Character Name	Player Name	Campaign
Floyd Roland	Noel Floyd	

Race	Origin	Class	Rank	HD
Tollan	Artificial/Sentry	Engineer		D

STR	8 (-1)
DEX	14 (+2)
CON	14 (+2)
INT	15 (+2)
WIS	14 (+2)
CHA	9 (-1)

Skills

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

Hit Points	Determination
20	

Prof Bonus	Initiative	Moxie
+2	+2	+2

Armor Class	Speed
10	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

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

Hit Points: You gain +8 additional HP.

ADVANCED TECHNOLOGY
Whenever you make an Intelligence (Engineering) check that involves technology with a tech level of 4 or higher, you add +TD to the check.

Feats

ARTIFICIAL
Attribute: Wisdom +1
Life or Death Repairs: You gain advantage on engineering checks made when failure would deal damage or endanger your life (such as repairing an airlock before it fails or diffusing a bomb).

SENTRY
Skill Proficiency: Perception
Long Night: You ignore the first night without rest, only suffering ill effects on the second night as if it were the first.

Class Abilities

JURY RIG
You are an expert at field repairs, even when you have to get creative. When you use an engineering kit to repair a machine you heal 2d8 points of damage instead of 2d6.
In addition, you may repair an adjacent machine as an action rather than during a short rest.

SPECIAL MODIFICATIONS
You don't just fix and maintain your equipment, you've also made some special modifications that enhances the effectiveness you and your team's gear. Choose one modification feat (see page @@) at 1st level and another modification feat at 3rd and 5th level.

HOLD TOGETHER
At 2nd level, when you benefit from cover you gain resistance to the damage of attacks that are

Equipment

PHASE DEVICE
To phase a
touched person and their
gear the user makes a DC 15
Intelligence (Science) check. If
successful, the target may move through solid
material until the end of its next turn (or up to
6 seconds if not in combat rounds). For every 5
by which the DC is passed, the target may move
through matter for an additional round or an
additional touched target may be affected.
If the target stops phasing while within solid
matter it will likely die, suffering 20d6 damage
each round. This prolongs the phase device effect
an additional round, so if the character survives
the damage they may attempt to move out of
solid matter on their next turn.

Engineering Kit

Proficiencies

PROFICIENCIES
Armor: Light
Weapons: Common weapons, Sidearms, Longarms
Tools: Engineering Kit, Explosives, Fabrication Kit

Notes

HIT POINTS
Hit Points at 1st level: 8
Hit Points at Higher Levels: 4 per level
Hit Die: d8