

Steampunk 5e



HUMAN
RACE

3RD-LEVEL SOLDIER
LEVEL & CLASS

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

-1

8

+2 PROFICIENCY BONUS

- +4** Strength
 - Dexterity
 - +4** Constitution
 - Intelligence
 - Wisdom
 - Charisma
- SAVING THROWS

- Acrobatics (Dex)
 - Animal Handling (Wis)
 - Arcana (Int)
 - +4** Athletics (Str)
 - Deception (Cha)
 - History (Int)
 - Insight (Wis)
 - Intimidation (Cha)
 - Investigation (Int)
 - Medicine (Wis)
 - Nature (Int)
 - +3** Perception (Wis)
 - Performance (Cha)
 - Persuasion (Cha)
 - Religion (Int)
 - Sleight of Hand (Dex)
 - Stealth (Dex)
 - +3** Survival (Wis)
- SKILLS

13 PASSIVE WISDOM (PERCEPTION)

17
ARMOR CLASS

+3
INITIATIVE

30 FEET
SPEED

Hit Point Maximum **34**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3D10**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
BOLT ACTION RIFLE ^{1,2}	+7	1D10+3 PIERCING
BAYONETTE ³	+5	1D4+3 PIERCING
REVOLVER ⁴	+5	1D6+3 PIERCING
SABER	+5	1D6+3 SLASHING

¹ YOU CAN FIRE YOUR RIFLE 300 FT. OR UP TO 1200 FT. WITH DISADVANTAGE ON YOUR ATTACK ROLL.

² **BUTTSTRIKE:** YOU CAN MAKE ATTACKS OF OPPORTUNITY BY STRIKING ADVERSARIES WITH THE THE BUTT OF YOUR RIFLE, INFLECTING 1D4+2 BLUDGEONING DAMAGE ON A HIT.

³ YOU CAN USE A BONUS ACTION TO FIX YOUR BAYONETTE TO THE END OF YOUR RIFLE OR USE IT SEPARATELY AS A DAGGER.

⁴ YOU CAN FIRE YOUR REVOLVER 30 FT., OR UP TO 90 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ATTACKS & SPELLCASTING

YOU'RE A SOLDIER, HARDENED BY WARFARE AND TRAINED IN WEAPONS AND ARMOUR. YOU KEEP YOUR COOL UNDER FIRE AND YOUR EYE ON THE TARGET.

**THE SOLDIER IS A RECONTEXTUALIZED FIGHTER.*

FIGHTING STYLE: MARKSMAN
(I.E. "FIGHTING STYLE: ARCHERY")

YOU GAIN A +2 BONUS TO ATTACK ROLLS MADE WITH RANGED WEAPONS (ALREADY NOTED IN YOUR SHEET).

SECOND WIND

ON YOUR TURN, YOU CAN USE A BONUS ACTION TO REGAIN 1D10+3 HIT POINTS. YOU CAN USE THIS FEATURE ONCE PER SHORT OR LONG REST.

ACTION SURGE

ON YOUR TURN, YOU CAN TAKE ON ADDITIONAL ACTION ON TOP OF YOUR REGULAR ACTION AND A POSSIBLE BONUS ACTION. YOU CAN USE THIS FEATURE ONCE PER SHORT OR LONG REST.

IMPROVED CRITICAL

YOUR WEAPON ATTACKS SCORE A CRITICAL HIT ON A ROLL OF 19 OR 20.

FEAT: TOUGH

YOUR HIT POINT MAXIMUM INCREASES BY 6 HIT POINTS (ALREADY NOTED IN YOUR SHEET).

PROFICIENCIES. ALL ARMOUR & SHIELDS, HANDGUNS, LONG GUNS, SIMPLE WEAPONS, MARTIAL WEAPONS.

LANGUAGES. COMMON, AIONIAN, BATAVIAN

OTHER PROFICIENCIES & LANGUAGES

HALF PLATE (DISADVANTAGE ON STEALTH)
BOLT-ACTION RIFLE
REVOLVER
SABER
BAYONETTE

EQUIPMENT

FEATURES & TRAITS