Character Name	Player Name	Campaign
Leon Tumnus	Noel Floyd	

Race	Origin	Class	Rank	HD
Aturen	Urban/Sleuth	Diplomat		D

STR	10	+0
DEX	14	+2
CON	12	+1
INT	12	+1
WIS	12	+1
CHA	16	+3

Skills

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

Hit Points	Determination
20	

Prof Bonus	Initiative	Moxie
+2	+2	+3

Armor Class	Speed
10	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	+0	Strength
☐	+2	Dexterity
☐	+1	Constitution
☐	+1	Intelligence
☑	+3	Wisdom
☑	+5	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
Whip		1d4	2m		

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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.

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

URBAN
Attribute: Intelligence +1

Melting Pot: You may use your Charisma modifier instead of your Wisdom modifier when making Culture skill checks.

SLEUTH
Skill Proficiency: Investigation

The Reveal: You gain advantage on any Charisma (Persuasion) checks to accuse someone of a crime or wrongdoing.

Class Abilities

INSPIRE
Once per long rest, you may grant all team members 1d6 temporary HP with an action. These temporary HP last until the next long rest or until removed by damage. While a team member has these temporary hit points they gain the benefits of your Inspiration feats.
A character may only be Inspired by one source at a time. If a character is targeted by a second Inspire ability, the target character chooses which to benefit from.

INSPIRATIONS
You are adept at inspiring allies in specific ways, granting abilities to yourself and your team while they have temporary HP granted by your Inspire. Choose one Inspiration feat at 1st level, and then another at 3rd and 5th level.

Equipment

EQUIPMENT KIT
You add a translator to your standard kit.

Proficiencies

Armor: Light
Weapons: Common weapons, Sidearms
Tools: Med Kit, Translator, Pan-Cultural Wardrobe

Notes

Hit Points at 1st level: 10
Hit Points at Higher Levels: 5 per level
Hit Die: d10