

# NEARFUTURE 5e

HUMAN  
RACE

3RD-LEVEL FACE  
LEVEL & CLASS

BACKGROUND

MEDIUM  
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+0

10

DEXTERITY

+2

14

CONSTITUTION

-1

8

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+3

16

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Computer Use (Int)
- ☒ +5 Deception (Cha)
- ☐ Demolitions (Int)
- ☐ Engineering (Int)
- ☒ +3 History (Int)
- ☒ +6 Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☒ +4 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☒ +7 Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Science (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Survival (Wis)
- ☐ Stealth (Dex)

SKILLS

14

PASSIVE WISDOM  
(PERCEPTION)

13

ARMOR  
CLASS

+2

INITIATIVE

30  
FEET

SPEED

Hit Point Maximum **18**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3DB**

HIT DICE

SUCCESSSES



FAILURES



DEATH SAVES

NAME ATTACK DAMAGE RANGE

HEAVY AUTO PISTOL +4 1D8+2 P 50/150FT

AS A **FACE**, YOU RELY ON YOUR WITS, CHARM AND UNCANNY INTUITION ABOUT PEOPLE TO CLOSE DEALS, TALK YOUR WAY OUT OF TROUBLE, AND EVEN GLEAN THE THOUGHTS OF OTHERS.

**ACTOR.** YOU ARE SKILLED AT MIMICRY, GAINING THE FOLLOWING BENEFITS:

- YOU HAVE ADVANTAGE ON DECEPTION AND PERFORMANCE CHECKS WHEN TRYING TO PASS YOURSELF OFF AS SOMEONE ELSE.
- YOU CAN MIMIC THE SPEECH OF ANOTHER PERSON, OR THE SOUNDS OF A CREATURE, THAT YOU HAVE SPENT AT LEAST 1 MINUTE LISTENING TO. THOSE YOU ARE TRYING TO FOOL MAKE AN INSIGHT CHECK VS. YOUR DECEPTION CHECK TO SEE THROUGH THE MIMICRY.

**CHARMING PERSONALITY.** YOU KNOW HOW TO PERSUADE AND MANIPULATE OTHERS, EVEN THOSE WITH A NEGATIVE DISPOSITION TOWARD YOU. CHOOSE ONE PERSON YOU CAN SEE WITHIN 30 FT. WHO CAN SEE AND HEAR YOU. THAT PERSON MAKES A DC 13 WISDOM SAVING THROW. (IF THE TARGET DISLIKES YOU, HE MAKES THE SAVE WITH ADVANTAGE.) IF FAILED, THE TARGET ADOPTS A FRIENDLY DEWEANOR TOWARD YOU FOR THE NEXT HOUR, OR UNTIL HARMED BY YOU OR YOUR ALLIES. YOU CAN USE THIS FEATURE 3 TIME PER LONG REST. THIS EFFECT DOES NOT WORK ON ANYONE WHO IS HOSTILE TOWARDS YOU.

**INSPIRATION.** YOU BRING OUT THE BEST IN YOUR ALLIES. AS A BONUS ACTION, ONE PERSON WITHIN 60 FT. OF YOU WHO CAN SEE AND HEAR YOU RECEIVES AN INSPIRATION DIE (D6). WITHIN THE NEXT 10 MINUTES, THE RECIPIENT CAN CHOOSE TO ADD THE D6 TO ONE UNDESIRABLE ABILITY CHECK, ATTACK ROLL, OR SAVING THROW RESULT, BUT MUST DO SO BEFORE THE DM SAYS WHETHER THE ROLL SUCCEEDS OR FAILS. ONE PERSON CAN HAVE ONLY ONE INSPIRATION D6 AT A TIME. YOU CAN USE THIS FEATURE 3 TIMES PER LONG REST.

**MOTIVATIONAL SPEAKER.** YOUR MOTIVATIONAL SPEECH HELPS REVITALIZE YOUR WOUNDED ALLIES. IF YOU OR ANY ALLIES WHO CAN HEAR YOU REGAIN HIT POINTS AT THE END A SHORT REST BY EXPENDING HIT DICE, EACH OF THEM REGAINS AN EXTRA 1D6 HIT POINTS.

**MIND READING.** YOU'RE SO INTUITIVE THAT YOU CAN GLEAN WHAT OTHERS ARE THINKING. AS AN ACTION, TARGET ONE PERSON YOU CAN SEE AND HEAR WITHIN 30 FT. FOR THE NEXT MINUTE, YOU SENSE THE ONE MOST IMPORTANT THING THAT PERSON IS CONTEMPLATING.

YOU CAN ALSO TRY TO DISCERN YOUR TARGET'S DEEPER THOUGHTS, SUCH AS MOTIVES, HOPES OR FEARS, THROUGH DIRECT FACE-TO-FACE INTERACTION. WHEN DOING SO, THE TARGET MAKES A DC 13 WISDOM SAVING THROW. IF THE TARGET FAILS, YOU SUCCEED IN LEARNING MORE, AND ENDING THE EFFECT.

YOU CAN USE THIS FEATURE 3 TIMES PER LONG REST

**CUTTING WORDS.** YOU KNOW HOW TO DISTRACT, CONFUSE, AND ENRAGE YOUR OPPONENTS. WHEN AN OPPONENT WITHIN 60 FT. OF YOU, THAT YOU CAN SEE AND WHO CAN HEAR YOU, MAKES AN ATTACK ROLL, AN ABILITY CHECK, OR A DAMAGE ROLL, USE YOUR REACTION TO EXPEND ONE OF YOUR USES OF INSPIRATION, ROLLING D6 AND SUBTRACTING THE NUMBER ROLLED FROM THE OPPONENT'S ROLL. YOU CAN WAIT UNTIL AFTER THE OPPONENT MAKES HIS ROLL, BUT BEFORE THE DM DETERMINES WHETHER IT SUCCEEDS OR FAILS, OR BEFORE THE OPPONENT DEALS DAMAGE.

**PROFICIENCIES.** LIGHT ARMOUR; AUTOMATIC PISTOLS; SIMPLE WEAPONS; DISGUISE KIT.

**LANGUAGES.** COMMON.

OTHER PROFICIENCIES & LANGUAGES

DISGUISE KIT

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

CONCEALABLE VEST (LIGHT ARMOUR)

FINELY TAILORED OUTFIT

EQUIPMENT

FEATURES & TRAITS