Character Name	Player Name	Campaign
Ru'ul	Leah	

Race	Origin	Class	Rank	HD
Atruen		Scout	1	D

Str	14	+2
Dex	14	+2
Con	13	+1
Int	13	+1
Wis	14	+2
Cha	8	-1

Skills

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

Hit Points	Determination
20	

Prof Bonus	Initiative	Moxie
+2	+2	+1

Armor Class	AC Jaffa Helmet
10	10

Speed	Death Saves
7m	Successes ○○○ Failures ○○○

Saves

☐	+2	Strength
☑	+4	Dexterity
☑	+3	Constitution
☐	+1	Intelligence
☐	+2	Wisdom
☐	-1	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

Hit Points: You gain +10 additional HP.
Ability Score Increase: Choose either Wisdom or Charisma to improve by +2.
Proficiencies: Choose any two skill proficiencies. Athletics and Nature
NATURAL RESILIENCE
Aturen's gain advantage on any saves against disease or poison.
NATURALIST
Whenever you make an Intelligence (Science) check that involves an ecosystem and the creatures within, you add +TD to the check.

Feats

TRACKING
MP Cost: 5
Requirement: Survivalist ability, Perception
You gain advantage on Wisdom (Survival) checks made to track.

Class Abilities

Hit Points at 1st level: 10 Higher Levels: 5 per level Hit Die: d10
PROFICIENCIES
Armor: Light Armor
Weapons: Common weapons, Martial Arts, Bows, Sidearms, Shotguns
Tools: Camo Kit, Explosives
Saving Throws: Constitution and Dexterity
Skills: Perception, Stealth, Survival
EQUIPMENT KIT
You add a Climbing Kit to your base kit
SURVIVALIST
You've trained to survive on any world and in any biome. You gain resistance to damage from your environment, including non-natural environmental dangers like traps.
FIELD HACKS
Amongst the myriad of small improvements you've learned, you've become especially adept at a trick that improves a team's efficiency in the field. Choose one field hack feat (see page @@) at 1st level and an additional field hack feat at 4th.

Equipment

Proficiencies

Notes

REFUGEE
You were forced to flee your lands for an extended period of time, possibly traveling great distances to seek asylum from the enemies of your enemies.
Skill Proficiency: Athletics - changed to acrobatics due to double up
New Environments: You gain advantage on any Strength (Athletics) checks to navigate an unknown wilderness environment.
GRASSLANDS
The rolling savannahs or tilled fields of your home were a bounty for the people in times of peace, and a prize to be won in times of war. Clean air, abundant resources, and wide open spaces see many grassland youths grow healthy and tall.
Attribute: Constitution +1
Natural Sprinter: Your movement speed increases by 1m.