Character Name	Player Name	Campaign
Dax Cartwright	Slyder	

Race	Origin	Class	Rank	HD
Human	Urban / Tau'ri Military	Scientist	1	D1d8

Str	8	-1
Dex	14	+2
Con	12	+1
Int	18	+4
Wis	12	+1
Cha	11	+0

Skills

☐	+2	Acrobatics (Dex)
☐	+1	Animal Handling (Wis)
☐	-1	Athletics (Str)
☑	+3	Culture (Wis)
☐	+0	Deception (Cha)
☑	+6	Engineering (Int)
☑	+6	History (Int)
☐	+1	Insight (Wis)
☐	+0	Intimidation (Cha)
☑	+6	Investigation (Int)
☐	+1	Medicine (Wis)
☑	+6	Nature (Int)
☐	+1	Perception (Wis)
☐	+0	Performance (Cha)
☐	+0	Persuasion (Cha)
☐	+2	Pilot (Dex)
☑	+6	Science (Int)
☐	+2	Sleight of Hand (Dex)
☐	+2	Stealth (Dex)
☐	+1	Survival (Wis)

Hit Points	Determination
19	

Prof Bonus	Initiative	Moxie
+2	+2	+4

Armor Class	AC Jaffa Helmet
18	10

Speed	Death Saves
6m	Successes ○○○ Failures ○○○

Saves

☐	-1	Strength
☐	+2	Dexterity
☐	+1	Constitution
☑	+6	Intelligence
☑	+3	Wisdom
☐	+0	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
75	0

Ammo Weapon 3	Ammo Weapon 4
0	0

Attack Name	To Hit	Damage	Range	Reload	Special
Sidearm	+4	1d6	50/100	1 ACT	Pistol

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Racial Abilities

ASI: Choose either Intelligence
or Charisma to improve by +2. (int)
PROF: Choose any two skill proficiencies. (Engineering + History)
RECOVERY: Once per short rest when you heal HP (or are
healed) you may gain +TD additional HP.
GALACTIC SEEDS: Humans are so common in the galaxy that they
gain advantage on all buff and persuasion checks
made during first contact with any group that has
not yet met visitors from another world.

Feats

PHYSICIST (DISCOVERY)
MP Cost: Class Free
As an action you may make a ranged attack with a projectile weapon that hits a number of additional targets equal to the number of Eureka points spent. Roll the attack once and compare the result to every chosen target. This attack may only be made with a single target projectile weapon,not with blast weapons or other area attacks.

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 of Wisdom modifier (whichever is higher). All unspent Eureka points are lost at the end of each mission.
Whenever you make an Intelligence or Wisdom check you may spend one Eureka point to gain advantage.
SCIENTIFIC DISCOVERY:

Equipment

Research Kit (physics)
Tactical Vest & 3 Uniforms
MREs (mission duration)
Combat Knife (Shortblade, Tech Level 2)
TACCOM
Flash Light
Water Purifier
Filtration/Radiation Mask
Multi-tool Kit
Personal First Aid Kit
Extended Climate Protection Clothing
Combat Tent
Sidearm (Beretta M9)
5 clips
G.D.O.
Duct Tape

Proficiencies

Armor: Light Armor, Heavy Armnor
Weapons: Common weapons, Sidearms, Longarms, Grenades
Tools: Research Kit and Translator
Saving Throws: Intelligence and Wisdom
Skills: Culture, Investigation, Nature, and Science

Notes

TAU'RI MILITARY: As an operation of the United States Air Force, the SG-Phoenix is technically part of the wider human military. In recent years, General Loyer has begun to recruit from other branches of his country's military, and even a few assets from foreign militaries.
While SG-Phoenix makes extensive use of its alien coalition when assembling teams, the majority of personnel assigned to the Phoenix site are from this background.
Required Race: Human (must be Tau'ri)
Basic Training: You are proficient in sidearms, longarms, grenades, and heavy armor.
URBAN: Densely packed buildings and the press of people have created the most common artificial environment in the Milky Way. You're no stranger to the problem solving required when weaving through complex streets, underground transportation, or crowds.
Attribute: Intelligence +1
Melting Pot: You may use your Charisma modifier instead of your Wisdom modifier when making Culture skill checks.