Character Name	Player Name	Campaign
Meltrayan "Mel"	Jason Stygar	Living Series

Race	Origin	Class	Rank	HD
Aturen (Noxian Pacifist)	SPIRITUALIST/PRESERVATI(	Medic	1	D8

Str	8	-1
Dex	10	+0
Con	16	+3
Int	14	+2
Wis	15	+2
Cha	10	+0

Skills

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

Hit Points	Determination
19	

Prof Bonus	Initiative	Moxie
+2	+2	+2

Armor Class	Speed
10	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

- ☐ -1 Strength
- ☐ +0 Dexterity
- ☐ +3 Constitution
- ☐ +2 Intelligence
- ☐ +2 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

TM & © 1997-2021 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.

Ritual of Life: You can lead a ritual during a short rest to restore the dead to life. This requires a natural environment and two other characters. You must succeed at a DC 20 Culture Check, and if successful, a character that has been dead less than a day is brought back to life with 1 HP. If you fail, the character cannot be saved. You cannot use the ability while suffering from negative emotions, such as rage, sorrow, or guilt.

Feats

Procedure Feat: Improvised Medicine

Class Abilities

FIRST AID
1st PROCEDURE

Equipment

Med Kit

Proficiencies

Armor: Light

Weapons: Common weapons, Sidearms, Shotguns

Tools: Med Kit and Outbreak Kit

Saving Throws: Dexterity and Wisdom

Skills: Athletics, Insight, Medicine, Nature, Science, Stealth, Survival

Notes

Purchased stats: 8,10,14,14,15,10 (0+2+7+7+9+2=27)

An Eye for Nature: You gain advantage on Intelligence and Wisdom Checks to identify the properties of plants.