Character Name	Player Name	Campaign
Alex S Roper	Alex	Operation Sneed (Formerly (

Race	Origin	Class	Rank	HD
Human	GRASS/PRESERVATIONIST	Scout	TM lvl3	DD10

STR	DEX	CON	INT	WIS	CHA
10	15	14	12	15	8
+0	+2	+2	+1	+2	-1

Skills

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

Hit Points	Determination
37	3

Prof Bonus	Initiative	Moxie
+2	+2	+1

Armor Class	Speed
18	7m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	+0	Strength
☑	+4	Dexterity
☑	+4	Constitution
☐	+1	Intelligence
☐	+2	Wisdom
☐	-1	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	Ammo Weapon 3	Ammo Weapon 4
8	15	0	0

Attack Name	To Hit	Damage	Range	Reload	Special
Shotgun	+4 (+1FR)	1d10	10m/30m	2	Scatter
Beretta	+4	1d8	50m/100m	1	Pistol
Combat Knife	+0	1d4	yeah		
+! to hit form Facility (FR)					
+1 d6 Vangaurd					

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Racial Abilities

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

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.

GRASSLANDS
Attribute: Constitution +1
Natural Sprinter: Your movement speed increases by 1m.

Feats

Class Abilities

SURVIVALIST You've trained to survive on any world and in any biome. You gain resistance to damage from your environment, including non-natural environmental dangers like traps.

VANGUARD
At 2nd level, you deal +1d6 additional damage with ranged attacks against any target within 5m.

TRAP RIGGING
Starting at 2nd level, you can use excess equipment to booby trap a 1m area as an action. You can scavenge parts for a number of traps equal to your Proficiency bonus, refilling these parts during any long rest. When a character enters the designated 1m area it will trigger the trap, but characters may make a Perception check (DC 8 + your Proficiency bonus + your Wisdom modifier) to notice the trap before entering the area.
You may set one of three traps:

Equipment

CAMO KIT

- Tactical Vests (Bulk = 8+Str mod) & 3 Uniforms
? Mossberg 500 2 tubes of shells with Flashlight 1d10
? 2 Beretta mags (1)
? Duct tape 100m (1)
? 3 Smoke Gernades (1)
? 3 Fragmentation Gernades (1)
? 3 use C4 and detonator (1)
- MREs (mission duration)
- Combat Knife (shortblade, Tech Level 2)
- Personal Tactical Radio
- Water Purifier
- Filtration/Radiation Mask
- Multi-tool Kit
- Personal First Aid Kit
- Extended Climate Protection Clothing
- Combat Tent
- Sidearm (Beretta M9)

Proficiencies

LIGHT ARMOR
COMMON WEAPONS
MARTIAL ARTS
BOWS
SIDE ARMS
LONG ARMS
CAMO KIT
EXPLOSIVES

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