

CHARACTER NAME

Frank Burden

PLAYER NAME

phil

CAMPAIGN

RACE

Aturen

ORIGIN

Jazz Musician

CLASS

Medic

RANK

HD

D

STR

13

+1

DEX

10

+0

CON

8

-1

INT

15

+2

WIS

16

+3

CHA

12

+1

SKILLS

☐

+0

ACROBATICS (DEX)

☐

+3

ANIMAL HANDLING (WIS)

☒

+3

ATHLETICS (STR)

☒

+5

CULTURE (WIS)

☐

+1

DECEPTION (CHA)

☐

+2

ENGINEERING (INT)

☐

+2

HISTORY (INT)

☒

+5

INSIGHT (WIS)

☐

+1

INTIMIDATION (CHA)

☐

+2

INVESTIGATION (INT)

☒

+5

MEDICINE (WIS)

☒

+4

NATURE (INT)

☐

+3

PERCEPTION (WIS)

☐

+1

PERFORMANCE (CHA)

☐

+1

PERSUASION (CHA)

☐

+0

PILOT (DEX)

☒

+4

SCIENCE (INT)

☐

+0

SLEIGHT OF HAND (DEX)

☐

+0

STEALTH (DEX)

☐

+3

SURVIVAL (WIS)

HIT POINTS

17

DETERMINATION

5

PROF BONUS

+2

INITIATIVE

+3

MOXIE

+2

ARMOR CLASS

16

AC JAFFA HELMET

10

SPEED

6m

DEATH SAVES

SUCCESSES

FAILURES

SAVES

☐

+1

STRENGTH

☒

+2

DEXTERITY

☐

-1

CONSTITUTION

☐

+2

INTELLIGENCE

☒

+5

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

0

AMMO WEAPON 2

0

AMMO WEAPON 3

0

AMMO WEAPON 4

0

ATTACK NAME	TO HIT	DAMAGE	RANGE	RELOAD	SPECIAL
sidearm (Dartgun)	+2	special	50	1/2	tranquilizer
shotgun	+2	1d8	10/30	50/1	auto
combat knife	+3	1d6+1	melee	n/a	finesse

RACIAL ABILITIES

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

CLASS ABILITIES

FIRST AID

Your extensive training in field medicine allows you to rapidly provide aid to a wounded team member. When you use a med kit to heal you add your Proficiency modifier to the damage healed. In addition, you may use a med kit to heal a wounded team member as an action (rather than during a short rest). Med kits cannot heal the target again unless it is a short rest.

PROCEDURES

Crash Training: You may use a Med Kit to revive a character who has been dead for a number of rounds up to your proficiency modifier with a successful DC 25 Medicine check. You may attempt this check once per round.

EQUIPMENT

- " Tactical Vest
- " 3 Uniforms
- " TACCOM
- " Flash Light
- " Water Purifier
- " Filtration Mask
- " Multi-tool
- " Personal First Aid Kit
- " Climate Clothing
- " Combat Tent

PROFICIENCIES

- " Armor: Light
 - " Weapons: Common weapons, Sidearms, Shotguns
 - " Tools: Med Kit and Outbreak Kit
 - " Saving Throws: Dexterity and Wisdom
 - " Skills: Athletics, Insight, Medicine, and Science
- Tranquilizer: This pistol has been modified to fire a dart filled with a powerful sedative. The weapon no longer deals HP damage. Instead, the target must succeed at a constitution save (DC 11 + weapon tech level [2]) or suffer 1d3 levels of exhaustion. A character who suffers exhaustion from this ailment is not dead when they reach 6 exhaustion, but instead unconscious. Exhaustion from this effect heals at a rate of 1 level per hour.

NOTES

ATUREN SPIRITUALIST

You have been taken in as a refugee by the Nox. During your time there, you've, even being indoctrinated into some of their ancient practices. Benefit: You can lead a ritual during a short rest that restores the dead to life (see rulebook).

TEACHER

You've spent your life honing minds to pursue knowledge.

Skill Proficiency: Insight

Benefit: Once per mission, you may make a Wisdom save instead of another save.