Character Name	Player Name	Campaign
Daneel Chevalier	Jonathan Chase	

Race	Origin	Class	Rank	HD
Human	Urban, Scholar	Scientist		D8

Str	9 (-1)
Dex	13 (+1)
Con	13 (+1)
Int	17 (+3)
Wis	9 (-1)
Cha	10 (+0)

Skills

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

Hit Points	Determination
19	5

Prof Bonus	Initiative	Moxie
+2	+1	+3

Armor Class	AC Jaffa Helmet
17	10

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

Saves

☐	-1	Strength
☐	+1	Dexterity
☐	+1	Constitution
☑	+5	Intelligence
☑	+1	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
Beretta 9mm	+3	1d6	50/100	1	

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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

Discovery: Physics

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

Equipment

Research Kit

Proficiencies

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

Notes

3mp