Character Name	Player Name	Campaign
Alex Cobbler	Matt Shoemaker	

Race	Origin	Class	Rank	HD
Human (Tau'ri)	Urban / Liaison	Soldier	1	D10

Str	12	+1
Dex	15	+2
Con	14	+2
Int	14	+2
Wis	8	-1
Cha	10	+0

Skills

☐	+2	Acrobatics (Dex)
☐	-1	Animal Handling (Wis)
☑	+3	Athletics (Str)
☑	+1	Culture (Wis)
☐	+0	Deception (Cha)
☐	+2	Engineering (Int)
☐	-1	Insight (Wis)
☑	+2	Intimidation (Cha)
☐	+2	Investigation (Int)
☐	-1	Medicine (Wis)
☐	+2	Nature (Int)
☐	-1	Perception (Wis)
☐	+0	Performance (Cha)
☐	+0	Persuasion (Cha)
☑	+4	Pilot (Dex)
☐	+2	Science (Int)
☐	+2	Sleight of Hand (Dex)
☐	+2	Stealth (Dex)
☐	-1	Survival (Wis)

Hit Points	Determination
20	

Prof Bonus	Initiative	Moxie
+2	+2	+2

Armor Class	Speed
10	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☑	+3	Strength
☐	+2	Dexterity
☑	+4	Constitution
☐	+2	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
FN P90	+4	2D6+2	200/180	30/1	
Beretta M9	+4	1D8+2	50/100	15/1	
Combat Knife	+3	1D6+1			

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Racial Abilities

Recovery
Galactic Seeds

Feats

Assault Coordination: When you hit a target with a ranged attack, the next successful ranged attack by one of your team members deals +1d6 damage.

Stranger to the land - Advantage on charisma checks to conceal foreign nature.

Class Abilities

Tactical Flexibility
Tactical Feat - Assault Coordination: When you hit a target with a ranged attack, the next successful ranged attack by one of your team members deals +1d6 damage.

Equipment

FN p90
Beretta M9
Combat Knife
Multi tool
Personal med kit
filtration mask
flashlight
water purifier
combat tent
extended climate protection clothing

Proficiencies

longarms
Light Armor
Heavy Armor
Common Weapsons
Martial arts
Sidearms
camo kit
explosives

Notes