR THE DURATION, YOU CAN DETECT THE PRESENCE OF MAGIC AND TECHNO-MAGIC WITHIN 30 FEET OF YOU. VIEWING THROUGH YOUR RIFLE SCOPE ILLUMINATES CREATURES OR OBJECTS IN THE AREA THAT BEAR MAGIC AND REVEALS THEIR SCHOOL OF MAGIC, IF ANY.

THIS EFFECT CAN PENETRATE MOST BARRIERS, BUT IT IS BLOCKED BY 1 FOOT OF STONE, 1 INCH OF COMMON METAL, A THIN SHEET OF LEAD, OR 3 FEET OF WOOD OR DIRT.

### DEFLECTION FIELD

(I.E. "SHIELD OF FAITH" 1ST-LEVEL ABJURATION)

**ACTIVATION:** 1 BONUS ACTION

**RANGE:** 60 FEET

**DURATION:** CONCENTRATION, UP TO 10 MINUTES

A SHIMMERING ENERGY FIELD APPEARS AND SURROUNDS A CREATURE OF YOUR CHOICE WITHIN RANGE, GRANTING IT A +2 BONUS TO AC FOR THE DURATION.

### OTHERWORLDLY AEGIS

(I.E. "PROTECTION FROM EVIL & GOOD" 1ST-LEVEL ABJURATION)

**ACTIVATION:** 1 ACTION

**RANGE:** TOUCH

**DURATION:** CONCENTRATION UP TO 10 MINUTES

YOU INFUSE ONE WILLING CREATURE WITH PROTECTION FROM ABERRATIONS, CELESTIALS, ELEMENTALS, FEY, FIENDS, AND UNDEAD.

SUCH CREATURES HAVE DISADVANTAGE ON ATTACK ROLLS AGAINST THE SUBJECT OF THE EFFECT, WHO ALSO CANNOT BE CHARMED, FRIGHTENED, OR POSSESSED BY THEM.

IF THE SUBJECT IS ALREADY CHARMED, FRIGHTENED, OR POSSESSED BY SUCH A CREATURE, THE SUBJECT HAS ADVANTAGE ON ANY NEW SAVING THROW AGAINST THE RELEVANT EFFECT.

### PROTECTIVE FIELD

(I.E. "SANCTUARY" 1ST-LEVEL ABJURATION)

**ACTIVATION:** 1 BONUS ACTION

**RANGE:** 30 FEET

**DURATION:** 1 MINUTE

YOU WARD A CREATURE WITHIN RANGE AGAINST ATTACK. UNTIL THE EFFECT ENDS, ANY CREATURE WHO TARGETS THE WARDED CREATURE WITH AN ATTACK OR A HARMFUL SPELL MUST FIRST MAKE A WISDOM SAVING THROW. ON A FAILED SAVE, THE CREATURE MUST CHOOSE A NEW TARGET OR LOSE THE ATTACK OR SPELL. THIS SPELL DOESN'T PROTECT THE WARDED CREATURE FROM AREA EFFECTS, SUCH AS THE EXPLOSION OF A FIREBALL.

IF THE WARDED CREATURE MAKES AN ATTACK OR CASTS A SPELL THAT AFFECTS AN ENEMY CREATURE, THIS SPELL ENDS.