

Steampunk 5e

HUMAN
RACE

3RD-LEVEL OCCULTIST
LEVEL & CLASS

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+1

12

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

-1

8

CHARISMA

+3

16

+2

PROFICIENCY BONUS

- Strength
- Dexterity
- Constitution
- Intelligence
- +1 Wisdom
- +5 Charisma

SAVING THROWS

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

SKILLS

9

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

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

KUKRI +4 1D6+2 SLASHING

CLUB +3 1D4+1 BLUDGEONING

SPELLCASTING¹ +5 SPELL SAVE DC: 13

¹ YOUR SPELL FOCUS IS AN UNHALLOWED SKULL, THROUGH WHICH YOUR SPELLCASTING MANIFESTS. THE SPELLS YOU CAN CAST ARE EXPLAINED ON THE BACK OF YOUR SHEET. YOUR SPELL SLOTS REPLENISH AFTER A SHORT OR LONG REST.

SPELL SLOTS

(2ND) (2ND)

ATTACKS & SPELLCASTING

YOU'RE AN OCCULTIST WHOSE ELDRITCH PURSUITS HAVE LEAD YOU TO FORM A PACT WITH AN ANCIENT ENTITY FROM WHICH YOU'VE GAINED SUPERNATURAL POWERS.

*THE OCCULTIST IS A RECONTEXTUALIZED WARLOCK.

PACT OF THE BLADE

AS AN ACTION, YOU CAN MATERIALIZE A MAGIC WEAPON IN A FORM OF YOUR CHOICE (EXCLUDING FIREARMS) IN YOUR EMPTY HAND. YOU GAIN PROFICIENCY WITH THIS WEAPON FOR AS LONG AS IT EXISTS.

YOUR PACT WEAPON VANISHES IF IT IS FARTHER THAN 5 FT. FROM YOU FOR MORE THAN 1 MINUTE, IF YOU DISMISS IT, IF YOU USE THIS FEATURE AGAIN TO CONJURE A NEW ONE, OR UPON YOUR DEATH. (SEE "PACT OF THE BLADE," PHB 107, FOR MORE.)

AWAKENED MIND

YOU CAN TELEPATHICALLY SPEAK TO ANY CREATURE YOU CAN SEE WITHIN 30 FT. THE CREATURE NEED ONLY BE ABLE TO SPEAK AT LEAST ONE LANGUAGE, EVEN IF IT ISN'T ONE YOU KNOW, FOR YOU TO COMMUNICATE WITH IT THIS WAY.

FEAT: SKULKER

YOU ARE EXPERT AT SLINKING THROUGH SHADOWS. YOU CAN THE FOLLOWING BENEFITS:

- YOU CAN TRY TO HIDE WHEN YOU ARE MERELY LIGHTLY OBSCURED.
- DIM LIGHT DOESN'T IMPOSE DISADVANTAGE ON YOUR WISDOM (PERCEPTION) CHECKS RELYING ON SIGHT.
- WHEN YOU ARE HIDDEN FROM A CREATURE AND MISS IT WITH A RANGED WEAPON ATTACK, MAKING THE ATTACK DOESN'T REVEAL YOUR POSITION.

PROFICIENCIES. LIGHT ARMOUR, SIMPLE WEAPONS.

LANGUAGES. COMMON, AIONIAN, ILLYREAN

OTHER PROFICIENCIES & LANGUAGES

KUKRI
CLUB
DAGGERS X 2
UNHALLOWED SKULL (I.E. YOUR "SPELL FOCUS")
LEATHER ARMOUR

EQUIPMENT

FEATURES & TRAITS

CANTRIPS

ELDRITCH BLAST

EVOCATION CANTRIP
CASTING TIME: 1 ACTION
RANGE: 120 FEET
COMPONENTS: V, S
DURATION: INSTANTANEOUS

A BEAM OF CRACKLING ENERGY STREAKS TOWARD A CREATURE WITHIN RANGE. MAKE A RANGED SPELL ATTACK AGAINST THE TARGET. ON A HIT, THE TARGET TAKES **1D10 FORCE** DAMAGE.

MINOR ILLUSION

ILLUSION CANTRIP
CASTING TIME: 1 ACTION
RANGE: 30 FEET
COMPONENTS: S, M
DURATION: 1 MINUTE

YOU CREATE A SOUND OR AN IMAGE OF AN OBJECT WITHIN RANGE THAT LASTS FOR THE DURATION. THE ILLUSION ALSO ENDS IF YOU DISMISS IT AS AN ACTION OR CAST THIS SPELL AGAIN.

IF YOU CREATE A SOUND, ITS VOLUME CAN RANGE FROM A WHISPER TO A SCREAM. IT CAN BE YOUR VOICE, SOMEONE ELSE'S VOICE, A LION'S ROAR, A BEATING OF DRUMS, OR ANY OTHER SOUND YOU CHOOSE. THE SOUND CONTINUES UNABATED THROUGHOUT THE DURATION, OR YOU CAN MAKE DISCRETE SOUNDS AT DIFFERENT TIMES BEFORE THE SPELL ENDS.

IF YOU CREATE AN IMAGE OF AN OBJECT—SUCH AS A CHAIR, MUDDY FOOTPRINTS, OR A SMALL CHEST—IT MUST BE NO LARGER THAN A 5-FOOT CUBE. THE IMAGE CAN'T CREATE SOUND, LIGHT, SMELL, OR ANY OTHER SENSORY EFFECT.

PHYSICAL INTERACTION WITH THE IMAGE REVEALS IT TO BE AN ILLUSION, BECAUSE THINGS CAN PASS THROUGH IT.

IF A CREATURE USES ITS ACTION TO EXAMINE THE SOUND OR IMAGE, THE CREATURE CAN DETERMINE THAT IT IS AN ILLUSION WITH A SUCCESSFUL INTELLIGENCE (INVESTIGATION) CHECK AGAINST YOUR SPELL SAVE DC. IF A CREATURE DISCERNS THE ILLUSION FOR WHAT IT IS, THE ILLUSION BECOMES FAINT TO THE CREATURE.

SPELLS

HELLISH REBUKE

1ST-LEVEL EVOCATION
CASTING TIME: 1 REACTION, WHICH YOU TAKE IN RESPONSE TO BEING DAMAGED BY A CREATURE WITHIN 60 FEET OF YOU THAT YOU CAN SEE
RANGE: 60 FEET
COMPONENTS: V, S
DURATION: INSTANTANEOUS

YOU POINT YOUR FINGER, AND THE CREATURE THAT DAMAGED YOU IS MOMENTARILY SURROUNDED BY HELLISH FLAMES. THE CREATURE MUST MAKE A DC 13 DEXTERITY SAVING THROW. IT TAKES **3D10 FIRE** DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

INVISIBILITY

2ND-LEVEL ILLUSION
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 HOUR

A CREATURE YOU TOUCH BECOMES INVISIBLE UNTIL THE SPELL ENDS. ANYTHING THE TARGET IS WEARING OR CARRYING IS INVISIBLE AS LONG AS IT IS ON THE TARGET'S PERSON. THE SPELL

ENDS FOR A TARGET THAT ATTACKS OR CASTS A SPELL.

SHATTER

2ND-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: 60 FEET
COMPONENTS: V, S, M
DURATION: INSTANTANEOUS

A SUDDEN LOUD RINGING NOISE, PAINFULLY INTENSE, ERUPTS FROM A POINT OF YOUR CHOICE WITHIN RANGE. EACH CREATURE IN A 10-FOOT-RADIUS SPHERE CENTERED ON THAT POINT MUST MAKE A DC 13 CONSTITUTION SAVING THROW. A CREATURE TAKES **3D8 THUNDER** DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

A CREATURE MADE OF INORGANIC MATERIAL SUCH AS STONE, CRYSTAL, OR METAL HAS DISADVANTAGE ON THIS SAVING THROW.

A NONMAGICAL OBJECT THAT ISN'T BEING WORN OR CARRIED ALSO TAKES THE DAMAGE IF IT'S IN THE SPELL'S AREA.

SPIDER CLIMB

2ND-LEVEL TRANSMUTATION
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 HOUR

UNTIL THE SPELL ENDS, ONE WILLING CREATURE YOU TOUCH GAINS THE ABILITY TO MOVE UP, DOWN, AND ACROSS VERTICAL SURFACES AND UPSIDE DOWN ALONG CEILINGS, WHILE LEAVING ITS HANDS FREE. THE TARGET ALSO GAINS A CLIMBING SPEED EQUAL TO ITS WALKING SPEED.

DISSONANT WHISPERS

1ST-LEVEL ENCHANTMENT
CASTING TIME: 1 ACTION
RANGE: 60 FT.
COMPONENTS: V, S
DURATION: INSTANTANEOUS

YOU WHISPER A DISCORDANT MELODY THAT ONLY ONE CREATURE OF YOUR CHOICE WITHIN RANGE CAN HEAR, WRACKING IT WITH TERRIBLE PAIN. THE TARGET MUST MAKE A WISDOM SAVING THROW.

ON A FAILED SAVE, IT TAKES **4D6 PSYCHIC** DAMAGE AND MUST IMMEDIATELY USE ITS REACTION, IF AVAILABLE, TO MOVE AS FAR AS ITS SPEED ALLOWS AWAY FROM YOU. THE CREATURE DOESN'T MOVE INTO OBVIOUSLY DANGEROUS GROUND, SUCH AS A FIRE OR A PIT.

ON A SUCCESSFUL SAVE, THE TARGET TAKES HALF AS MUCH DAMAGE AND DOESN'T HAVE TO MOVE AWAY. A DEAFNED CREATURE AUTOMATICALLY SUCCEEDS ON THE SAVE.

TASHA'S HIDEOUS LAUGHTER

1ST-LEVEL ENCHANTMENT
CASTING TIME: 1 ACTION
RANGE: 30 FT.
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 MINUTE

A CREATURE OF YOUR CHOICE THAT YOU CAN SEE WITHIN RANGE PERCEIVES EVERYTHING AS HILARIOUSLY FUNNY AND FALLS INTO FITS OF LAUGHTER IF THIS SPELL AFFECTS IT.

THE TARGET MUST SUCCEED ON A WISDOM SAVING THROW OR FALL PRONE, BECOMING INCAPACITATED AND UNABLE TO STAND UP FOR THE DURATION. A CREATURE WITH AN INTELLIGENCE SCORE OF 4 OR LESS ISN'T AFFECTED.

AT THE END OF EACH OF ITS TURNS, AND EACH TIME IT TAKES DAMAGE, THE TARGET CAN

MAKE ANOTHER WISDOM SAVING THROW. THE TARGET HAS ADVANTAGE ON THE SAVING THROW IF IT'S TRIGGERED BY DAMAGE. ON A SUCCESS, THE SPELL ENDS.

ELDRITCH INVOCATIONS

MASK OF MANY FACES

YOU CAN CAST **DISGUISE SELF** AT WILL, WITHOUT EXPENDING A SPELL SLOT:

1ST-LEVEL ILLUSION
CASTING TIME: 1 ACTION
RANGE: SELF
COMPONENTS: V, S
DURATION: 1 HOUR

YOU MAKE YOURSELF - INCLUDING YOUR CLOTHING, ARMOR, WEAPONS, AND OTHER BELONGINGS ON YOUR PERSON - LOOK DIFFERENT UNTIL THE SPELL ENDS OR UNTIL YOU USE YOUR ACTION TO DISMISS IT. YOU CAN SEEM 1 FOOT SHORTER OR TALLER AND CAN APPEAR THIN, FAT, OR IN BETWEEN. YOU CAN'T CHANGE YOUR BODY TYPE, SO YOU MUST ADOPT A FORM THAT HAS THE SAME BASIC ARRANGEMENT OF LIMBS. OTHERWISE, THE EXTENT OF THE ILLUSION IS UP TO YOU.

THE CHANGES WROUGHT BY THIS SPELL FAIL TO HOLD UP TO PHYSICAL INSPECTION. FOR EXAMPLE, IF YOU USE THIS SPELL TO ADD A HAT TO YOUR OUTFIT, OBJECTS PASS THROUGH THE HAT, AND ANYONE WHO TOUCHES IT WOULD FEEL NOTHING OR WOULD FEEL YOUR HEAD AND HAIR. IF YOU USE THIS SPELL TO APPEAR THINNER THAN YOU ARE, THE HAND OF SOMEONE WHO REACHES OUT TO TOUCH YOU WOULD BUMP INTO YOU WHILE IT WAS SEEMINGLY STILL IN MIDAIR.

TO DISCERN THAT YOU ARE DISGUISED, A CREATURE CAN USE ITS ACTION TO INSPECT YOUR APPEARANCE AND MUST SUCCEED ON A DC 13 INTELLIGENCE (INVESTIGATION) CHECK.

BEAST SPEECH

YOU CAN CAST **SPEAK WITH ANIMALS** AT WILL, WITHOUT EXPENDING A SPELL SLOT:

1ST-LEVEL DIVINATION (RITUAL)
CASTING TIME: 1 ACTION
RANGE: SELF
COMPONENTS: V, S
DURATION: 10 MINUTES

YOU GAIN THE ABILITY TO COMPREHEND AND VERBALLY COMMUNICATE WITH BEASTS FOR THE DURATION. THE KNOWLEDGE AND AWARENESS OF MANY BEASTS IS LIMITED BY THEIR INTELLIGENCE, BUT AT MINIMUM, BEASTS CAN GIVE YOU INFORMATION ABOUT NEARBY LOCATIONS AND MONSTERS, INCLUDING WHATEVER THEY CAN PERCEIVE OR HAVE PERCEIVED WITHIN THE PAST DAY. YOU MIGHT BE ABLE TO PERSUADE A BEAST TO PERFORM A SMALL FAVOR FOR YOU, AT THE GM'S DISCRETION.