

Steampunk 5e

HUMAN
RACE

3RD-LEVEL PROWLER
LEVEL & CLASS

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

75

STRENGTH
+0
10

DEXTERITY
+3
16

CONSTITUTION
+1
12

INTELLIGENCE
-1
8

WISDOM
+2
14

CHARISMA
+2
14

+2 PROFICIENCY BONUS

- Strength
 - +5** Dexterity
 - Constitution
 - +1** Intelligence
 - Wisdom
 - Charisma
- SAVING THROWS

- +5** Acrobatics (Dex)
 - Animal Handling (Wis)
 - Arcana (Int)
 - +2** Athletics (Str)
 - Deception (Cha)
 - History (Int)
 - Insight (Wis)
 - Intimidation (Cha)
 - Investigation (Int)
 - Medicine (Wis)
 - Nature (Int)
 - +4** Perception (Wis)
 - Performance (Cha)
 - Persuasion (Cha)
 - Religion (Int)
 - +5** Sleight of Hand (Dex)
 - +7** Stealth (Dex)
 - Survival (Wis)
- SKILLS

14 PASSIVE WISDOM (PERCEPTION)

14
ARMOR CLASS

+8
INITIATIVE

30 FEET
SPEED

Hit Point Maximum **21**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3DB**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
CUTLASS	+5	1D8+3 SLASHING
REVOLVER ¹	+5	1D6+3 PIERCING
DAGGER ²	+5	1D4+3 PIERCING

¹ YOU CAN FIRE YOUR REVOLVER 30 FT., OR UP TO 90 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

² YOU CAN THROW YOUR DAGGER 30 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ATTACKS & SPELLCASTING

YOU'RE A PROWLER, A CUNNING SCOUNDREL AND STEALTHY THIEF WITH QUICK HANDS AND EVEN QUICKER REFLEXES.

**THE PROWLER IS A RECONTEXTUALIZED ROGUE.*

SNEAK ATTACK

ONCE PER TURN, YOU CAN DEAL AN EXTRA 2D6 DAMAGE TO ONE CREATURE YOU HIT IF YOU EITHER HAVE ADVANTAGE ON THE ATTACK ROLL OR THE CREATURE IS WITHIN 5 FT. OF AN ALLY. YOU MUST BE USING A FINESSE OR RANGED WEAPON.

CUNNING ACTION

YOU CAN DASH, DISENGAGE, HIDE, MAKE A SLEIGHT OF HAND CHECK, USE THIEVES' TOOLS TO DISARM A TRAP OR OPEN A LOCK, OR USE AN OBJECT AS A BONUS ACTION ON YOUR TURN IN COMBAT.

SECOND-STORY WORK

YOU CAN CLIMB 30 FT. PER TURN AND YOU CAN LEAP AN EXTRA 3 FT. AFTER A RUNNING JUMP.

FEAT: ALERT

YOU ARE ALWAYS ALERT TO DANGER:

- YOU GAIN A **+5** BONUS TO INITIATIVE (ALREADY NOTED ON YOUR SHEET).
- YOU CAN'T BE SURPRISED WHILE YOU ARE CONSCIOUS.
- OTHER CREATURES DON'T GAIN ADVANTAGE ON ATTACKS ROLLS AGAINST YOU AS A RESULT OF BEING UNSEEN BY YOU.

PROFICIENCIES. LIGHT ARMOUR, SIMPLE WEAPONS, HAND CROSSBOWS, RAPIERS, SHORTSWORDS, HANDGUNS, THIEVES' TOOLS (+7).

LANGUAGES. COMMON, AIONIAN, OXONIAN, BATAVIAN

OTHER PROFICIENCIES & LANGUAGES

CUTLASS
REVOLVER
LEATHER ARMOUR
DAGGERS X 2
THIEVES' TOOLS

EQUIPMENT

FEATURES & TRAITS