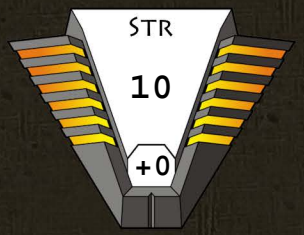
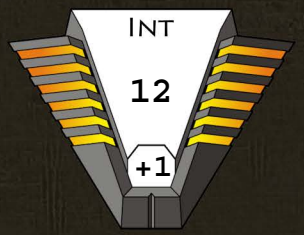
Character Name	Player Name	Campaign
Renlia		

Race	Origin	Class	Rank	HD
Aturen	Enslaved Starship	Scientist		D





Skills

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

Hit Points	Determination
19	4

Prof Bonus	Initiative	Moxie
+2	+3	+1

Armor Class	AC Jaffa Helmet
19	10

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

Saves

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +1 Constitution
- ☑ +3 Intelligence
- ☑ +5 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
15	0

Ammo Weapon 3	Ammo Weapon 4
0	0

Attack Name	To Hit	Damage	Range	Reload	Special
Sidearm	4	d8	50/100	1 act	Pistol
Blade	4	d6			Finesse

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Racial Abilities

NATURAL RESILIENCE: An Aturen gains advantage on any saves against disease or poison.

NATURALIST: Whenever you make a Science Check that involves an ecosystem and the creatures within, you add +TD to the check.

Void Adept: You may use your Wisdom modifier instead of your Intelligence modifier when making a Science Check.

Tool Proficiency: Choose any one tool proficiency.

Friend to Toil: When you would suffer exhaustion, you suffer 1 less level of exhaustion (minimum 1).

Feats

BIOLOGIST: As an action you may spend any number of Eureka points to heal yourself or a character within 1m for 1d6 damage per Eureka point spent.

Class Abilities

EUREKA: Whenever you fail an Intelligence or Wisdom check during a mission, you gain one Eureka point. You may have a maximum number of Eureka points equal to your Intelligence or Wisdom modifier (whichever is higher). All unspent Eureka points are lost at the end of each mission. Whenever you make an Intelligence or Wisdom check, you may spend one Eureka point to gain advantage.

Equipment

You add a Research Kit to your base kit

Proficiencies

Armor: Light Armor
Weapons: Common weapons, and Sidearms
Tools: Explosives, Research Kit, and Translator

Med Kit

Notes