Character Name	Player Name	Campaign

Race	Origin	Class	Rank	HD
Aturen Noxian Pacifist	Swamp Teacher	Scout		D

STR	10 (+0)
DEX	8 (-1)
CON	14 (+2)
INT	10 (+0)
WIS	16 (+3)
CHA	16 (+3)

Skills

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

Hit Points	Determination
20	1

Prof Bonus	Initiative	Moxie
+2	+3	+3

Armor Class	AC Jaffa Helmet
17	10

Speed	Death Saves
6m	Successes ○○○ Failures ○○○

Saves

☐	+0	Strength
☑	+1	Dexterity
☑	+4	Constitution
☐	+0	Intelligence
☐	+3	Wisdom
☐	+3	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
Tranquilizer Pistol	+2	d3 Exh	50/50	1 act	Pistol DC12 Con

TM & © 1997-2019 MGM

Racial Abilities

INVISIBILITY: While not as skilled as the Nox, you can use advanced mental techniques honed by years of pacifism to hide yourself from view. As an action you may gain the invisible condition for one minute (10 rounds of combat). You may use this ability a number of times per long rest equal to your Proficiency bonus. If you take an action affecting a non-friendly target (such as an attack),your invisibility ends.

PACIFIST: You are unwilling to cause harm to a living creature in any way. You may not willingly harm another living being. You cannot take any action that deals HP damage or attribute damage to a living creature. You gain disadvantage on all attack rolls, even those against non-living targets or with weapons that don't deal damage.

Patient Hunter: You may use your Wisdom modifier instead of your Dexterity modifier when making Stealth skill checks.

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

Feats

HIDE TRACKS: You travel in back of your team, hiding your tracks. Raise the DC to track your party by your Proficiency bonus or to DC 20 (hard difficulty), whichever result yields a higher DC.

Class Abilities

SURVIVALIST: You've trained to survive on any world and in any biome. You gain resistance to damage from your environment, including non-natural environmental dangers like traps.

Equipment

You add a Camo Kit to your base kit

UUd'Wat Incense (Aturen): There are many uses for the Ud'Wat incense, including the following (but not limited to):

- Aiding a subject to heal mental distress(such as rescuing them from a coma).
- Sharing a memory in vivid details that the waking mind cannot recall.
- Determining whether or not a person istrustworthy.
- Breaking mental conditioning.

Proficiencies

Armor: Light Armor
Weapons: Common Weapons, Martial Arts, Bows, Sidearms, Longarms
Tools: Camo Kit, Explosives

Notes