

NEARFUTURE 5e

HUMAN
RACE3RD-LEVEL TRACKER
LEVEL & CLASS

BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+0

10

WISDOM

+2

14

CHARISMA

-1

8

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

14

PASSIVE WISDOM
(PERCEPTION)

14

ARMOR
CLASS

+3

INITIATIVE

30
FEET

SPEED

Hit Point Maximum 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3D10

HIT DICE

SUCCESSSES

○○○○

FAILURES

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DEATH SAVES

NAME	ATTACK	DAMAGE	RANGE
SNIPER RIFLE ¹	+7	1D10+3 P	100/600
LIGHT AUTO PISTOL	+7	1D6+3 P	50/150
MACHETE	+5	1D6+3 S	5
COMBAT KNIFE ²	+5	1D4+3 P	5

¹ **AIM.** YOU CAN SPEND AN ACTION AIMING, ADDING A +1 TO YOUR ATTACK ROLL. YOU LOSE THIS BONUS IF YOU MOVE OR TAKE DAMAGE BEFORE YOUR ATTACK ROLL. THE BONUS ENDS AFTER YOUR YOU MAKE YOUR ATTACK ROLL.

² 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 AND MARTIAL WEAPONS, SMALL ARMS.
LANGUAGES. COMMON.

OTHER PROFICIENCIES & LANGUAGES

SNIPER RIFLE
MAG (10 SHOTS)
MAG (10 SHOTS)

LIGHT AUTO PISTOL
MAG (15 SHOTS)
MAG (15 SHOTS)

COMBAT KNIFE

MACHETE

LIGHT ARMOUR

FLARE GUN
FLARES (10)

EQUIPMENT

AS A **TRACKER**, YOU'RE A SKILLED MARKSMAN, HUNTER, AND SURVIVALIST, ABLE TO TRAVERSE THE WILDERNESS SOLO FOR LONG PERIODS OR GUIDE GROUPS SAFELY THROUGH IT.

SHARPSHOOTER. YOU HAVE MASTERED RANGED WEAPONS IN THE FOLLOWING WAYS:

- ATTACKING AT LONG RANGE DOESN'T IMPOSE DISADVANTAGE ON YOUR ATTACK ROLL.
- YOUR RANGED WEAPON ATTACKS IGNORE HALF COVER AND THREE QUARTERS COVER.
- YOU CAN CHOOSE TO MAKE A RANGED ATTACK ROLL WITH A -5 PENALTY. IN EXCHANGE, ON A HIT, YOU ADD +10 TO THE DAMAGE.

STEALTH POINTS. YOU HAVE 3 STEALTH POINTS WITH WHICH TO PULL OFF THE FOLLOWING CUNNING FEATS. YOUR STEALTH POINTS REPLENISH AFTER A LONG REST.

- **NATURALIST MEDICINE.** YOU'VE LEARNED TO IDENTIFY RARE PLANTS AND OTHER NATURAL INGREDIENTS AND MIX THEM INTO A POTENT HEALING AGENT. AS AN ACTION, SPEND 1 STEALTH POINT TO TARGET ONE WOUNDED PERSON OR ANIMAL YOU CAN TOUCH. THAT TARGET REGAINS 1D8+2 HIT POINTS.
- **BOOBY TRAP.** SPEND 1 STEALTH POINT AND 10 MINUTES RIGGING A 20 FT. CUBE AREA WITH ONE OF THE FOLLOWING TRAPS, PROVIDED THAT THE NEEDED ITEMS ARE AVAILABLE TO YOU. PEOPLE AND ANIMALS APPROACHING THE RIGGED AREA CAN MAKE A DC 12 PERCEPTION CHECK TO SPOT THE TRAP.
 - ◊ **TRIP FLARE.** ANY PERSON OR ANIMAL PASSING THROUGH THE RIGGED AREA WILL LAUNCH A FLARE, ILLUMINATING ALL SUCH TARGETS IN A 20 FT. RADIUS. FOR ONE 1 MINUTE, RANGED ATTACKS FROM OUTSIDE THE ILLUMINATED RADIUS AGAINST TARGETS WITHIN IT ARE MADE WITH ADVANTAGE.
 - ◊ **ENTANGLEMENT.** BY STRINGING BARBED WIRE, VINES, ROPES OR SIMILAR MATERIALS INTO A CRISS-CROSS PATTERN CONCEALED BY UNDERGROWTH, YOU CREATE AN ENTANGLEMENT. CREATURES ENTERING THE AREA MUST SUCCEED ON A DC 12 DEXTERITY SAVING THROW OR FALL PRONE. THOSE THAT FAIL THE SAVING THROW BY 5 OR MORE ARE RESTRAINED, AND CAN MAKE AN ATHLETICS CHECK TO BREAK FREE ON THEIR TURNS. THE AREA IS DIFFICULT TERRAIN.
 - ◊ **SPIKE TRAP.** YOU RIG A SPRING-LOADED SPIKE TO IMPALE TRESPASSERS WITH 1D10 PIERCING DAMAGE. THE FIRST CREATURE TO PASS THROUGH THE AREA SPRINGS THE TRAP AND MUST MAKE A DEXTERITY SAVING THROW, TAKING HALF DAMAGE ON A SUCCESS AND FULL DAMAGE ON A FAILURE.

- **QUARRY.** AS A BONUS ACTION, SPEND 1 STEALTH POINT AND CHOOSE ONE TARGET WITHIN 90 FT. TO MARK AS YOUR QUARRY. FOR THE NEXT HOUR, YOU DEAL AN EXTRA 1D6 DAMAGE TO YOUR QUARRY WHENEVER YOU HIT WITH A WEAPON ATTACK, AND YOU HAVE ADVANTAGE ON PERCEPTION OR SURVIVAL CHECKS MADE TO FIND YOUR QUARRY. IF YOUR QUARRY DROPS TO 0 HIT POINTS BEFORE THE HOUR IS UP, YOU CAN USE A BONUS ACTION ON A SUBSEQUENT TURN TO MARK A NEW QUARRY. IF YOU TAKE DAMAGE, YOU MUST SUCCEED ON A CONSTITUTION CHECK, THE DC OF WHICH IS 10 OR THE AMOUNT OF DAMAGE YOU TOOK (WHICHEVER IS HIGHER), OR LOSE THIS BENEFIT.

- **LIKE THE WIND.** SPEND 1 STEALTH POINT TO INCREASE YOUR SPEED BY 10 FT. FOR 1 HOUR.

CAMOUFLAGE. BY SPENDING 10 MINUTES GATHERING ITEMS FROM YOUR SURROUNDINGS AND AFFIXING THEM TO YOUR PERSON, YOU CAN CAMOUFLAGE YOURSELF INTO THE ENVIRONMENT AROUND YOU, MAKING YOU HARDER TO SPOT. DOING SO GRANTS YOU A +2 BONUS TO STEALTH CHECKS TO HIDE AND MOVE UNSEEN.

DOUBLE TAP. ONCE, ON EACH OF YOUR TURNS WHEN YOU MAKE A WEAPON ATTACK, YOU CAN MAKE ANOTHER ATTACK WITH THE SAME WEAPON AGAINST A DIFFERENT CREATURE THAT IS WITHIN 5 FEET OF THE ORIGINAL TARGET AND WITHIN RANGE OF YOUR WEAPON.

FEATURES & TRAITS