

NEARFUTURE 5e

HUMAN
RACE3RD-LEVEL SOLDIER
LEVEL & CLASS

BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

-1

8

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ Computer Use (Int)
- ☐ Deception (Cha)
- ☒ +2 Demolitions (Int)
- ☐ Engineering (Int)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☒ +1 Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Science (Int)
- ☐ Sleight of Hand (Dex)
- ☒ +3 Survival (Wis)
- ☐ Stealth (Dex)

SKILLS

13

PASSIVE WISDOM
(PERCEPTION)

17

ARMOR
CLASS

+8

INITIATIVE

30
FEET

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3D10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATTACK	DAMAGE	RANGE
ASSAULT RIFLE ^{1,2}	+5	1D8+3 P	80/240
SUBMACHINEGUN ^{1,2}	+5	1D6+3 P	50/150
HEAVY AUTO PISTOL ²	+5	1D8+3 P	50/150
COMBAT KNIFE ³	+5	1D4+3 P	5

¹ **BURST FIRE.** OPTIONALLY, YOU CAN FIRE A 10-ROUND BURST INTO A 10-FT CUBE AREA WITHIN SHORT RANGE. EACH AFFECTED TARGET MAKES A DC 15 DEXTERITY SAVING THROW, TAKING FULL DAMAGE ON A FAILURE.

² **BUTTSTRIKE.** YOU CAN STRIKE AN OPPONENT WITHIN 5 FT. OF YOU WITH THE BUTT OF YOUR RIFLE OR SMG. YOUR ATTACK ROLL MODIFIER IS +5 AND YOU DEAL 1D4+3 BLUDGEONING DAMAGE. YOU CAN ALSO USE YOUR REACTION TO MAKE AN ATTACK OF OPPORTUNITY WITH BUTTSTRIKE.

³ YOU CAN THROW A KNIFE 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ACTIONS

PROFICIENCIES. ALL ARMOUR; SMALL ARMS, HEAVY WEAPONS, EXPLOSIVES.

LANGUAGES. COMMON.

OTHER PROFICIENCIES & LANGUAGES

ASSAULT RIFLE
MAG (30 SHOTS)
MAG (30 SHOTS)
MAG (30 SHOTS)
MAG (30 SHOTS)

HEAVY AUTOMATIC PISTOL
MAG (8 SHOTS)
MAG (8 SHOTS)

SUBMACHINEGUN
MAG (40 SHOTS)
MAG (40 SHOTS)

COMBAT KNIFE

MEDIUM ARMOUR

EQUIPMENT

AS A **SOLDIER**, YOU'RE SKILLED WITH SMALL ARMS AND EXPLOSIVES, AND TRAINED IN INFANTRY COMBAT.

ALERT. YOU CAN'T BE SURPRISED WHILE YOU ARE CONSCIOUS; OPPONENTS YOU CAN'T SEE DON'T GET ADVANTAGE ON ATTACK ROLLS AGAINST YOU; AND YOU GAIN +5 TO INITIATIVE (NOTED).

DEFENSIVE. WHILE YOU ARE WEARING ARMOUR, YOU GAIN A +1 BONUS TO AC. (NOTED)

SECOND WIND. YOU HAVE A LIMITED WELL OF STAMINA THAT YOU CAN DRAW UPON TO PROTECT YOURSELF FROM HARM. ON YOUR TURN, YOU CAN USE A BONUS ACTION TO REGAIN 1D10+3 HIT POINTS. YOU CAN USE THIS FEATURE ONCE PER SHORT OR LONG REST.

ACTION SURGE. ONCE PER SHORT OR LONG REST, YOU CAN PUSH YOURSELF BEYOND YOUR NORMAL LIMITS. ON YOUR TURN, YOU CAN TAKE AN EXTRA ACTION.

MANEUVERS. YOU HAVE FOUR BONUS D8'S WHICH YOU CAN EXPEND TO PERFORM THE FOLLOWING COMBAT MANEUVERS. YOU REGAIN ALL D8'S AFTER A SHORT OR LONG REST.

• **MANEUVERING ATTACK.** WHEN YOU HIT A TARGET WITH A WEAPON ATTACK ON YOUR TURN, YOU CAN EXPEND A BONUS D8, ADDING ITS RESULT TO YOUR DAMAGE ROLL. IN ADDITION, AN ALLY YOU CHOOSE WHO CAN HEAR AND SEE YOU CAN USE THEIR REACTION TO MOVE UP TO HALF THEIR SPEED WITHOUT PROVOKING ATTACKS OF OPPORTUNITY.

• **PRECISION ATTACK.** WHEN YOU MAKE A WEAPON ATTACK ROLL AGAINST AN ADVERSARY, YOU CAN EXPEND ONE D8 TO ADD IT TO THE ROLL. YOU CAN USE THIS MANEUVER BEFORE OR AFTER MAKING THE ATTACK ROLL, BUT BEFORE EFFECTS OF THE ATTACK ARE APPLIED.

• **PREEMPTIVE BUTTSTRIKE.** WHEN AN ADVERSARY MOVES TO AND STOPS WITHIN 5 FT. OF YOU, YOU CAN USE YOUR REACTION AND EXPEND ONE D8 TO MAKE A BUTTSTRIKE AGAINST THAT ADVERSARY. IF YOU HIT, THAT ADVERSARY SUBTRACTS THE RESULT OF YOUR BONUS D8 FROM ITS NEXT ATTACK ROLL.

FEATURES & TRAITS