

NEARFUTURE 5e

HUMAN
RACE

3RD-LEVEL LORESEEKER
LEVEL & CLASS

BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

+2

PROFICIENCY BONUS

STRENGTH

+0

10

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

+2

15

WISDOM

+3

16

CHARISMA

-1

8

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

SAVING THROWS

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

SKILLS

15

PASSIVE WISDOM
(PERCEPTION)

13

ARMOR
CLASS

+2

INITIATIVE

30
FEET

SPEED

Hit Point Maximum **21**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3DB**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATTACK	DAMAGE	RANGE
LIGHT PISTOL	+4	1D6+2 P	40/160
BULL WHIP ¹	+4	1D4+2 s	10
MACHETE	+4	1D6+2 s	5
KNIFE ²	+4	1D4+2 P	20/60

¹ WITH YOUR BULL WHIP, YOU CAN ATTACK TARGETS UP TO 10 FT. AWAY.

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

ACTIONS

LIGHT PISTOL
KNIFE
LIGHT ARMOUR
BULL WHIP
MACHETE
NOTEBOOK

EQUIPMENT

AS A **LORESEEKER**, YOU ARE DRIVEN BY YOUR CURIOSITY FOR ANCIENT KNOWLEDGE, LOST WORLDS, AND THE TREASURES THEREOF - PURSUITS WHICH OFTEN LEAD YOU INTO PRECARIOUS SITUATIONS.

LINGUIST. YOU HAVE STUDIED LANGUAGES AND CODES. IN ADDITION TO KNOWING ADDITIONAL LANGUAGES (ALREADY NOTED IN YOUR SHEET), YOU CAN CREATE WRITTEN CIPHERS TO HIDE ENCODED MESSAGES. SUCH MESSAGES ARE READABLE ONLY BY THOSE YOU'VE TAUGHT THE CIPHER TO; THOSE WHO SUCCEED ON A DC 17 INTELLIGENCE CHECK TO DECIPHER THEM; OR WHO USE MAGIC TO COMPREHEND THE MESSAGE.

DECIPHER. YOUR KNOWLEDGE AND AFFINITY FOR LANGUAGES ALLOWS YOU TO GAIN INFORMATION FROM A PIECE OF TEXT WRITTEN IN A LANGUAGE UNFAMILIAR TO YOU, SUCH AS ANCIENT SCRIPTS, PICTOGRAPHS, RUNES OR GLYPHS. YOU CANNOT TRANSLATE THE TEXT, BUT YOU CAN GLEAN AN IMPORTANT CLUE OR HINT FROM STUDYING IT THIS WAY. TO DO SO, SPEND 10 MINUTES AND MAKE AN INTELLIGENCE CHECK WITH ADVANTAGE FOR EACH NEW SUCH SCRIPT YOU ENCOUNTER. THE DM DETERMINES WHAT YOU LEARN.

DERRING-DO. YOU HAVE A POOL OF 3 POINTS WHICH YOU CAN SPEND TO ACCOMPLISH ONE OF THE FOLLOWING DARING DEEDS ON YOUR TURN. YOU RECOVER ALL POINTS AFTER A LONG REST.

- **TARZAN SWING.** ASSUMING ADEQUATE ANCHOR POINTS ARE AVAILABLE, AS A BONUS ACTION ON YOUR TURN, SPEND 1 POINT TO USE YOUR WHIP (OR A ROPE FASHIONED INTO A LASSO) TO SWING ACROSS A 20 FT. CHASM, RIVER, OR SIMILAR GAP.

- **TRIP ATTACK.** WHEN YOU HIT A LARGE OR SMALLER CREATURE WITH YOUR WHIP, SPEND 1 POINT TO ATTEMPT TO TRIP IT AS A BONUS ACTION. MAKE AN ATHLETICS CHECK CONTESTED BY THE CREATURE'S ATHLETICS OR ACROBATICS CHECK (DM'S CHOICE). IF YOU WIN, THE TARGET IS KNOCKED PRONE.

- **PLOT ARMOUR.** YOU CAN'T DIE - YOU'RE THE HERO! SPEND 1 POINT TO GAIN RESISTANCE FROM ALL MUNDANE BLUDGEONING, PIERCING AND SLASHING DAMAGE UNTIL THE START OF YOUR NEXT TURN.

- **FLEE FROM DANGER.** THEY CAN'T CATCH YOU! SPEND 1 POINT TO TAKE THE DASH ACTION AS A BONUS ACTION ON YOUR TURN, NEGATING ANY ATTACKS OF OPPORTUNITY AGAINST YOU UNTIL THE END OF YOUR TURN. AS WELL, ATTACKS AGAINST YOU ARE AT DISADVANTAGE UNTIL THE START OF YOUR NEXT TURN.

AN EYE FOR DETAIL. YOU HAVE ADVANTAGE ON PERCEPTION CHECKS MADE TO DISCOVER SECRET DOORS, HIDDEN PASSAGES, AND SIMILARLY DISGUISED SPACES, AS WELL AS TO DETECT TRAPS. ADDITIONALLY, YOU HAVE ADVANTAGE ON SAVING THROWS MADE TO AVOID TRAPS AND RESISTANCE TO DAMAGE FROM THEM.

FEATURES & TRAITS

PROFICIENCIES. LIGHT AND MEDIUM ARMOUR; SIMPLE WEAPONS, SMALL ARMS.

LANGUAGES. COMMON, _____, _____

OTHER PROFICIENCIES & LANGUAGES