

Scientist

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/**you are a scientist. A noble profession. As a scientist you use
*your brain, or CPU, to figure out the most complex and pressing
*problems, like how to hack a terminal or where to point this laser
*rifle so that it vaporizes this dude's head*/
```

Proficiencies:

- Skills: Science, Energy Weapons, +1 Choice
- Weapons: Energy Weapons
- Armor: Light Armor

Starting HP: 8 + Endurance Modifier

HP per Level: 2d8 + Endurance Modifier

Level	Class Perk	Level 1 Perk	Level 3 Perk	Level 4 Perk	Proficiency Bonus
1	Computer Whiz	+1	+0	+0	+2
2	Techie	+1	+0	+0	+2
3	Robotics Expert	+0	+1	+0	+3
4	None	+0	+1	+0	+3
5	Order of Magnitude	+0	+0	+1	+4

