

NEARFUTURE 5e

HUMAN
RACE

3RD-LEVEL BRUISER
LEVEL & CLASS

BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+3

16

DEXTERITY

+1

12

CONSTITUTION

+2

15

INTELLIGENCE

-1

8

WISDOM

+0

10

CHARISMA

+2

14

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☒ +2 Animal Handling (Wis)
- ☐ Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ Computer Use (Int)
- ☐ Deception (Cha)
- ☐ Demolitions (Int)
- ☐ Engineering (Int)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ Investigation (Int)
- ☒ +1 Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Science (Int)
- ☐ Sleight of Hand (Dex)
- ☒ +2 Survival (Wis)
- ☐ Stealth (Dex)

SKILLS

10

PASSIVE WISDOM
(PERCEPTION)

13

ARMOR
CLASS

+1

INITIATIVE

30
FEET

SPEED

Hit Point Maximum **32**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3D12**

HIT DICE

SUCCESSSES

○ ○ ○ ○

FAILURES

○ ○ ○ ○

DEATH SAVES

NAME	ATTACK	DAMAGE	RANGE
SLEDGE HAMMER	+5	2D6+3 B	5
REVOLVER	+3	1D8+1 P	40/120
UNARMED STRIKE ¹	+5	1D4+3 B	5
IMPROVISED WEAPON ^{1,2}	+5	1D4+3 B	5

¹ WHEN YOU HIT WITH AN UNARMED STRIKE OR IMPROVISED WEAPON, YOU CAN ATTEMPT TO GRAPPLE YOUR OPPONENT AS A BONUS ACTION.

² AN IMPROVISED WEAPON IS ANY OBJECT YOU PICK UP TO HIT SOMEONE WITH, SUCH AS A POOL CUE OR A FOLDING CHAIR.

ACTIONS

AS A BRUISER, YOU PREFER TO PUMMEL YOUR WAY OUT OF TROUBLE - OR INTO IT. YOU ARE STRONG AND ROBUST, WITH A BAD TEMPER THAT YOU TAKE OUT ON YOUR OPPONENTS.

BARROOM BRAWLER. WHEN YOU HIT WITH AN UNARMED STRIKE OR AN IMPROVISED WEAPON, YOU CAN USE A BONUS ACTION TO ATTEMPT TO GRAPPLE YOUR OPPONENT.

RAGE. YOU LOSE YOUR COOL IN A FIGHT. AS A BONUS ACTION, YOU BECOME ENRAGED FOR 1 MINUTE, GRANTING THE FOLLOWING BENEFITS:

- YOU MAKE STRENGTH CHECKS AND STRENGTH SAVING THROWS WITH ADVANTAGE
- YOU ADD +2 TO THE DAMAGE YOU INFLICT WITH STRENGTH-BASED MELEE WEAPONS
- YOU HAVE RESISTANCE TO BLUDGEONING, PIERCING AND SLASHING DAMAGE

YOU CAN RAGE 3 TIMES PER LONG REST.

FRENZY. YOU CAN GO INTO A FRENZY WHEN YOU RAGE, ALLOWING YOU TO MAKE A SINGLE MELEE WEAPON ATTACK AS A BONUS ACTION ON EACH OF YOUR TURNS STARTING AFTER THE TURN YOU BEGIN RAGING. WHEN YOUR RAGE ENDS, YOU SUFFER ONE LEVEL OF EXHAUSTION.

UNARMED DEFENSE. AS A BRUISER, YOU HAVE A NATURAL ABILITY TO AVOID BLOWS. WHEN NOT WEARING ARMOUR, YOUR AC IS 13.

RECKLESS ATTACK. YOU CAN OPT TO ATTACK WITH RECKLESS ABANDON FOR THE FIRST ATTACK ON YOUR TURN, GIVING YOU ADVANTAGE ON YOUR ATTACK ROLL, BUT ATTACK ROLLS AGAINST YOU HAVE ADVANTAGE UNTIL THE START OF YOUR NEXT TURN.

DANGER SENSE. YOU HAVE ADVANTAGE ON DEXTERITY SAVING THROWS AGAINST EFFECTS THAT YOU CAN SEE, SUCH AS TRAPS, EXPLOSIONS, AND BURST FIRE.

PROFICIENCIES. LIGHT ARMOUR, MEDIUM ARMOUR; SMALL ARMS, SIMPLE WEAPONS, MARTIAL WEAPONS, IMPROVISED WEAPONS.

LANGUAGES. COMMON

OTHER PROFICIENCIES & LANGUAGES

SLEDGE HAMMER

REVOLVER
CYLINDER (6 SHOTS)
CYLINDER (6 SHOTS)
CYLINDER (6 SHOTS)
CYLINDER (6 SHOTS)

COMBAT KNIFE

EQUIPMENT

FEATURES & TRAITS