Character Name	Player Name	Campaign
John Tower	Mark Richardson	

Race	Origin	Class	Rank	HD
Tau'ri Human	Military/Arboreal	Scout	Sgt	D10

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

Skills

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

Hit Points	Determination
23	3

Prof Bonus	Initiative	Moxie
+2	+2	+2

Armor Class	Speed
19	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	+2	Strength
☑	+4	Dexterity
☑	+4	Constitution
☐	+2	Intelligence
☐	+1	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
60	8

Ammo Weapon 3	Ammo Weapon 4
15	0

Attack Name	To Hit	Damage	Range	Reload	Special
FN-P90	+4	2d6	200/180	1	
Remington 870 (Snub)	+4	1d10	10/20	2	Scatter, Pistol
Glock 20	+4	1d8	50/100	1	

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Racial Abilities

Recovery
Galactic Seeds
Military: Shotguns, +1 HP per level
Arboreal: Climb Speed 6m, +1 Str

Feats

Class Abilities

Survivalist
Field Hacks: Camouflage

Equipment

Tactical Vest
Tactical Helmet
Base Kit (Sub Glock 40 for the Beretta)
Shotgun (Snub)
C4 x12
C4 Detonators x12
4 Frag Grenades
1 Flashbang Grenade
1 Smoke Grenade
Duct Tape 100m
Binoculars
2 Magazinse for Shotgun
Rope 100m

Proficiencies

Light Armor, Heavy Armor
Comnon Weapons, Martial Arts, Bows, Sidearms, Longarms, Shotguns
Camo Kit, Explosives

Notes