Character Name	Player Name	Campaign
Lt. Zachary 'Kip' Kippenger	Bill	

Race	Origin	Class	Rank	HD
Human - Tauri	Tauri Military Scholar	Diplomat	1	D8

Str	9	-1
Dex	12	+1
Con	12	+1
Int	12	+1
Wis	13	+1
Cha	17	+3

Skills

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

Hit Points	Determination
18	2

Prof Bonus	Initiative	Moxie
+2	+1	+3

Armor Class	Speed
18	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	-1	Strength
☐	+1	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

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Racial Abilities

RECOVERY
When you recover HP due to a short rest, you regain an additional +TD HP.

GALACTIC SEEDS
Humans are so common in the galaxy, they gain advantage on all Persuasion and Deception Checks made during first contact with any group not having yet met visitors from another world.

Feats

SKILLFUL EXPLANATIONS (Diplomat 1)
Once per short rest, when an inspired character fails a skill check that you are proficient in, you may allow the character to re-roll the result.

Class Abilities

INSPIRE
During a long rest, you may grant all team members 1d6 temporary HP with an action (the die rolled is called the Inspire die). These temporary HP last until the next long rest or until removed by damage. While a team member has these temporary hit points they are"Inspired'.

Equipment

>> Tactical Helmet (+1 AC)
>> Tactical Vest & 3 Uniforms (TV 16+Dex Bonus, 7 Bulk)
>> Sidearm (Beretta M9) w/2 magazines (-1 Bulk)
>> Longarm (FN P90) w/2 magazines (-2 Bulk)
>> Combat Knife (Shortblade, Tech Level 2)
>> Personal Tactical Radio
> MREs (mission duration)
> Flashlight
> Water Purifier
> Filtration/Radiation Mask
> Multi-tool
> Personal Medical Kit
> Extended Climate Protection Clothing
> Combat Tent
> Med Kit
> Translator
> Pan-Cultural Wardrobe

Proficiencies

PROFICIENCIES
Armor: Light
Weapons: Common weapons, Sidearms
Tools: Med Kit, Translator, Pan-Cultural Wardrobe
Saving Throws: Wisdom & Charisma
Skills: Culture, Deception, Insight, Persuasion

Notes

BULK=7

SCHOLAR
Regardless of how your society stored knowledge, you dedicated yourself to some aspect of its collection, dissemination, or preservation.
Bonus Proficiency: Science
Preserve Knowledge: You gain advantage on Persuasion checks with other Scholars, learned people, or those who wish to preserve knowledge in some way.