

Steampunk^{5e}



HUMAN
RACE

3RD-LEVEL TECHNOMANCER
LEVEL & CLASS

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

+3

16

WISDOM

+0

10

CHARISMA

+2

14

+2 PROFICIENCY BONUS

- Strength
 - Dexterity
 - Constitution
 - +5** Intelligence
 - +2** Wisdom
 - Charisma
- SAVING THROWS

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

10 PASSIVE WISDOM (PERCEPTION)

12
ARMOR CLASS

+2
INITIATIVE

30 FEET
SPEED

Hit Point Maximum **17**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3D6**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
TECHNO-GADGET ¹	+5	SAVE DC: 13
DAGGER ²	+4	1D4+2 PIERCING

¹ YOUR TECHNO-GADGET HAS BASIC AND ADVANCED FUNCTIONS THAT CREATE WEIRD AND WONDROUS TECHNO-MAGICAL EFFECTS THROUGH THE EXPENDITURE OF TECHNO-CHARGES. THESE FUNCTIONS ARE EXPLAINED ON THE BACK OF YOUR SHEET. EXPENDED TECHNO-CHARGES RECHARGE AFTER A LONG REST.

² YOU CAN THROW YOUR DAGGER UP TO 20 FT. OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

TECHNO-CHARGES
(1ST) (1ST) (1ST) (1ST) (2ND) (2ND)

ATTACKS & SPELLCASTING

AS A TECHNOMANCER, YOU WIELD WEIRD AND WONDROUS TECHNO-MAGICAL EFFECTS WITH YOUR TECHNO-GADGET, AND CREATE MARVELOUS CONTRAPTIONS THAT AMAZE AND TERRIFY.

***THE TECHNOMANCER IS A RECONTEXTUALIZED WIZARD.**

EXTENDED BATTERY LIFE
(I.E. "ARCANE RECOVERY")

GIVEN A LITTLE TIME TO YOURSELF, YOU CAN FINAGLE MORE ENERGY OUT OF YOUR TECHNO-CHARGES. ONCE PER DAY, WHEN YOU FINISH A SHORT REST, YOU CAN RECHARGE ONE 2ND-LEVEL CHARGE OR TWO 1ST-LEVEL CHARGES.

LIFE-FORCE SIPHONING
(I.E. "SCHOOL OF NECROMANCY: GRIM HARVEST")

YOU CAN SIPHON THE LIFE FORCE OF CREATURES YOU KILL. ONCE PER TURN, WHEN YOU KILL ONE OR MORE CREATURES WITH ONE OF YOUR TECHNO-GADGET'S ADVANCED FUNCTION EFFECTS, YOU REGAIN HIT POINTS EQUAL TO TWICE THE EFFECT'S LEVEL. YOU DON'T GAIN THIS BENEFIT FOR KILLING CONSTRUCTS OR UNDEAD.

FEAT: BATTLE-TECH
(I.E. "WAR CASTER")

YOU ARE ADEPT AT ACTIVATING TECHNO-MAGICAL EFFECTS IN THE MIDST OF COMBAT, GRANTING YOU THE FOLLOWING BENEFITS:

- YOU HAVE ADVANTAGE ON CONSTITUTION SAVING THROWS THAT YOU MAKE TO MAINTAIN YOUR CONCENTRATION ON AN EFFECT WHEN YOU TAKE DAMAGE.
- WHEN A HOSTILE CREATURE'S MOVEMENT PROVOKES AN OPPORTUNITY ATTACK FROM YOU, YOU CAN USE YOUR REACTION TO ACTIVATE A TECHNO-MAGICAL EFFECT WITH YOUR TECHNO-GADGET (I.E. "CAST A SPELL") AGAINST THE CREATURE. THE EFFECT MUST HAVE AN ACTIVATION TIME OF 1 ACTION AND MUST TARGET ONLY THAT CREATURE.

PROFICIENCIES. TECHNOGADGETS, DAGGERS.
LANGUAGES. COMMON, AIONIAN, ATREAN

OTHER PROFICIENCIES & LANGUAGES

DAGGER
TECHNO-GADGET (I.E. "SPELL FOCUS")
WRIST CONSOLE (I.E. "SPELLBOOK")

EQUIPMENT

FEATURES & TRAITS

BASIC FUNCTIONS

BIOLUMINESCENCE

(I.E. "LIGHT" CANTRIP)

ACTIVATION: 1 ACTION
RANGE: TOUCH
DURATION: 1 HOUR

YOU TOUCH ONE OBJECT THAT IS NO LARGER THAN 10 FEET IN ANY DIMENSION. UNTIL THE EFFECT ENDS, THE OBJECT SHEDS BRIGHT LIGHT IN A 20-FOOT RADIUS AND DIM LIGHT FOR AN ADDITIONAL 20 FEET. THE LIGHT CAN BE COLORED AS YOU LIKE. THE EFFECT ENDS IF YOU APPLY IT AGAIN OR DISMISS IT AS AN ACTION.

FREEZE RAY

(I.E. "RAY OF FROST" CANTRIP)

ACTIVATION: 1 ACTION
RANGE: 60 FEET
DURATION: INSTANTANEOUS

A FRIGID BEAM OF BLUE-WHITE LIGHT STREAKS TOWARD A CREATURE WITHIN RANGE. MAKE A TECHNO-GADGET ATTACK AGAINST THE TARGET. ON A HIT, IT TAKES 1D8 COLD DAMAGE, AND ITS SPEED IS REDUCED BY 10 FEET UNTIL THE START OF YOUR NEXT TURN.

TASER

(I.E. "SHOCKING GRASP" CANTRIP)

ACTIVATION: 1 ACTION
RANGE: TOUCH
DURATION: INSTANTANEOUS

LIGHTNING SPRINGS FROM YOUR TECHNO-GADGET TO DELIVER A SHOCK TO A CREATURE YOU TRY TO TOUCH. MAKE A MELEE TECHNO-GADGET ATTACK AGAINST THE TARGET. YOU HAVE ADVANTAGE ON THE ATTACK ROLL IF THE TARGET IS WEARING ARMOR MADE OF METAL. ON A HIT, THE TARGET TAKES 1D8 LIGHTNING DAMAGE, AND IT CAN'T TAKE REACTIONS UNTIL THE START OF ITS NEXT TURN.

ADVANCED FUNCTIONS

PROXIMITY ALERT

(I.E. "ALARM," 1ST-LEVEL ABJURATION)

ACTIVATION: 1 MINUTE
RANGE: 30 FEET
DURATION: 8 HOURS

YOU SET AN ALERT AGAINST UNWANTED INTRUSION. CHOOSE A DOOR, A WINDOW, OR AN AREA WITHIN RANGE THAT IS NO LARGER THAN A 20-FOOT CUBE. UNTIL THE EFFECT ENDS, AN ALARM ALERTS YOU WHENEVER A TINY OR LARGER CREATURE TOUCHES OR ENTERS THE MONITORED AREA. WHEN YOU ACTIVATE THE EFFECT, YOU CAN DESIGNATE CREATURES THAT WON'T SET OFF THE ALARM.

YOU CHOOSE WHETHER THE ALERT SOUNDS IN YOUR EARPIECE OR THROUGH YOUR TECHNO-GADGET'S SPEAKER.

YOU CAN RECEIVE AN ALERT SIGNAL WITHIN UP TO 1 MILE OF THE MONITORED AREA.

FLAMETHROWER

(I.E. "BURNING HANDS," 1ST-LEVEL EVOCATION)

ACTIVATION: 1 ACTION
RANGE: SELF (15-FOOT CONE)
DURATION: INSTANTANEOUS

A THIN SHEET OF FLAMES SHOOTS FORTH FROM YOUR TECHNO-GADGET. EACH CREATURE IN A 15-FOOT CONE MUST MAKE A DEXTERITY SAVING THROW. A CREATURE TAKES 3D6 FIRE DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

THE FIRE IGNITES ANY FLAMMABLE OBJECTS IN THE AREA THAT AREN'T BEING WORN OR CARRIED.

OVER-CHARGE: WHEN YOU ACTIVATE THIS EFFECT USING A 2ND-LEVEL CHARGE, THE DAMAGE INCREASES TO 4D6.

MESMERIZE

(I.E. "CHARM PERSON," 1ST-LEVEL ENCHANTMENT)

ACTIVATION: 1 ACTION
RANGE: 30 FEET
DURATION: 1 HOUR

YOUR TECHNO-GADGET EMITS A SUBLIMINAL SIGNAL THAT MAKES ONE HUMANOID WITHIN SIGHT SUSCEPTIBLE TO SUGGESTION.

IT MUST MAKE A WISDOM SAVING THROW, AND DOES SO WITH ADVANTAGE IF YOU OR YOUR COMPANIONS ARE FIGHTING IT. IF IT FAILS THE SAVING THROW, IT IS CHARMED BY YOU UNTIL THE SPELL ENDS OR UNTIL YOU OR YOUR COMPANIONS DO ANYTHING HARMFUL TO IT.

THE CHARMED CREATURE REGARDS YOU AS A FRIENDLY ACQUAINTANCE. WHEN THE EFFECT ENDS, HOWEVER, THE CREATURE KNOWS IT WAS CHARMED BY YOU.

OVER-CHARGE: WHEN YOU ACTIVATE THIS EFFECT WITH A 2ND LEVEL CHARGE, YOU CAN TARGET 2 CREATURES WITHIN 30 FEET OF EACH OTHER.

UNIVERSAL TRANSLATOR

(I.E. "COMPREHEND LANGUAGES," 1ST-LEVEL DIVINATION (RITUAL))

ACTIVATION: 1 ACTION
RANGE: SELF
DURATION: 1 HOUR

FOR THE DURATION, YOU UNDERSTAND THE LITERAL MEANING OF ANY SPOKEN LANGUAGE THAT YOU HEAR. YOU ALSO UNDERSTAND ANY WRITTEN LANGUAGE THAT YOU SEE, BUT YOU MUST BE TOUCHING THE SURFACE ON WHICH THE WORDS ARE WRITTEN. IT TAKES ABOUT 1 MINUTE TO READ ONE PAGE OF TEXT.

THIS EFFECT DOESN'T DECODE SECRET MESSAGES IN A TEXT OR A GLYPH, SUCH AS AN ARCANIC SIGIL, THAT ISN'T PART OF A WRITTEN LANGUAGE.

ENERGY SHIELD

(I.E. "MAGE ARMOUR," 1ST-LEVEL ABJURATION)

ACTIVATION: 1 ACTION
RANGE: TOUCH
DURATION: 8 HOURS

YOU TOUCH A WILLING CREATURE WHO ISN'T WEARING ARMOR, AND A PROTECTIVE ENERGY FIELD SURROUNDS IT UNTIL THE EFFECT ENDS. THE TARGET'S BASE AC BECOMES 13 + ITS DEXTERITY MODIFIER. THE EFFECT ENDS IF THE TARGET DONS ARMOR OR IF YOU DISMISS THE EFFECT AS AN ACTION.

PARTICLE BEAM

(I.E. "MAGIC MISSILE," 1ST-LEVEL EVOCATION)

ACTIVATION: 1 ACTION
RANGE: 120 FEET
DURATION: INSTANTANEOUS

YOU FIRE THREE PARTICLE BEAMS FROM YOUR TECHNO-GADGET. EACH BEAM HITS A CREATURE OF YOUR CHOICE THAT YOU CAN SEE WITHIN RANGE. A BEAM DEALS 1D4+1 FORCE DAMAGE TO ITS TARGET. THE BEAMS ALL STRIKE SIMULTANEOUSLY, AND YOU CAN DIRECT THEM TO HIT ONE CREATURE OR SEVERAL.

OVER-CHARGE: WHEN YOU ACTIVATE THIS EFFECT USING A 2ND LEVEL CHARGE, THE EFFECT CREATES ONE ADDITIONAL BEAM.

CLOAKING DEVICE

(I.E. "BLUR," 2ND-LEVEL ILLUSION)

ACTIVATION: 1 ACTION
RANGE: SELF
DURATION: CONCENTRATION, UP TO 1 MINUTE

YOUR BODY IS CLOAKED BY A VISUAL DISTORTION FIELD. FOR THE DURATION, ANY CREATURE HAS DISADVANTAGE ON ATTACK ROLLS AGAINST YOU. AN ATTACKER IS IMMUNE TO THIS EFFECT IF IT DOESN'T RELY ON SIGHT, AS WITH BLINDSIGHT, OR CAN SEE THROUGH ILLUSIONS, AS WITH TRUESIGHT.

SHORT-RANGE TELEPORT

(I.E. "MISTY STEP," 2ND-LEVEL CONJURATION)

ACTIVATION: 1 BONUS ACTION
RANGE: SELF
DURATION: INSTANTANEOUS

YOU INSTANTLY TELEPORT UP TO 30 FEET TO AN UNOCCUPIED SPACE THAT YOU CAN SEE.

THERMO-BLAST

(I.E. "SCORCHING RAY," 2ND-LEVEL EVOCATION)

ACTIVATION: 1 ACTION
RANGE: 120 FEET
DURATION: INSTANTANEOUS

YOU FIRE THREE THERMAL BLASTS AT TARGETS WITHIN RANGE. YOU CAN FIRE THEM AT ONE TARGET OR SEVERAL.

MAKE A RANGED TECHNO-GADGET ATTACK FOR EACH RAY. ON A HIT, THE TARGET TAKES 2D6 FIRE DAMAGE.

HOMING DEVICE

(I.E. "LOCATE OBJECT," 2ND-LEVEL DIVINATION)

ACTIVATION: 1 ACTION
RANGE: SELF
DURATION: CONCENTRATION, UP TO 10 MINUTES

BY PROGRAMMING YOUR TECHNO-GADGET WITH THE DESCRIPTION OF AN OBJECT FAMILIAR TO YOU, YOU CAN TRACK THE DISTANCE, HEADING AND DIRECTION OF MOTION OF THAT OBJECT RELATIVE TO YOUR LOCATION, AS LONG AS IT IS WITHIN 1,000 FT. OF YOU.

IN ORDER TO PROPERLY CALIBRATE YOUR TECHNO-GADGET TO HOME IN ON A SPECIFIC OBJECT, YOU MUST HAVE SEEN IT UP CLOSE (WITHIN 30 FT.) AT LEAST ONCE.

ALTERNATIVELY, YOU CAN HOME IN ON THE NEAREST EXAMPLE OF A PARTICULAR CATEGORY OF OBJECTS, SUCH AS AN ITEM OF CLOTHING, A PIECE OF JEWELRY, OR A TYPE OF WEAPON.

OBJECTS BEHIND OR CONTAINED BY A LEAD BARRIER CANNOT BE LOCATED THIS WAY.