Character Name	Player Name	Campaign
Jace Jones	Preston Haynie	Stargate living campaign

Race	Origin	Class	Rank	HD
Tok'ra	Tok'ra Spy Healer	Medic	1	D8

Str	11	+0
Dex	12	+1
Con	12	+1
Int	12	+1
Wis	16	+3
Cha	14	+2

Skills

- ☐ +1 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☑ +2 Athletics (Str)
- ☐ +3 Culture (Wis)
- ☐ +2 Deception (Cha)
- ☐ +1 Engineering (Int)
- ☐ +1 History (Int)
- ☑ +5 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☑ +5 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +1 Pilot (Dex)
- ☑ +3 Science (Int)
- ☑ +3 Sleight of Hand (Dex)
- ☑ +3 Stealth (Dex)
- ☐ +3 Survival (Wis)

Hit Points	Determination
19	5

Prof Bonus	Initiative	Moxie
+2	+3	+2

Armor Class	AC Jaffa Helmet
10	10

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

Saves

- ☐ +0 Strength
- ☑ +3 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☑ +5 Wisdom
- ☐ +2 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	1/2	Tranquilizer
Shotgun	+3	1d8	10/30	50/1	Automatic
Combat Knife	+3	1d6+1	Melee	NA	Finesse

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Racial Abilities

Passing: You gain advantage on any Charisma (Deception) checks to trick targets into believing you are a Human, Goa'uld, or Jaffa
SYNERGISTIC SYMBIOTE
As long as a Tok'Ra has a symbiote they may choose to gain advantage on any mental (Intelligence, Willpower, Charisma) save. A Tok'Ra may use this ability once per Wisdom modifier (minimum 1), replenishing the uses during a long rest. If a Tok'Ra is deprived of their symbiote they must make a Constitution save each hour or suffer 1d4 Constitution damage.
REGENERATION The Tok'Ra is healed to full HP during a long rest

Feats

IMPROVISED MEDICINE MP Cost: 5 Requirement: First Aid ability
When you do not have a med kit you may still heal friendly targets as if you had a med kit but were not proficient with it.

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 modifier to the damage healed. 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.

Equipment

Med Kit
• 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)

Proficiencies

Armor: Light Weapons: Common weapons, Sidearms, Shotguns Tools: Med Kit and Outbreak Kit Saving Throws: Dexterity and Wisdom
Skills: Athletics, Insight, Medicine, and Science

Notes

) +2 / Special 50 1 / 2 Tranquilizer
Shotgun +2 / 1d8 10 / 30 50 / 1 Automatic
Combat Knife +3 / 1d6+1 melee n/a Finesse