Character Name	Player Name	Campaign
Kulera		

Race	Origin	Class	Rank	HD
Aturen (Nox Pacifist)	Preservation/Arboreal	Medic	7	D8

STR	13 (+1)
DEX	10 (+0)
CON	14 (+2)
INT	12 (+1)
WIS	17 (+3)
CHA	12 (+1)

Skills

☐	+0	Acrobatics (Dex)
☑	+6	Animal Handling (Wis)
☑	+4	Athletics (Str)
☐	+3	Culture (Wis)
☐	+1	Deception (Cha)
☐	+1	Engineering (Int)
☑	+6	Insight (Wis)
☐	+1	Intimidation (Cha)
☐	+1	Investigation (Int)
☑	+6	Medicine (Wis)
☑	+4	Nature (Int)
☐	+3	Perception (Wis)
☐	+1	Performance (Cha)
☑	+4	Persuasion (Cha)
☐	+0	Pilot (Dex)
☑	+4	Science (Int)
☐	+0	Sleight of Hand (Dex)
☐	+0	Stealth (Dex)
☑	+6	Survival (Wis)

Hit Points	Determination
60	4

Prof Bonus	Initiative	Moxie
+3	+3	+1

Armor Class	Speed
16	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	+1	Strength
☑	+3	Dexterity
☐	+2	Constitution
☐	+1	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 (Dartgun)	+3	Special	50	15/1	Tranq/TL 2

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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.

Feats

Triage - You can observe a character's current physical condition as a bonus action with a DC 20 Medicine check. If successful, you learn the character's current and total HP as well as their total hit dice. You suffer disadvantage against a target if you are unfamiliar with its biology.

Unnoticed Field Medic - When you heal a team member using first aid, attacks against you suffer disadvantage until your next turn.

Man Down - While you are conscious and within 1m of a dying team member, they require one fewer death saves to stabilize.

Physician Heal Thyself - You may use your med kit on yourself as a bonus action.

First Response - You may add your Wisdom modifier to the damage you heal with a med kit. In addition, you may use a med kit to heal a scuffed team member as an action (rather than during a short rest).

Attack Specialist (Sidearm) - When making attacks with that proficiency you roll twice as many weapon damage dice as normal. Bonus dice from other sources (such as Power Attack or Vanguard) and static modifiers (such as from Strength

Class Abilities

First Aid - Your extensive training in field medicine allows you to rapidly provide aid to a wounded team member. When you use a med kit to heal, you add your Proficiency bonus to the healed amount. In addition, you may use a med kit to heal a wounded team member as an action (rather than during a short rest). Med kits cannot heal the target again until after a short rest.

Procedures - Urgent Care - When you heal with a Med Kit, you may choose to replace all the healing dice rolled with the same number of Tension Dice.

Procedures - Controlled Stimulants - As an action, you may use your Med Kit to heal 1d4 levels of exhaustion. A character may not benefit from this ability again until they have taken a long rest.

Procedures - Crash Training - You may use a Med Kit to revive a character who has been dead for a number of rounds up to your Proficiency bonus with a successful DC 25 Medicine check. You may attempt this check once per round.

Inspire - Your mere presence inspires your comrades to pursue their mission in a myriad of clever, if sometimes unperceived, ways. During a long rest, you may grant all team members 1d6 temporary HP with an action (the die rolled is called the Inspire die). These temporary HP last until the next long rest or

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
- Tranquilizer
- 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, Science, and Persuasion

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

Natural Climber: You have a climb speed of 6m.

Notes

Kulera was born to a devout Tulrakian home. Her parents were dedicated worshipers of The Great Tulrak who once saved her planet when all hope seemed lost. From her youth, she threw herself into her studies under the Nox, learning from them as Tulrak before.

In Gratitude of the Nox, her people adopted their culture and style. For this reason, she styles her hair in Nox fashion as well as focuses on training in the healing arts. For years she lived an austere life, taking little but knowledge for herself, and always seeking to share what she learned with a gentle healing hand.

After she finished her training, she undertook a pilgrimage of enlightenment, hoping to bring healing to those who are in need beyond her community. In her travels she found herself aiding a team from the SGC. Seeing in them a cause worthy of The Great Tulrak and a chance to further her pilgrimage, she joined the team. Kulera enjoys her missions more than most, viewing SG Phoenix as an opportunity to explore other worlds and further her medical and cultural knowledge