

# NEARFUTURE 5e

HUMAN  
RACE

3RD-LEVEL PROWLER  
LEVEL & CLASS

BACKGROUND

MEDIUM  
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+1

13

DEXTERITY

+3

16

CONSTITUTION

+0

10

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

-1

8

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

14

PASSIVE WISDOM  
(PERCEPTION)

14

ARMOR  
CLASS

+3

INITIATIVE

30  
FEET

SPEED

Hit Point Maximum **18**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3DB**

HIT DICE

SUCCESSES

○ ○ ○ ○

FAILURES

○ ○ ○ ○

DEATH SAVES

| NAME                  | ATTACK | DAMAGE   | RANGE   |
|-----------------------|--------|----------|---------|
| CROSSBOW <sup>1</sup> | +5     | 1D10+3 P | 100/400 |
| KATANA <sup>2</sup>   | +3     | 1D8+2 S  | 5       |
| AUTO PISTOL           | +5     | 1D6+3 P  | 50/150  |
| KNIFE <sup>3</sup>    | +5     | 1D4+3 P  | 5       |

<sup>1</sup> YOU CAN FIRE YOUR GRAPPLING HOOK ATTACHED TO CORD AT AN ANCHOR POINT UP TO 100 FT. AWAY WITH DISADVANTAGE ON THE ATTACK ROLL. THE DM WILL DETERMINE THE AC OF THE ANCHOR POINT.

<sup>2</sup> WHEN WEILDING YOUR KATANA WITH TWO HANDS, YOU DEAL 1D10+2 SLASHING DAMAGE INSTEAD.

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

ACTIONS

**PROFICIENCIES.** LIGHT ARMOUR; PISTOLS, SIMPLE WEAPONS, MARTIAL WEAPONS; B&E TOOLS (+5)

**LANGUAGES.** COMMON

OTHER PROFICIENCIES & LANGUAGES

LIGHT AUTOMATIC PISTOL  
MAG (15 SHOTS)  
MAG (15 SHOTS)

LIGHT ARMOUR

COMPOUND CROSSBOW  
BOLTS ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

GRAPPLING HOOK

100 FT. OF LIGHTWEIGHT NYLON CORD

KATANA

KNIFE

B&E TOOLS (GLASS CUTTER, LOCK PICKS, ETC)

EQUIPMENT

AS A **PROWLER**, YOU RELY ON SUPERIOR STEALTH AND AGILITY TO BREAK INTO SECURE PLACES, EVADE DETECTION, AND STRIKE AT YOUR ENEMIES FROM THE SHADOWS.

**SKULKER.** YOU BECOME ONE WITH THE SHADOWS:

- YOU CAN ATTEMPT TO HIDE WHEN YOU ARE ONLY LIGHTLY OBSCURED.
- WHEN YOU ARE HIDDEN AND MISS WITH A RANGED WEAPON ATTACK, YOU DON'T REVEAL YOUR POSITION.
- DIM LIGHT DOESN'T IMPOSE DISADVANTAGE ON WISDOM (PERCEPTION) CHECKS RELYING ON SIGHT.

**SNEAK ATTACK.** YOU KNOW HOW TO STRIKE SUBTLY AND EXPLOIT A FOE'S DISTRACTION. ONCE PER TURN, YOU CAN DEAL AN EXTRA 2D6 DAMAGE TO ONE CREATURE YOU HIT WITH AN ATTACK IF YOU HAVE ADVANTAGE ON THE ATTACK ROLL. THE ATTACK MUST USE A FINESSE OR RANGED WEAPON. YOU DON'T NEED ADVANTAGE ON THE ATTACK ROLL IF ANOTHER ENEMY OF THE TARGET IS WITHIN 5 FT. OF IT, THAT ENEMY ISN'T INCAPACITATED, AND YOU DON'T HAVE DISADVANTAGE ON THE ATTACK ROLL.

**CUNNING ACTION/FAST HANDS.** AS A BONUS ACTION ON YOUR TURN, YOU CAN TAKE THE DASH, DISENGAGE, OR HIDE ACTION, MAKE A DEXTERITY (SLEIGHT OF HAND) CHECK, USE YOUR B&E TOOLS TO DISARM A TRAP OR OPEN A LOCK, OR TAKE THE USE AN OBJECT ACTION.

**SECOND STORY WORK.** YOU CAN CLIMB AT YOUR NORMAL SPEED. PLUS, WHEN YOU MAKE A RUNNING JUMP, YOU CAN ADD 3 FT. TO THE DISTANCE COVERED.

FEATURES & TRAITS