Character Name	Player Name	Campaign
Dr. Lara "Starbuck" Croft	Andrew	

Race	Origin	Class	Rank	HD
Human/Tollan	Starship/Aviator	Scientist (1)		D

Str	10	+0
Dex	15	+2
Con	10	+0
Int	14	+2
Wis	16	+3
Cha	10	+0

Skills

☐	+2	Acrobatics (Dex)
☐	+3	Animal Handling (Wis)
☐	+0	Athletics (Str)
☑	+5	Culture (Wis)
☐	+0	Deception (Cha)
☐	+2	Engineering (Int)
☑	+4	History (Int)
☑	+5	Insight (Wis)
☐	+0	Intimidation (Cha)
☑	+4	Investigation (Int)
☐	+3	Medicine (Wis)
☑	+4	Nature (Int)
☐	+3	Perception (Wis)
☐	+0	Performance (Cha)
☐	+0	Persuasion (Cha)
☑	+4	Pilot (Dex)
☑	+4	Science (Int)
☐	+2	Sleight of Hand (Dex)
☐	+3	Stealth (Dex)
☐		Survival (Wis)

Hit Points	Determination
16	

Prof Bonus	Initiative	Moxie
+2	+3	+2

Armor Class	AC Jaffa Helmet
10	10

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

Saves

☐	+0	Strength
☐	+2	Dexterity
☐	+0	Constitution
☑	+4	Intelligence
☑	+5	Wisdom
☐	+0	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

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Racial Abilities

ADVANCED TECHNOLOGY
Whenever you make an Intelligence (Engineering) check that involves technology with a tech level of 4 or higher, you add +TD to the check.

AVIATOR

Crash Landing: You gain damage resistance against all damage suffered when a vehicle you piloting or a passenger in when it crashes or is destroyed.

STARSHIP
Void Adept: You may use your Wisdom modifier instead of your Intelligence modifier when making Science skill checks.

Feats

ARCHEOLOGIST (DISCOVERY)
MP Cost: 5
Requirement: Eureka ability, Proficient in Culture As an action you can cause a target emotional and mental distress by using their cultural taboos against them. If the target fails a Wisdom save(DC 8+ Intelligence modifier + Proficiency Bonus)they are stunned for a number of rounds equal to your Eureka points spent. A target that fails its save is immune to this ability for 24 hours (and is likely very upset).

Class Abilities

EUREKA
Whenever you fail an Intelligence or Wisdom check during a mission you gain one Eureka point. You may have a maximum number of Eureka points equal to your Intelligence of Wisdom modifier (whichever is higher). All unspent Eureka points are lost at the end of each mission. Whenever you make an Intelligence or Wisdom check you may spend one Eureka point to gain advantage.

Equipment

Proficiencies

Armor: Light Armor
Weapons: Common weapons, Sidearms
Tools: Research Kit and Translator
Saving Throws: Intelligence and Wisdom
Proficiencies: You are proficient in science plus an additional skill of your choice. (Insight & history)
Skills: Culture, Investigation, Nature, and Science
Skill Proficiency: Pilot

Notes