Character Name	Player Name	Campaign
Isaac Wheeler	Matthew Henricks	

Race	Origin	Class	Rank	HD
Human	Starship Scholar	Scientist	1	D1d8

Str	8	-1
Dex	12	+1
Con	14	+2
Int	15	+2
Wis	14	+2
Cha	12	+1

Skills

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

Hit Points	Determination
20	4

Prof Bonus	Initiative	Moxie
+2	+2	+2

Armor Class	Speed
10	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

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

RECOVERY
Once per short rest when you heal HP (or are healed) you may gain +TD additional HP.

GALACTIC SEEDS
Humans are so common in the galaxy that they gain advantage on all buff and persuasion checks made during first contact with any group that has not yet met visitors from another world.

Feats

PHYSICIST
When you make an attack with a ranged weapon, you may spend a Eureka to increase the weapons range by half (+50%).

Class Abilities

Void Adept (Starship)
You may use your Wisdom modifier instead of your Intelligence modifier when making Science skill checks.

Preserve Knowledge (Scholar)
You gain advantage on Charisma (Persuasion) checks with other Scholars, learned people, or those who wish to preserve knowledge in some way.

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

You add a Research kit (any scientific field) to your base kit (see page @@).

Research kit
Translator

Proficiencies

Armor: Light Armor
Weapons: Common weapons, Sidearms, Explosives
Tools: Research Kit and Translator
Saving Throws: Intelligence and Wisdom
Skills: Culture, Investigation, Nature, and Science

Notes

SCIENTIFIC DISCOVERY
Your careful study of scientific principles and your chosen field of study allows you to make insights few others would consider. Choose one Discovery feat (see page @@) at 1st level and an additional discovery feat at 3rd and 5th level.