Character Name	Player Name	Campaign
Edward Winters	Asar	

Race	Origin	Class	Rank	HD
Human	Teacher/ Tauri Military	Scientist	1	Dd8

Str	Dex	Con	Int	Wis	Cha
11	12	12	17	12	11
+0	+1	+1	+3	+1	+0

Skills

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

Hit Points	Determination
18	2

Prof Bonus	Initiative	Moxie
+2	+1	+3

Armor Class	Speed
10	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	+0	Strength
☐	+1	Dexterity
☐	+1	Constitution
☑	+5	Intelligence
☑	+3	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

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Racial Abilities

Recovery - short rest heal additional +TD HP

Patient approach - once per mission wis save instead of another

Feats

Discovery feat - Biologist - Heal 1d6HP per spent Eureka points

Class Abilities

Eureka - if failed Int/ Wis check gain 1 Eureka point (up to Int mod), then can spend point for adv on Int/Wis checks

Equipment

Research Kit

Proficiencies

light armor
Common weapons and sidearms
Explosives, Research kit, Translator
Marital arts

Notes