Character Name	Player Name	Campaign
Dashell Johanson	Adam M	

Race	Origin	Class	Rank	HD
Human	Aviator/Tau'ri Military	Soldier		D10

STR	12	+1
DEX	14	+2
CON	12	+1
INT	12	+1
WIS	12	+1
CHA	14	+2

Skills

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

Hit Points	Determination
20	3

Prof Bonus	Initiative	Moxie
+2	+2	+2

Armor Class	Speed
18	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☑	+3	Strength
☐	+2	Dexterity
☑	+3	Constitution
☐	+1	Intelligence
☐	+1	Wisdom
☐	+2	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
Longarm (FN p90)	+4	2D6+2	200/180	30/1	see pg65
sidearm (Berretta m9)	+4	1D8+2	50/100	15/1	pistol
combat knife	+4	1D6+2	melee	NA	Finesse / TL 2

TM & © 1997-2021 MGM

Racial Abilities

Hit Points: You gain +10 additional HP.
Ability Score Increase: Choose either Intelligence or Charisma to improve by +2.
Proficiencies: Choose any two skill proficiencies.
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

ASSAULT COORDINATION
MP Cost: 5
Requirement: Tactical Flexibility ability
When you hit a target with a ranged attack, the next successful ranged attack by one of your team members deals +1d6 damage

Class Abilities

TACTICAL FLEXIBILITY
You've learned to direct your team in a variety of tactics. As an action you may activate a Tactic feat that you don't know (see page 103). This tactic lasts for a number of rounds equal to your Charisma modifier (minimum 1). When the duration has run out, you may choose a tactic you know (if any) to re-activate automatically. Once you use this ability, you cannot use it again until you've taken a long rest.
TACTICS
You've trained extensively with a specific tactic, providing advantages to your team. Your team may benefit from one tactic at a time, and you may change your current tactic to another tactic you know with an action on your turn. Choose one tactic feat (see page 103) at 1st level and an additional tactic feat at 4th level.

Equipment

Longarm upgrade
Tactical Vest & 3 Uniforms
- MREs (mission duration)
- Combat Knife (Shortblade, Tech Level 2)
- Personal Tactical Radio
- Flashlight
- Water Purifier
- Filtration/Radiation Mask
- Multi-tool
- Personal Medical Kit
- Extended Climate Protection Clothing
- Combat Tent
- Sidearm (Beretta M9) w/2 magazines
- Longarm (FN P90 or Mossberg 500) w/2 magazines

Proficiencies

Armor: Light and Heavy Armor
Weapons: Common weapons, Martial Arts, Sidearms, Longarms
Tools: Camo Kit, Explosives
Saving Throws: Strength and Constitution
Skills: Athletics, Intimidation, Pilot

Notes