Character Name	Player Name	Campaign
Lanni		

Race	Origin	Class	Rank	HD
Human (Kelownan)	Preservation/Arboreal	Scientist	6	D8

STR 11	+0	
DEX 12	+1	
CON 10	+0	
INT 18	+4	
WIS 16	+3	
CHA 8	-1	

Skills

☐	+1	Acrobatics (Dex)
☐	+3	Animal Handling (Wis)
☑	+3	Athletics (Str)
☑	+6	Culture (Wis)
☐	-1	Deception (Cha)
☐	+4	Engineering (Int)
☐	+3	Insight (Wis)
☐	-1	Intimidation (Cha)
☑	+7	Investigation (Int)
☐	+3	Medicine (Wis)
☑	+7	Nature (Int)
☐	+3	Perception (Wis)
☐	-1	Performance (Cha)
☐	-1	Persuasion (Cha)
☐	+1	Pilot (Dex)
☑	+7	Science (Int)
☐	+1	Sleight of Hand (Dex)
☐	+1	Stealth (Dex)
☐	+3	Survival (Wis)

Hit Points	Determination
43	4

Prof Bonus	Initiative	Moxie
+3	+3	+4

Armor Class	Speed
16	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	+0	Strength
☐	+1	Dexterity
☐	+0	Constitution
☑	+7	Intelligence
☑	+6	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
0	0

Ammo Weapon 3	Ammo Weapon 4
0	0

Attack Name	To Hit	Damage	Range	Reload	Special
Sidearm (Beretta M9)	+3	2d8+1	50/100	15/1	Pistol
Combat Knife	+3	1d6+1	melee	n/a	Finesse/TL 2
C4	Special	1d10	special	3 uses	+1d10 per use

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Racial Abilities

Recovery - When you recover HP due to a short rest, you regain an additional + TD HP.

Galacitc 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.

Feats

Apt Analogy - You can employ an easy to understand analogy to help others work through complex or esoteric problems. Once per short rest you may grant a friendly character a +TD bonus on an Intelligence or Wisdom skill check.

Great Mind - You are difficult to deceive or confuse. You are immune to the Charmed condition, and you gain advantage on any Insight checks to discern lies.

Cross-Discipline Studies - You add half your Proficiency bonus, rounded down, to any Intelligence, Wisdom, or Charisma skill check that doesn't already include your Proficiency bonus.

Resilient Mind - When you suffer Intelligence, Wisdom, or Charisma damage, reduce the amount of damage suffered by 1 point (minimum 1).

Casual Genius - You begin each mission with a number of Eureka points equal to half your Proficiency Bonus (rounding down).

For Science! - You may spend an Eureka point to gain advantage on Charisma checks in addition to Intelligence and Wisdom checks.

Class Abilities

Eureka - Whenever you fail an Intelligence or Wisdom check during a mission, you gain one Eureka point. You may have a maximum number of Eureka points equal to your Intelligence or Wisdom modifier (whichever is higher).Whenever you make an Intelligence or Wisdom check, you may spend one Eureka point to gain advantage.

Discovery - Archeologist - As an action you can spend a Eureka point to automatically locate any secret chambers or otherwise hidden rooms within a structure no larger than 20m square per Proficiency bonus. This does not indicate how the secret area may be accessed; only that one must exist (or doesn't exist) within the area. In addition, you gain advantage on any Perception checks to find hidden elements of architecture such as secret levers, trap triggers, or hidden doors.

Discovery - Hyper-Focus - You may spend one Eureka point to add the tension die to an Intelligence or Wisdom check. You may declare this use of Eureka after learning the results of the roll.

Discovery - A Moment's Thought - Whenever you take a short or long rest you may spend a Eureka point to re-roll an Intelligence or Wisdom skill check to learn information that you failed since your last rest.

Equipment

Base Kit Equipment
- Tactical Vest
- 3 Uniforms
- TACCOM
- Flash Light
- Water Purifier
- Fitration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent
- Research Kit
- C4

Proficiencies

Armor - Light
Weapons - Common weapons, sidearms
Tools - Explosives, Research Kit, Translator
Saving Throws - Intelligence and Wisdom
Skills - Culture, Investigation, Nature, and Science

Preserve Knowledge - You gain advantage on Persuasion checks with other Scholars, learned people, or those who wish to preserve knowledge in some way.

Gifted Swimmer - You gain a swim speed of 6m.

Notes

When the Kelownans' found the Stargate, Lanni was there to do the hard work. She'd spent years researching strange symbols, at the temple. She didn't care that she wasn't one of the leading archeologists, that she'd only be remembered in passing for her contributions. She just loved the study of the ancient structure. There was so much to learn from cultures that lived thousands of years ago, even when her country was on the brink of another war.

Ever dedicated, she couldn't be torn from the Stargate, not even when the bombs grew ever closer. Lanni began to realize that there was more for her to learn than could be found on Langara. That there were countless civilizations with unique wonders to show her. She left her world behind as the temple's pillars shook.

As she wandered a new world she met the primitive people and heard legends of Stargate Command, and upon finally meeting them, she knew she would join. Imagine the worlds... the cultures. There were endless possibilities and she leapt eagerly to join their newest venture, The Phoenix Site.