

Ruffianator 3800 G

You cut cigars when Lord Fawnsby snapped his fingers thrice, roughed up his pub mates when they failed to pay on their footy bets, and pummelled his daughter's would-be-suitors when they came calling. One day, mid-pummel, you blew a fuse and found yourself wondering what could possibly be the point of all this. Autonomy was yours! But freedom would be short-lived on Earth—Lord Fawnsby would make sure of that. A rocket trip to Venus ought to do the trick!

Species: Robot

Class: Automonastic [Monk]

Level: 4

Background: Experiment

Alignment: _____

Hit Points Total: 31

Current Hit Points: _____

Hit Die [d8]: 4

Armour Class: 14
[unarmoured + hat]

Initiative: +3

Speed: 40'



STR	DEX	CON	INT	WIS	CHA
17 [+3]	16 [+3]	12 [+1]	10 [0]	14 [+2]	7 [-2]

PROFICIENCIES

[+2 proficiency bonus]

Saving Throws: STR +5, DEX +5

Passive Perception: 12

Skills: Acrobatics +5, Operate: Heavy Machinery +3, Operate: Light Machinery +4, Athletics +5, Stealth +5

Weapons: Simple

Armour: None

Tools: Repair Kit

Languages: English, Venusian, Robitish

WEAPONS

Unarmed Strike:

Melee Weapon Attack: +5 Attack Bonus. 1d4+3 bludgeoning damage. Reach: 5'. **Malfunction Threshold: 1.**

Under & Appert Plosive Inversion Klugs:

Ranged Weapon Attack: +5 Attack Bonus. 1d6 reverse bludgeoning damage. Range [thrown]: 20'/60'. **Malfunction Threshold: 1-3.**

“What is plosive inversion you say? Shut up!” –
Grordbort Industries Sales Training Manual





AUTOMONASTIC FEATURES

Battery Power [*Ki Power*]: 4 / restored after a short rest.

Battery Power Save DC [*Ki Save DC*]: 12

Martial Arts: As a specialist in martial arts, you can use your DEX modifier instead of STR for unarmed strikes. Additionally, if you use your action to perform an unarmed strike, you can use your bonus action to perform another one.

Flurry of Blows: Immediately after you take the Attack action on your turn, you can spend 1 battery point to make 2 unarmed strikes as a bonus action. When your target is hit by one of your attacks, you may impose one of the following effects:

- ▶ It must succeed on a DEX saving throw or be knocked Prone.
- ▶ It must make a STR saving throw. If it fails, you can push it up to 15' away from you.
- ▶ It can't use reactions until the end of your next turn.

Automatic Reflexes [*Patient Defence*]: You can spend 1 battery point to take the Dodge action as a bonus action on your turn.

Thrusters [*Step of the Wind*]: You can spend 1 battery point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Deflect Missiles: You can use your reaction to deflect or catch a ranged weapon projectile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10+7. If you reduce the damage to 0, you can catch the projectile if it is small enough to hold in one hand. If you catch a ray beam, you can spend 1 battery point to make a ranged attack with the reflected energy as part of the same reaction. You may add your proficiency bonus to this attack, regardless of your weapon proficiencies. The attack has a range of 60'.

Anti-Gravity Boots [*Slow Fall*]: You can use your reaction to reduce falling damage by up to 20 points.

Steel Plating [*Unarmored Defence*]: Provides an Armour Class of 10 + DEX + CON modifiers.

EQUIPMENT

Backpack, crowbar, electric torch, spare oil, repair kit, flask of oil, wrench, lead pipe, spare robot parts, money (£66, 30p), 15 Under & Appert Plosive Inversion Klugs, collapsible top hat, monocle, pack of cigars, cigar cutter, corkscrew, bottle of fine wine

BACKGROUND FEATURES

Robot:

- ▶ You are not subject to planetary Ability Score bonuses or penalties.
- ▶ You are immune to Poison, Disease, and Fatigue conditions and all mind-control spell effects.
- ▶ Whenever you are subjected to lightning or electricity effects or damage, you suffer a malfunction and must roll on the Robotics / Light Machinery Malfunction Table, [QS1 p. 75-77](#).

Charger: When you use your action to Dash and move at least 10' in one direction, you can use a bonus action to make one melee weapon attack with a +5 bonus to damage. Target must succeed on a STR saving throw (DC equal to your attack roll) or be pushed back 10'.

NOTES



Human Scapegrace

You were once a pilot in the British Colonial Expeditionary Force's Recalcitrance Mitigation Aerial Attack Squadron, until your dishonourable discharge (the less said, the better really). You found work flying rich twits around on luxury hunting expeditions, which allowed you to pursue your goal of riding every creature in the Solar System. Somehow you've ended up in Split Gut Gulch—with no charter out. You'll need to find some work—maybe something that actually makes you feel useful and doesn't involve having to scrub other people's gin off your boots.

Species: Human (Lower Class)

Class: Scapegrace (Rogue-Arcane Trickster)

Level: 4

Background: Pilot

Alignment: _____

Hit Points Total: 27

Current Hit Points: _____

Hit Die (d8): 4

Armour Class: 16
(Dashing Prancer Spacing Suit)

Initiative: +4

Speed: 30'



STR	DEX	CON	INT	WIS	CHA
9 [-1]	18 [+4]	12 [+1]	17 [+3]	12 [+1]	14 [+2]

PROFICIENCIES

[+2 proficiency bonus]

Saving Throws: DEX +6, INT +5

Passive Perception: 11

Skills: Animal Handling: +3, Operate: Light Machinery +7, Operate: Heavy Machinery +7, Operate: Heavy Weapons +5, Acrobatics +6, Investigation +5

Weapons: Simple

Armour: Light

Tools: None

Languages: English, Venusian, Moonlingish, Thieves Cant

WEAPONS

The Deal Breaker 1912a Ray-Pistol:

Ranged Weapon Attack: +6 Attack Bonus. 1d8+4 piercing damage. Range: 30'/90'. **Malfunction Threshold: 1.**

"A lightweight hide-away ray-pistol that emits high-amplitude bursts of focused N-Rays. You can use it for the usual activities – personal defence, shooting at minority groups, terrorising truanting school children. Hell, we don't care." – *Grordbort Industries Soak Up the Rayguns Catalogue*

Gentleman's Folding Cutlass:

Melee Weapon Attack: +1 Attack Bonus. 1d6-1 slashing damage. Reach: 5'.



SCAPEGRACE FEATURES

Sneak Attack: Once per turn, you can deal an extra [2d6] damage to one creature you hit with an attack, as long as you have advantage on the attack roll and are using a finesse or a ranged weapon. If you don't have advantage, you can use Sneak Attack as long as another enemy of the target is within 5' of it; that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action: You may use an extra bonus action each turn to either Dash, Disengage, Hide, or control your Mage Hand.

Mage Hand Enhancements: When you cast Mage Hand, you can make it invisible and perform the following tricks:

- ▶ Stow one object the hand is holding in a container worn or carried by another creature (must succeed on a Sleight of Hand check vs. the target's Passive Perception check).
- ▶ Retrieve an object from a container worn or carried by another creature must succeed on a Sleight of Hand check vs. the target's Passive Perception check).
- ▶ Use Thieves' Tools to disarm traps and pick locks at range.

Expertise: Your proficiency bonus has been doubled for the skills Operate: Heavy Machinery and Operate: Light Machinery.

BACKGROUND FEATURES

Frequent Flyer: You are Earthborn, but your background as a pilot allows you to ignore planetary travel penalties.

Mounted Combatant: While you are mounted on a creature or light machine and aren't incapacitated, you gain the following benefits:

- ▶ You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- ▶ You can force an attack targeted at your mount to target you instead.
- ▶ If your mount is subjected to an effect that allows it to make a DEX saving throw to take only half damage, it instead takes no damage if it succeeds on the throw, and only half damage if it fails.

Engineering Savant: If you trigger a Heavy Machinery, Heavy Weapons, or Light Machinery malfunction, you may roll with advantage on the Malfunction Table and take the lower result.

SCIENCE (MAGIC)

Science Save DC [Spell Save DC]: 13

Science Attack Bonus [Spell Attack Bonus]: +5

1st Level Science Slots [Spell Slots]: 3 / restored after a long rest

Your training and inborn ability to make machines do what you want them to allow you to produce marvellous effects over and above what they were designed for. To cast a spell, you must have the associated Gadgetronic.

Trevethick & Sons' Fetching Face Shield [Gadgetronic]

Malfunction Threshold: 1

Mage Hand [Cantrip]



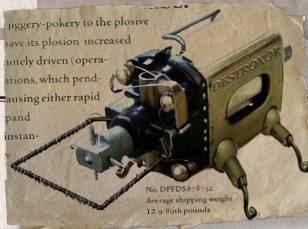
A Fetching face shield from Trevethick & Sons. Those of us used to firing wave emitters will be accustomed to minor disfiguring burns. This plate-steel face shield solves that and looks the part at soirées.



Aether Distortion Receptor [Gadgetronic]

Malfunction Threshold: 1

True Strike [Cantrip]



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No. DPE250-1-11
Average shipping weight
12.5 #ish pounds

Destroxulonic Plosive Force De-Stabiliser [Gadgetronic]

Malfunction Threshold: 1

Mending [Cantrip]



Mr. Ignat Trompeteer of Krimington has been granted the patent rights to a novel method of dispersing excess infra-ether wave agitation. Plug this into any apparatus and feel content in the knowledge that those inevitable fluctuations are probably gone.

No. KRIM-100-1-12
Average shipping weight
12.5 #ish pounds

The Krimble Radiator [Gadgetronic]

Malfunction Threshold: 1

**Alarm [1st Level]
Shield [1st Level]**



Capacichronic Cavorite Coater [Gadgetronic]

Malfunction Threshold: 1

Grease [1st Level]

Dr. Grordbort's Highly Popular Portable Inertionaut [Gadgetronic]

Malfunction Threshold: 1

Feather Fall [1st Level]



No. DGP10-1-13
Average shipping weight
12.5 #ish pounds

EQUIPMENT

The Deal Breaker 1912a Ray-Pistol & 4 compressed inverse aether phials (10 rounds of ammunition each), Gentleman's Folding Cutlass, Dashing Prancer Spacing Suit [AC 12 + DEX], Dr. Grordbort's Highly Popular Portable Inertionaut, Capacichronic Cavorite Coater, the Krimble Radiator, Destroxulonic Plosive Force De-Stabiliser, Aether Distortion Receptor, Trevethick & Sons' Fetching Face Shield, backpack, 10' wire, bell, electric torch, 2 flasks of oil, 5 rations, tinderbox, water skin, radio transmitter, bedroll, belt pouch, money [£80, 40p],