

## NEARFUTURE 5e

HUMAN  
RACE3RD-LEVEL MED TECH  
LEVEL & CLASS

BACKGROUND

MEDIUM  
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+1

12

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

-1

8

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ — Acrobatics (Dex)  
☐ — Animal Handling (Wis)  
☐ — Arcana (Int)  
☒ +3 Athletics (Str)  
☐ — Computer Use (Int)  
☐ — Deception (Cha)  
☐ — Demolitions (Int)  
☐ — Engineering (Int)  
☒ +2 History (Int)  
☐ — Insight (Wis)  
☐ — Intimidation (Cha)  
☐ — Investigation (Int)  
☒ +5 Medicine (Wis)  
☐ — Nature (Int)  
☐ — Perception (Wis)  
☐ — Performance (Cha)  
☐ — Persuasion (Cha)  
☐ — Religion (Int)  
☒ +2 Science (Int)  
☐ — Sleight of Hand (Dex)  
☒ +5 Survival (Wis)  
☐ — Stealth (Dex)

SKILLS

13

PASSIVE WISDOM  
(PERCEPTION)

13

ARMOR  
CLASS

+2

INITIATIVE

30  
FEET

SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3DB

HIT DICE

SUCCESSSES



FAILURES



DEATH SAVES

NAME	ATTACK	DAMAGE	RANGE
JET INJECTOR <sup>1</sup>	+5	SPECIAL	5
HEAVY AUTO PISTOL	+4	1D8+2 T	50/150
SUBMACHINEGUN <sup>2</sup>	+4	1D6+2 T	50/150
KNIFE <sup>3</sup>	+4	1D4+2 T	5

<sup>1</sup> YOUR JET INJECTOR ADMINISTERS MEDICAL TREATMENTS, AS DETAILED IN THE COLUMN AT RIGHT, SOME OF WHICH REQUIRE THE EXPENDITURE OF DOSES.

L1 DOSES L2 DOSES  
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<sup>2</sup> 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.

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

ACTIONS

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

**LANGUAGES.** COMMON

OTHER PROFICIENCIES &amp; LANGUAGES

HEAVY AUTO PISTOL  
MAG (8 SHOTS)  
MAG (8 SHOTS)

SUBMACHINEGUN  
MAG (40 SHOTS)  
MAG (40 SHOTS)

KNIFE

LIGHT ARMOUR

ADVANCED MED KIT

DIAGNOSTIC SCANNER

JET INJECTOR

EQUIPMENT

AS A **MED TECH**, YOU'RE PART COMBAT MEDIC AND PART ROGUE PHARMACIST, ADMINISTERING EXPERIMENTAL DRUGS AND UNCONVENTIONAL MEDICAL TREATMENTS TO BOOST YOUR ALLIES.

**MOBILE.** WHEN YOU USE THE DASH ACTION, DIFFICULT TERRAIN DOESN'T COST EXTRA MOVEMENT ON THAT TURN. PLUS, WHEN YOU MAKE A MELEE ATTACK, YOU DON'T PROVOKE OPPORTUNITY ATTACKS FROM YOUR TARGET FOR THE REST OF THE TURN, EVEN IF YOU MISS.

**QUICK TREATMENTS.** AS AN ACTION, YOU CAN ADMINISTER ONE OF THE FOLLOWING TREATMENTS WITH YOUR JET INJECTOR:

- **PAIN INHIBITOR.** YOU INJECT ONE WILLING SUBJECT WITH AN EXPERIMENTAL ENHANCER. ONCE, WITHIN THE NEXT MINUTE, THE RECIPIENT CAN ADD A BONUS D4 TO ONE SAVING THROW.

- **STIMULANT.** YOU INJECT ONE WILLING SUBJECT WITH AN EXPERIMENTAL STIMULANT. ONCE, WITHIN THE NEXT MINUTE, THE RECIPIENT CAN ADD A BONUS D4 TO ONE ABILITY CHECK.

- **STABILIZE.** YOU QUICKLY ATTEND TO A DYING PERSON THAT YOU CAN TOUCH, STABILIZING THAT PERSON.

**ACUTE TREATMENTS.** BY EXPENDING RARE DOSES WITH YOUR JET INJECTOR, YOU CAN ADMINISTER THE FOLLOWING MORE POTENT EFFECTS:

- **BOOST (L1).** A CAREFULLY PREPARED COCKTAIL OF ADRENALINE AND PSYCHO-STIMULANT. AS AN ACTION, CHOOSE ONE PERSON YOU CAN TOUCH. ONCE, WITHIN THE NEXT MINUTE, THE RECIPIENT CAN ADD THE RESULTS OF A BONUS D4 TO ONE ATTACK ROLL OR SAVING THROW. **OVERDOSE:** BY EXPENDING AN L2 DOSE, THE BONUS DIE BECOMES A D6.

- **ENDORPHIN ANALOG (L1).** YOU INJECT AN INJURED OR DYING PERSON WITH AN EXPERIMENTAL MIX OF ENDORPHIN ANALOG AND ADRENALINE, INHIBITING PAIN AND PROVIDING A BOOST OF ENERGY. AS AN ACTION, ONE PERSON YOU CAN TOUCH REGAINS 1D8+3 HIT POINTS. **OVERDOSE:** BY EXPENDING AN L2 DOSE, THE RECIPIENT REGAINS 2D8+3 HIT POINTS.

- **DIAGNOSTIC SCAN (L1).** YOU'VE AUGMENTED YOUR DIAGNOSTIC SCANNER TO DETECT THE PRESENCE OF NEARBY PATHOGENS AND TOXINS, INCLUDING VENOMOUS CREATURES AND POISONOUS PLANTS. AS AN ACTION, YOU DETECT ALL SUCH HAZARDS WITHIN 30 FT. OF YOU. YOUR SCAN LASTS FOR 10 MINUTES. YOUR SCAN IS BLOCKED BY 1 FT. OF CONCRETE, 1 INCH OF METAL, A SHEET OF LEAD OR 3 FEET OF WOOD OR DIRT.

- **LETHAL TOXIN (L1).** YOU INJECT A LETHAL TOXIN DESIGNED TO INFLECT RAPID CELLULAR DISRUPTION. AS AN ACTION, MAKE A MELEE ATTACK AGAINST ONE TARGET WITHIN 5 FT. ON A HIT, THE TARGET TAKES 3D10 NECROTIC DAMAGE. **OVERDOSE:** EXPENDING AN L2 DOSE INCREASES THE DAMAGE TO 4D10.

- **PERFORMANCE ENHANCING DRUGS (L2).** YOU BOOST ONE ABILITY OF YOUR CHOICE IN ONE PERSON FOR A 1 HOUR DURATION. AS AN ACTION, CHOOSE ONE PERSON WITHIN 5 FT. OF YOU AND APPLY ONE OF THE FOLLOWING BENEFITS:

- **ENDURANCE.** THE TARGET HAS ADVANTAGE ON CONSTITUTION CHECKS AND GAINS 2D6 TEMPORARY HIT POINTS FOR THE DURATION OF THE EFFECT.

- **STRENGTH.** THE TARGET HAS ADVANTAGE ON STRENGTH CHECKS, AND CARRYING CAPACITY IS DOUBLED.

- **AGILITY.** THE TARGET HAS ADVANTAGE ON DEXTERITY CHECKS AND DOESN'T TAKE DAMAGE FROM FALLING 20 FT. OR LESS IF NOT INCAPACITATED.

- **AFFECT.** THE TARGET HAS ADVANTAGE ON CHARISMA CHECKS.

- **COGNITION.** THE TARGET HAS ADVANTAGE ON INTELLIGENCE CHECKS.

- **INTUITION.** THE TARGET HAS ADVANTAGE ON WISDOM CHECKS.

- **DETOX (L2).** AS AN ACTION, FOR ONE PERSON YOU CAN TOUCH, YOU END EITHER ONE DISEASE OR ONE OF THE FOLLOWING CONDITIONS: BLINDED, DEAFENED, PARALYZED OR POISONED.

FEATURES &amp; TRAITS