Character Name	Player Name	Campaign
Cyrus Miller	Troy Hieb	

Race	Origin	Class	Rank	HD
Human	Aviator / Starship	Scientist	2	D8

Str	10	+0
Dex	13	+1
Con	14	+2
Int	16	+3
Wis	14	+2
Cha	8	-1

Skills

☐	+1	Acrobatics (Dex)
☐	+2	Animal Handling (Wis)
☐	+0	Athletics (Str)
☑	+4	Culture (Wis)
☐	-1	Deception (Cha)
☑	+5	Engineering (Int)
☑	+5	History (Int)
☐	+2	Insight (Wis)
☐	-1	Intimidation (Cha)
☑	+5	Investigation (Int)
☐	+2	Medicine (Wis)
☑	+5	Nature (Int)
☐	+2	Perception (Wis)
☐	-1	Performance (Cha)
☐	-1	Persuasion (Cha)
☑	+3	Pilot (Dex)
☑	+5	Science (Int)
☐	+1	Sleight of Hand (Dex)
☐	+1	Stealth (Dex)
☐	+2	Survival (Wis)

Hit Points	Determination
24	

Prof Bonus	Initiative	Moxie
+2	+2	+3

Armor Class	AC Jaffa Helmet
11	10

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

Saves

☐	+0	Strength
☐	+1	Dexterity
☐	+2	Constitution
☑	+5	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

ASTRONOMER (DISCOVERY)
MP Cost: 5
Requirement: Eureka ability, Proficient in Science
As a bonus action you may reduce the time it takes to activate a Stargate or similar astronomical device by 1 round per Eureka point spent.

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.
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.
ON SECOND THOUGHT
Starting at 2nd level, whenever you take a short or long rest you may spend a Eureka point to reroll an Intelligence or Wisdom check to learn information that you failed to learn since your last rest.
GREAT MIND
At 2nd level, you are much more difficult to lie to or confuse. You are immune to the Charmed condition and you gain advantage on any Wisdom (Insight) check to discern lies.

Equipment

Research kit

Proficiencies

Armor: Light Armor
Weapons: Common weapons, Sidearms, Pilot
Tools: Research Kit and Translator

Notes

AVIATOR
The most common pilots assigned to the SGPhoenix are unsurprisingly drafted from the US Air Force. However, others pilots of more esoteric vessels have been recruited, such as Death Glider pilots and even blimp/zeppelin operator or two.
Skill Proficiency: Pilot
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
You were raised aboard a vessel that travels the void of space, giving you the opportunity to adapt to a variety of environments, including Zero-G training that helped both eye-hand co-ordination and gave you a practical view on the sciences.
Attribute: Dexterity +1
Void Adept: You may use your Wisdom modifier instead of your Intelligence modifier when making Science skill checks.