Character Name	Player Name	Campaign
George Miller	Chris	

Race	Origin	Class	Rank	HD
Human	Earth - Congo Basin	Diplomat	1	D10

STR	9	-1
DEX	12	+1
CON	11	+0
INT	13	+1
WIS	14	+2
CHA	16	+3

Skills

☐	+1	Acrobatics (Dex)
☑	+4	Animal Handling (Wis)
☐	-1	Athletics (Str)
☑	+4	Culture (Wis)
☑	+5	Deception (Cha)
☐	+1	Engineering (Int)
☑	+3	History (Int)
☑	+4	Insight (Wis)
☐	+3	Intimidation (Cha)
☐	+1	Investigation (Int)
☐	+2	Medicine (Wis)
☐	+1	Nature (Int)
☐	+2	Perception (Wis)
☐	+3	Performance (Cha)
☑	+5	Persuasion (Cha)
☐	+1	Pilot (Dex)
☐	+1	Science (Int)
☐	+1	Sleight of Hand (Dex)
☐	+1	Stealth (Dex)
☑	+4	Survival (Wis)

Hit Points	Determination
20	5

Prof Bonus	Initiative	Moxie
+2	+2	+3

Armor Class	AC Jaffa Helmet
17	10

Speed	Death Saves
6m	Successes ○○○ Failures ○○○

Saves

☐	-1	Strength
☐	+1	Dexterity
☐	+0	Constitution
☐	+1	Intelligence
☑	+4	Wisdom
☑	+5	Charisma

Condition

- ◉ Normal
- ○ Disadvantage on Ability Checks
- ○ Speed Halved
- ○ Disadvantage on Attack Rolls and Saving Throws
- ○ Hit Points Maximum Halved
- ○ Speed Reduced to 0
- ○ Death

Ammo Weapon 1	Ammo Weapon 2
0	0

Ammo Weapon 3	Ammo Weapon 4
0	0

Attack Name	To Hit	Damage	Range	Reload	Special
Sidearm (Beretta M9)	+3	1d6+1	50/100	15/1	Laser Sight
Combat Knife	+3	1d6+1	melee	n/a	Finesse

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Racial Abilities

Tropics Adept: You can see twice as far in fog and heavy rain.
Recovery: Once per short rest when you heal HP (or are healed) you may gain +TD additional HP.
Galactic Seeds: Gain advantage on all buff and persuasion checks during first contact with any group that has not yet met visitors from another world.

Feats

Coordinated Fire: After you hit a target with an attack, you may take a bonus action to grant an inspired character advantage to their next attack roll made before your next turn against the same target.

Class Abilities

Inspire: Your mere presence inspires your comrades to pursue their mission in a myriad of clever, if sometimes unperceived, ways. Once per long rest, you may grant all team members 1d6 temporary HP with an action. These temporary HP last until the next long rest or until removed by damage. While a team member has these temporary hit points (called "Inspired" characters) they gain the benefits of your Inspiration feats. A character may only be Inspired by one source at a time. If a character is targeted by a second Inspire ability, the target character chooses which to benefit from.

Equipment

Translator
Med Kit
Pan-Cultural Wardrobe
Base Kit: Tacticat Vest, 4 Uniforms, TACCOM, Flash Light, Water Purifier, Filtration Mask, Multi-Tool, Personal First Aid Kit, Climate Clothing, Combat Tent

Proficiencies

Armor: light
Weapons: Common weapons, Sidearms

Notes

Biome: Rainforest
Background: Liasion