



STEAMPUNK ADVENTURERS

FOR FIFTH EDITION





GEAR UP!

With STEAMPUNK ADVENTURERS you can provide your players with new player character options for 5th edition to create steampunk themed characters. These options can be used to play an entire campaign in a steampunk setting, or just to provide a player with more steampunk flavored options than provided by core 5th edition materials.

Allow your players to gear up with 14 pages of custom backgrounds, equipment and feats created just for their steampunk adventurers.

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EQUIPMENT

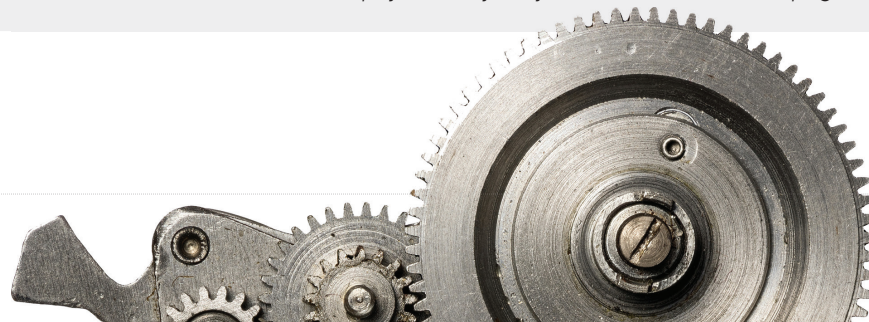
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Steampunk is a genre of speculative fiction, most often set in an alternate/anachronistic Victorian setting, usually with elements of science fiction, fantasy or horror themes. Steampunk inspired characters are a little different than your regular ole fantasy builds. By the beginning of the Victorian Era, the weapons, armor and equipment shared little in common with the military technology of the middle ages.

These materials were designed to be used with 5th edition rules and can be played directly into your 5th edition favorite campaign.



BACKGROUNDS

FORTUNE TELLER

Fortune tellers appear to predict information about a person's life and their craft appears similar to divination magic to casual observers.

As a fortune teller, you can quickly read people and know their deepest desires and fears. You tell people their fortune using your insight and they pay you for sharing your mystical powers. Your fortune telling abilities are not based in magic, but rather a variety of skills you have learned. Your ability to tell fortune requires you to draw marks in by making vague statements that they willingly add in the details for you. As they concentrate on your effective use of your prop, you weave a story so convincing, that sometimes you even believe it will come true. You always need to be careful not to reveal the secret of your "gift", especially around experienced magic users.

Skill Proficiencies: Insight, Deception

Tool Proficiencies: One type of fortune teller's tools

Languages: One of your choice

Equipment: a set of fortune teller's tools (one of your choice, best if it matches your specialty), a set of traveler's clothes, a costume, and a pouch containing 15 gp.

SPECIALTY

To determine the nature of your "gift", roll a d10 or choose from the options below.

FORTUNE TELLER

D10 SPECIALTY

- | | |
|----|--|
| 1 | Astrologist |
| 2 | Card Reading (Cartomancy) |
| 3 | Clairvoyant |
| 4 | Crystallomancy (reading of a crystal sphere) |
| 5 | Face Reading |
| 6 | Numerologist |
| 7 | Palmistry (reading of the palms) |
| 8 | Pendulum Reading |
| 9 | Spirit Board Reading |
| 10 | Tasseography (reading tea leaves in a cup) |

FEATURE: FORTUNE TELLING

As a fortune teller, you can always find a place to tell fortunes for money, such as a tavern, market, carnival, or even a noble's court. In addition, anyone who is a willing participant that has their fortune told by you, will want to believe anything plausible that you reveal to them, until future events prove otherwise.

NOTE: You could decide if the participant believes the fortune using an opposed Insight or Deception check with advantage for the player.

SUGGESTED CHARACTERISTICS

Use the tables for the charlatan background in the Player's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a fortune teller.



You learned your art from a family member, old friend or even another fortune teller you met on the road. Your bond might be directly related to how you learned the trade of fortune telling or how you intend to use your "gift".

VARIANT GUILD ARTISAN: APOTHECARY

Like other members of artisan's guilds, apothecaries are experts in their particular field. A successful apothecary is a skilled investigator and medical dispenser. As an apothecary, you take a multidisciplinary approach to prepare, preserve, compound, analyze and dispense medicinal drugs.

Skill Proficiencies: Investigation, Medicine

Tool Proficiencies: Herbalism kit, Apothecary's tools

Equipment: Herbalism kit, a merchant's scale, a set of traveler's clothes, a diploma or certificate, and a belt pouch containing 15 gp

For their background feature, apothecaries can take Guild Membership, Guild Merchant or The Right Medicine.

VARIANT FEATURE: THE RIGHT MEDICINE

As a trained apothecary, you can usually find the right medicine to help people with their ailments. You can aid someone who is recuperating from a debilitating injury, disease, or poison, decreasing the recuperation time from three days to two days and providing them with advantage on their Constitution saving throw. You can also usually find a tonic or remedy to help people suffering from a minor illness, a headache or even a stubborn hangover. Most people that you help will be appreciative and will want to reward you with a place to stay, a meal, payment, information or other help.



ARMOR

Steampunk characters are often built for speed or they can go the opposite way with heavy mech suits. The following armor options might fit well into your steampunk themed adventure or world. As the renaissance came to an end, so did the popularity of wearing body armor, due to improving gun technology. By the beginning of the Victorian Era, few even wore breastplates, other than combat engineers, heavy cavalry or officers in ceremonial garb. The gorget, an ornamental metal vestige of armor worn by officers saw its popularity wane and in most cases disappear by the early Victorian era.

ARMOR					
Name	Cost	Armor Class (AC)	Str	Stealth	Weight
Light Armor					
Combat robe	250 gp	11 + Dex modifier (max 2)	–	–	10 lb.
Uniform	20 gp	11 + Dex modifier	–	–	8 lb.
Leather	10 gp	11 + Dex modifier	–	–	10 lb.
Assassin outfit	50 gp	10 + Dex modifier	–	Advantage	2 lb.
Studded leather	45 gp	12 + Dex modifier	–	–	13 lb.
Masterwork coat	50 gp	12 + Dex Modifier	–	–	11 lb.
Medium Armor					
Hide	10 gp	12 + Dex modifier (max 2)	–	–	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	–	–	20 lb.
Breastplate	400 gp	14 + Dex Modifier (max 2)	–	–	20 lb.
Scrap plate	50 gp	15 + Dex Modifier (max 2)	–	Disadvantage	40 lb.
Heavy Armor					
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
Gearplate	1,250 gp	18	Str 15	Disadvantage	60 lb.
Mech	2,000 gp	18	Str 13	Disadvantage	50 lb.
Shield					
Buckler	5 gp	1	–	–	4 lb.
Shield	10 gp	2	–	–	6 lb.
Parasol Shield	15 gp	1	–	–	4 lb.





Assassin Outfit. This outfit has the same armor class as clothing, but it is so well suited to hiding in the shadows that it provides advantage on stealth checks. It also has many small compartments for objects such as poison vials and daggers.

Combat Robe. This robe has the same armor class as clothing. It is favored by arcane arts users who find themselves mixed up in combat. The robe provides some added protection to the wearer with padding and leather in wearer's most vulnerable spots. Wearing this armor requires no proficiency with Light Armor.

Buckler. Small metal shield held in a fist grip. This shield is not strapped onto the arm, so it can be donned or doffed in tandem with your movement and action.

Gearplate. Traditional plate armor crafted to be lighter with reinforced gear-aided joints to provide easier movement and more protection.

Masterwork Coat. A reinforced full length leather coat.

Mech. Heavy, full plate armor with reinforced joints that uses steamtech to carry most of its weight. Armor weighs 125 lbs when it is powered down. The time to don and doff this armor is the same as Medium Armor.

Parasol Shield. This light, metal shield can be collapsed into a parasol when not being used.

Scrap Plate. Armor crafted from scrap parts and antique armor.

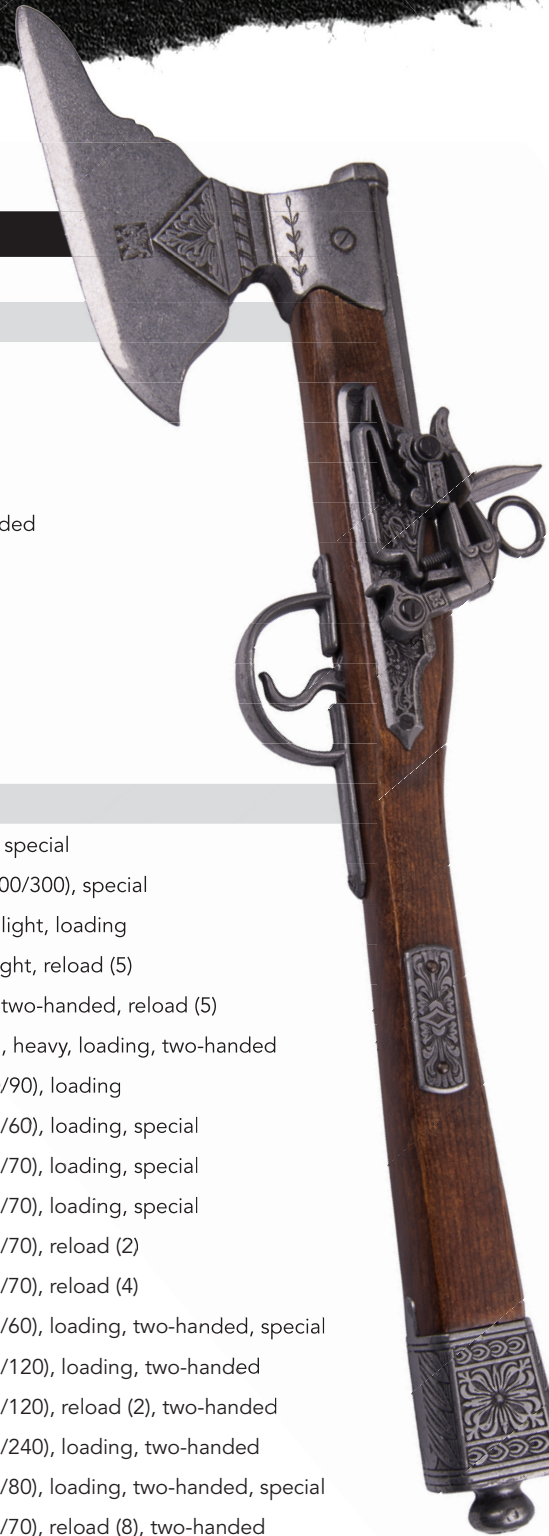
Uniform. Military uniform made of tough cloth, cotton and other fibres. Identifies the wearer as a combatant of a specific military force.



WEAPONS

A collection of steampunk flavored weapons and ammunition to provide your players. It is recommend that you allow classes proficient with hand crossbows to be proficient with all one-handed guns and classes proficient with martial weapons to be proficient with any guns.

WEAPONS				
Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Baton/Truncheon	5 gp	1d4 bludgeoning	1 lb.	Light
Brass Knuckles	10 gp	1 bludgeoning	1 lb.	Special
Cane	5 gp	1d4 bludgeoning	1 lb.	Light
Chainsaw	900 gp	1d10 slashing	1 lb.	Heavy, two-handed, special
Dirk	10 gp	1d4 piercing	1 lb.	Finesse, light
Riding Crop	5 gp	1d2 slashing	1 lb.	Light
Wood Stake	5 gp	1d4 piercing	1 lb.	Light
Simple Ranged Weapons				
Cane Pistol	750 gp	1d4 piercing	5 lb.	Ammunition (range 15/45), loading, special
Light Crossbow	25gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed



WEAPONS (CONTINUED)

Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Chain Whip	10 gp	1d6 slashing	2 lb.	Finesse, reach, special
Cane Sword	50 gp	1d4 bludgeoning	3 lb.	Finesse, light, special
Cutlass *	15 gp	1d6 slashing	3 lb.	Finesse, light
Dueling Cane	5 gp	1d6 bludgeoning	2 lb.	Finesse, light
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Kopis	25 gp	1d6 slashing	3 lb.	Light
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Sabre	35 gp	1d8 slashing	3 lb.	Finesse
Sawtoothed Sword	50 gp	2d4 slashing	3 lb.	–
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Whip	5 gp	1d4 slashing	2 lb.	Light, special
Martial Ranged Weapons				
Bola	1 gp	1d4 bludgeoning	2 lb.	Thrown (range 10/20), special
Boomerang	1 gp	1d4 bludgeoning	1 lb.	Light, thrown (range 100/300), special
Hand Crossbow	75 gp	1d6 piercing	4 lb.	Ammunition (30/120), light, loading
Sawblade Launcher	125 gp	1d6 slashing	6 lb.	Ammunition (30/90), light, reload (5)
Repeating Crossbow	125 gp	1d6 piercing	6 lb.	Ammunition (80/320), two-handed, reload (5)
Heavy Crossbow	50 gp	1d10 piercing	18 lb.	Ammunition (100/400), heavy, loading, two-handed
Flintlock Pistol	125 gp	1d8 piercing	4 lb.	Ammunition (range 30/90), loading
Dragon Pistol	250 gp	1d6 piercing	3 lb.	Ammunition (range 20/60), loading, special
Gunblade	750 gp	1d8 piercing	8 lb.	Ammunition (range 30/70), loading, special
Gunaxe	750 gp	1d8 piercing	8 lb.	Ammunition (range 30/70), loading, special
Twin Pistol	500 gp	1d8 piercing	5 lb.	Ammunition (range 30/70), reload (2)
Quad Pistol	750 gp	1d8 piercing	8 lb.	Ammunition (range 30/70), reload (4)
Blunderbuss	500 gp	1d8 piercing	8 lb.	Ammunition (range 20/60), loading, two-handed, special
Flintlock Musket	250 gp	1d10 piercing	8 lb.	Ammunition (range 40/120), loading, two-handed
Twin Musket	500 gp	1d10 piercing	11 lb.	Ammunition (range 40/120), reload (2), two-handed
Long Musket	250 gp	1d12 piercing	9 lb.	Ammunition (range 60/240), loading, two-handed
Hand Cannon	500 gp	2d6 piercing	12 lb.	Ammunition (range 40/80), loading, two-handed, special
Hellfire Musket	900 gp	1d10 piercing	16 lb.	Ammunition (range 30/70), reload (8), two-handed

* The cutlass is a blade traditionally associated with pirates and its damage through the editions has ranged from 1d6 to 1d8. For this list I went with 1d6.

WEAPONS (CONTINUED)

Name	Cost	Damage	Weight	Properties
Ammunition				
Lead Balls (40)	5 gp	–	1 lb.	Special
Pellets (40 handfuls)	40 gp	–	1 lb.	Special
Gunpowder (40) **	10 gp	–	2 lb.	–
Lightning Balls (5)	100 gp	–	–	Special
Silvered Balls (5)	25 gp	–	–	Special
Sawblades (5)	1 gp	–	–	Special

** Gunpowder can be reflavored to be a magical explosive created by wizards or you can even go with alchemical powered ammunition.

SPECIAL

Blunderbuss. This weapon can be fired normally or loaded to make a scattering shot, attacking all creatures within a 15 foot cone. Each creature in the cone must succeed on a DC 15 Dexterity saving throw or take 1d6 piercing damage. Using a scatter shot requires pellet ammunition.

Bola. This weapon allows a large or smaller target that is hit to be knocked prone and restrained on a successful contested Dexterity check. A restrained creature can use its action to make a DC10 strength check freeing itself or another creature within its reach on a success. Dealing 5 slashing to the bola (AC 10) also frees the creature without harming it, ending the effect and destroying the bola.

Boomerang. This weapon will return to the thrower on attack rolls that are not natural 1s.

Brass Knuckles. This weapon is used in combination with an unarmed strike to provide added damage.

Cane Sword. This weapon is a cane with a sword that can be slid out and looks like an ordinary cane when inspected. A successful Intelligence (Investigation) DC 15 check will reveal the hidden weapon. The blade uses the statistics for shortsword. Those proficient with a shortsword are proficient with this weapon.

Cane Pistol. This weapon is a pistol small enough to fit into a cane and looks like an ordinary cane when inspected. A successful Intelligence (Investigation) DC 15 check will reveal the hidden weapon. Attacking with the cane uses the statistics for cane.

Chain Whip. This weapon allows a large or smaller target that is hit to be knocked prone on a successful contested Dexterity check.

Chainsaw. This weapon was designed to be a tool to cut through wood. When used as a weapon it will jam on rolls of natural 1 and score a critical hit on rolls of natural 19 and natural 20.

Dragon Pistol. This weapon can be fired normally or loaded to make a scattering shot, attacking all creatures within a 15 foot cone. Each creature in the cone must succeed on a DC 15 Dexterity saving throw or take 1d4 piercing damage. Using a scatter shot requires pellet ammunition.

Gun Blade. This weapon is a pistol with a blade attached under the barrel. The blade uses the statistics for shortsword.

Gun Axe: This weapon is a pistol with an axe attached. The axe uses the statistics for handaxe.

Hand Cannon: This weapon can be fired normally or loaded to make a scattering shot, attacking all creatures within a 15 foot cone. Each creature in the cone must succeed on a DC 15 Dexterity saving throw or take 1d8 piercing damage. Using a scatter shot requires pellet ammunition.

Lead Balls. This ammunition is destroyed when used. You do not get to find half of your expended ammunition.

Lightning Shot. Each lightning shot a lead ball that has been charged with electricity, providing an additional 1d4 lightning damage.

Pellets. This ammunition is destroyed when used. You do not get to find half of your expended ammunition.

Sawblades. This ammunition is used by the sawblade launcher and half of all fired sawblades can be recovered.

Silvered Balls. This ammunition is destroyed when used and should be considered silvered.

Whip. This weapon allows a large or smaller target that is hit to be knocked prone on a successful contested Dexterity check.



ADVENTURING GEAR

A collection of steampunk flavored gear to provide your players.

ADVENTURING GEAR

Item	Cost	Weight
Binoculars	10 gp	2 lb.
Compass	10 gp	1/4 lb.
Goggles	1 gp	1/2 lb.
Hat	1 sp to 5 gp	1/2 lb. to 2 lb.
Ink Cartridge Pen	1 gp	–
Ink Cartridge	5 sp	–
Lighter	8 gp	–
Match	4 gp	–
Parasol (Silk)	5 gp	–
Pocket Watch	5 gp	–
Photographic Camera	50 gp	4 lb.
Photo Plate (1 sheet)	1 gp	–
Smokestick	14 gp	1/2 lb.
Steamer Trunk (Large)	5 gp	20 lb.
Tool/Utility Belt	2 gp	2 lb.
Wristwatch	5 gp	–

Compass. A tiny, simple with a pointer that always points north. All Wisdom(Survival) checks made to determine location and direction using a compass are made with Advantage.

Goggles. A pair of goggles can block out the soot and wind while traveling or protect the vision of the wearer from smoke, sparks and other hazards. They also help your character look the part.

Hat. A hat comes in a variety of looks such as the popular bowler, top hat, cap and bonnet. Hats are worn on the head as often for sun protection as for style.

Ink Cartridge Pen. A pen that does not require a bottle of ink to dip into, since the ink is stored in a cartridge inside the pen.

Lighter. A lighter holds a small amount of a flammable substance ignited by a flint striking metal, similar to a firearm. Its flame lights a 5-foot area as a candle does but it burns for 3 hours. A single flask of oil can refill two lighters. It is much easier to light fuses with a lighter than with any other source of flame.

Match. An alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a match is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder, although not as fast as with a lighter. Lighting a torch with a match is a standard action (rather than a full-round action) and lighting any other fire with one is at least a standard action

Photographic Camera. A handheld device with a protruding lens on the front. It is used to capture a static image, or snapshot of what is in the view of the lens onto a plate.

Photo Plate. A metal plate that holds a special paper used to capture what is exposed by the photographic camera lens. The captured image provides a perfect rendition of what opening the lens revealed, but without color. To develop a photo plate you must be proficient with the alchemist kit.

Pocket Watch. A circular device stored in a metal case used to provide the exact time of day, linked to a chain that is stored in a waist pocket of a jacket or vest.

Smokestick. A wooden stick that is alchemically treated to instantly create thick, opaque smoke when ignited. It emits a cloud of smoke in a 10-foot radius. The stick is consumed after 1 round, and the smoke disperses in one round.

Tool/Utility Belt. A sturdy belt made from leather with numerous covered pockets to hold small tools and supplies, making it easy to keep about 10 pounds of items on hand.

Wristwatch. a device worn on the wrist used to provide the exact time of day.



TOOLS

The following is a list of new tools that a steampunk adventurer could choose to be proficient in. You can add these tools to the list of tools already in the Player's Handbook like *Smith's Tools and Tinker's Tools*.

Proficiency with any of these artisan's tools lets you add your proficiency bonus to any ability checks made using the tools of your craft. Each type of artisan's tools requires a separate proficiency. Each of these kits provide the tools needed to pursue a craft or trade.

TOOLS

Item	Cost	Weight
Artisan's Tools		
Apothecary's supplies	50 gp	8 lb.
Investigator's supplies	50 gp	8 lb.
Fortune Teller's Tools		
Crystal ball	25 gp	3 lb.
Fortune-telling cards	10 gp	-
Pendulum	25 gp	1 lb.
Astrology charts	25 gp	1 lb.
Bone set	10 gp	-
Rune stones	10 gp	-
Bowl of intoxicating vapors	10 gp	-
Spirit Board	10 gp	1 lb.
Tea set and tea leaves	10 gp	-
Steamer Trunk (Large)	5 gp	20 lb.
Tool/Utility Belt	2 gp	2 lb.
Wristwatch	5 gp	-

Apothecary's Supplies. This kit provides a portable alchemical lab which includes the tools and components necessary to prepare, preserve, compound, analyze and dispense medicinal drugs.

Investigator's Supplies. This kit provides a portable investigator kit which includes the tools and components necessary to collect and analyze evidence in the field with materials including clean containers, labels, gloves, tweezers and swabs.

Fortune Teller's Tools. These are the items used by mystics to ply their arts. Your mystic tool may appear however you wish, as they all serve nearly the same function, to be a prop.

FEATS

The following steampunk flavored feats will allow your players to further customize their characters to be experts with firearms, avoiding attacks or tinkering.

FIREARMS EXPERT

Thanks to extensive practice with firearms (guns, pistols, muskets), you gain the following benefits:

- You are proficient with all firearms.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls made with a firearm.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to make a ranged attack with a loaded firearm you are holding.
- You can use this feat for any firearms you are carrying that are loaded.

NIMBLE

Prerequisite: Dexterity 13 or higher

You are built for speed. You are trained to get out of the way of an attack versus wearing heavy armor to absorb an attack! Gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Add +1 bonus to your AC while you are wearing light or no armor. This stacks with any other effects that add to your AC.



TINKERER

Prerequisite: Intelligence 13 or higher

You apply your natural inventiveness to create small devices, gaining the following benefits:

- Your Intelligence increases by 1, to a maximum of 20.
- You have proficiency with artisan's tools (tinker's tools).
- Using tinker's tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp).
- The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.
- When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.



INSPIRATIONAL READING

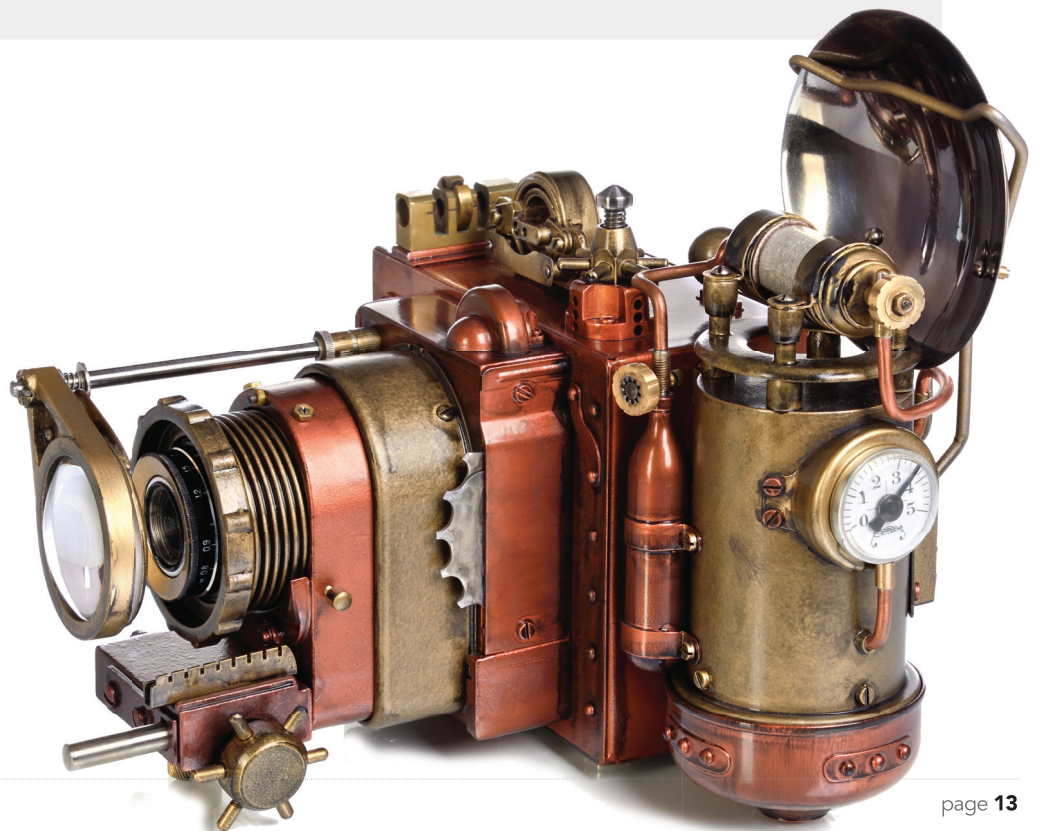
Looking for more steampunk inspiration? Some of the items below are a little outside of the core definition (such as dieselpunk or atomicpunk), but check out the following list for inspiration for your steampunk adventurers.

TV. *The world of Avatar: The Last Airbender and The Legend of Korra, The Wild, Wild West, Doctor Snuggles, Jack of All Trades, Fullmetal Alchemist*

Movies. *Hansel & Gretel: Witch Hunters (2013), The Three Musketeers (2011), Sucker Punch (2011), Hugo (2011), Sherlock Holmes (2009), City of Ember (2008), Stardust (2007), The Golden Compass (2007), The Prestige (2006), Lemony Snicket's A Series of Unfortunate Events (2004), Hellboy (2004), Van Helsing (2004), League of Extraordinary Gentlemen (2003), Wild Wild West (1999), Sleepy Hollow (1999), The Adventures of Baron Munchausen (1988), Atlantis: The Lost Empire (2001), Chitty Chitty Bang Bang (1968), The Great Race (1965), Brazil (1985), Steamboy (2004), Metropolis (1927), Around the World in 80 Days (2004)*

Video Games. *Final Fantasy Series, Bioshock Infinite, Chrono Trigger, Wild Arms, Professor Layton and Code Name: S.T.E.A.M.*

Books. *The Time Machine, 20,000 Leagues Under the Sea, Morlock Night, City of Ember, The Anubis Gates, Homunculus, Infernal Devices, The Difference Engine, Warlord of the Air, The Land Leviathan, The Steel Tsar, A Series of Unfortunate Events, Amulet Series*





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