Character Name	Player Name	Campaign
Lady Myryn	Jo McGrath	

Race	Origin	Class	Rank	HD
Aturen	Subterranian Healer	Diplomat	2	D8

STR	10	+0
DEX	14	+2
CON	10	+0
INT	10	+0
WIS	14	+2
CHA	16	+3

Skills

☐	+2	Acrobatics (Dex)
☐	+2	Animal Handling (Wis)
☐	+0	Athletics (Str)
☑	+4	Culture (Wis)
☑	+5	Deception (Cha)
☐	+0	Engineering (Int)
☑	+4	Insight (Wis)
☐	+3	Intimidation (Cha)
☐	+0	Investigation (Int)
☑	+4	Medicine (Wis)
☐	+0	Nature (Int)
☑	+4	Perception (Wis)
☑	+5	Performance (Cha)
☑	+5	Persuasion (Cha)
☐	+2	Pilot (Dex)
☐	+0	Science (Int)
☐	+2	Sleight of Hand (Dex)
☐	+2	Stealth (Dex)
☐	+2	Survival (Wis)

Hit Points	Determination
23	4

Prof Bonus	Initiative	Moxie
+2	+2	+3

Armor Class	Speed
18	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	+0	Strength
☐	+2	Dexterity
☐	+0	Constitution
☐	+0	Intelligence
☑	+4	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
60	15

Ammo Weapon 3	Ammo Weapon 4
0	0

Attack Name	To Hit	Damage	Range	Reload	Special
FN P90	+2	2D6+2	200m	1	
Beretta M9	+4	1D8+2	50m	1	

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Racial Abilities

Natural Resilience (Advantage on Disease/Poison Saves)
Naturalist (+TD to Science checks that involve ecosystem or creatures within)
Tension D6

Feats

Enduring Inspirations

Class Abilities

Inspire (PG.45 Core Rulebook)
Pep Talk (PG.45 Core Rulebook)
Word In An Ear (PG.45 Core Rulebook)

Equipment

Base Kit

Proficiencies

Armor: Light
Weapons: Common Weapons and Sidearms
Tools: Med Kit, Translator, Pan-Cultural Wardrobe

Notes

treats areas of dim light as brightly lit (including ability to discern color)
+x Inspire HP
-0 determination