

# NEARFUTURE 5e

HUMAN  
RACE

3RD-LEVEL GUNMAN  
LEVEL & CLASS

BACKGROUND

MEDIUM  
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

+0

10

WISDOM

-1

8

CHARISMA

+2

14

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ Computer Use (Int)
- ☐ Deception (Cha)
- ☐ Demolitions (Int)
- ☐ Engineering (Int)
- ☐ History (Int)
- ☒ +1 Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☒ +1 Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Science (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Survival (Wis)
- ☒ +5 Stealth (Dex)

SKILLS

11

PASSIVE WISDOM  
(PERCEPTION)

14

ARMOR  
CLASS

+3

INITIATIVE

30  
FEET

SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3D10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

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

<sup>1</sup> **DUAL WIELDING.** WHEN DUAL WIELDING PISTOLS, YOU CAN USE YOUR BONUS ACTION TO MAKE AN ADDITIONAL ATTACK (ADDING YOUR DEX MOD TO THE DMG).

<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> **BUTTSTRIKE.** YOU CAN STRIKE AN OPPONENT WITHIN 5 FT. OF YOU WITH THE BUTT OF A RIFLE OR SUBMACHINEGUN. 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.

<sup>4</sup> YOU CAN THROW A KNIFE 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ACTIONS

**PROFICIENCIES.** ALL ARMOUR; SIMPLE WEAPONS; MARTIAL WEAPONS; SMALL ARMS.

**LANGUAGES.** COMMON

OTHER PROFICIENCIES & LANGUAGES

DUAL HEAVY AUTO PISTOLS  
MAG (8 SHOTS)  
MAG (8 SHOTS)  
MAG (8 SHOTS)  
MAG (8 SHOTS)

SUBMACHINEGUN  
MAG (30 SHOTS)  
MAG (30 SHOTS)

KNIFE

CONCEALED ARMOUR VEST

FINELY TAILORED SUIT

EQUIPMENT

AS A **GUNMAN**, YOU'RE A SHARPLY DRESSED ASSASSIN WHO OPERATES BY A STRICT CODE, DEADLY WITH BOTH FIREARMS AND MELEE WEAPONS.

**SENTINEL.** YOU HAVE MASTERED TECHNIQUES TO EXPLOIT EVERY DROP OF AN ENEMY'S GUARD:

- WHEN YOU HIT AN OPPONENT WITH AN OPPORTUNITY ATTACK, ITS SPEED BECOMES 0 FOR THE REST OF THE TURN.
- OPPONENTS WITHIN 5 FT. OF YOU PROVOKE OPPORTUNITY ATTACKS FROM YOU EVEN IF THEY TAKE THE DISENGAGE ACTION.
- WHEN AN OPPONENT WITHIN 5 FT. OF YOU MAKES AN ATTACK AGAINST A TARGET OTHER THAN YOU, YOU CAN USE YOUR REACTION TO MAKE A MELEE WEAPON ATTACK (OR BUTTSTRIKE) AGAINST THE ATTACKER.

**POINT BLANK SHOT.** YOU DO NOT HAVE DISADVANTAGE ON AN ATTACK ROLL MADE WITH RANGED WEAPONS WITHIN 5 FT. OF AN ENEMY.

**BRAVADO.** YOU HAVE 3 BRAVADO POINTS TO ENHANCE YOUR COMBAT EFFECTIVENESS IN THE FOLLOWING WAYS. YOU REPLENISH YOUR BRAVADO POINTS AFTER A LONG REST.

- **KILL SHOT.** WHEN YOU HIT A TARGET WITH A WEAPON ATTACK, YOU CAN EXPEND 1 BRAVADO POINT TO DEAL AN EXTRA 2D8 DAMAGE.
- **MEAT SHIELD.** AS A BONUS ACTION, YOU CAN SPEND 1 BRAVADO POINT TO TRY TO GRAB AN ADVERSARY WITHIN 5 FT. OF YOU, WHO MUST THEN MAKE A DC 12 DEX SAVING THROW. ON A FAILURE, THE ADVERSARY IS GRAPPLLED BY YOU UNTIL THE START OF YOUR NEXT TURN. PLUS, FOR THAT DURATION, ANY DAMAGE YOU TAKE FROM A RANGED ATTACK IS TAKEN BY YOUR GRAPPLLED OPPONENT INSTEAD. YOUR GRAPPLLED OPPONENT CAN MAKE A DC 12 ESCAPE ATTEMPT ON HIS TURN TO END THIS EFFECT.
- **REDIRECT.** AS YOUR REACTION, SPEND 2 BRAVADO POINTS TO ATTEMPT TO GRAB AN OPPONENT WITHIN 10 FT. OF YOU WHO IS MAKING A RANGED ATTACK ROLL. THE OPPONENT MAKES A DC 12 DEXTERITY SAVING THROW. ON A FAILURE, YOU MOVE TO WITHIN 5 FT. OF THE OPPONENT AND REDIRECT THE OPPONENT'S RANGED ATTACK AGAINST ANOTHER TARGET WITHIN THE WEAPON'S SHORT RANGE.

**DEADLY FOCUS.** AS AN ACTION, YOU FOCUS YOUR BRAVADO THROUGH ONE WEAPON YOU ARE HOLDING. FOR 1 MINUTE, YOU ADD YOUR CHARISMA MODIFIER TO ATTACK ROLLS MADE WITH THAT WEAPON. YOU CAN INVOKE THIS EFFECT ONCE PER LONG REST.

FEATURES & TRAITS