Character Name	Player Name	Campaign
M'kalla	bigmc3	

Race	Origin	Class	Rank	HD
Jaffa	Subterranean/Bra'tac	Engineer	1	D8

STR	DEX	CON	INT	WIS	CHA
10	18	14	14	10	10
+0	+4	+2	+2	+0	+0

Skills

☐	+4	Acrobatics (Dex)
☐	+0	Animal Handling (Wis)
☐	+0	Athletics (Str)
☐	+0	Culture (Wis)
☐	+0	Deception (Cha)
☑	+4	Engineering (Int)
☐	+2	History (Int)
☐	+0	Insight (Wis)
☐	+0	Intimidation (Cha)
☐	+2	Investigation (Int)
☐	+0	Medicine (Wis)
☐	+2	Nature (Int)
☑	+2	Perception (Wis)
☐	+0	Performance (Cha)
☐	+0	Persuasion (Cha)
☑	+6	Pilot (Dex)
☑	+4	Science (Int)
☐	+4	Sleight of Hand (Dex)
☐	+4	Stealth (Dex)
☐	+0	Survival (Wis)

Hit Points	Determination
22	4

Prof Bonus	Initiative	Moxie
+2	+4	+2

Armor Class	AC
20	Jaffa Helmet

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

Saves

☐	+0	Strength
☑	+6	Dexterity
☐	+2	Constitution
☑	+4	Intelligence
☐	+0	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	Ammo Weapon 3	Ammo Weapon 4
50	15	0	1

Attack Name	To Hit	Damage	Range	Reload	Special
PN90	+6	1d10+4	200/180	50/1	
Beretta M9	+6	1d6+4	50/100	15/1	
Combat Knife	+4	1d6+4			finesse
Ma'Tok Melee	+6	1d10+4			finesse
Ma'Tok Plasma Blast	+6	3d6+4	3/60		rchg1;shck1m

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Racial Abilities

Dex +2

Symbiote (gain adv on physical save 2 times per long rest)

Kel'Noreem (heal max die value during long rest; no heal short rest)

Feats

Modification Feat Lvl 1 = Longarm Calibration
after long rest give one long arm +1d4 damage until next long rest

Class Abilities

Jury Rig (2d8 repair; use action instead of short rest to repair)

Equipment

Engineering Kit
an electric drill/driver with dozens of attachments and screws, portable welding torch, steel sheets, and powerful adhesives. A character can use this kit to repair 2d6 damage to a mechanical device (such as a drone) during a short rest.

Tactical Vest
- 3 Uniforms
- TACCOM
- Flash Light
- Water Purifi er
- Fitration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent

Proficiencies

Jaffa weapons
Light armor
Sidearms
Longarms
Common Weapons

Engineering Kit
Fab Kit
Explosives

Notes

Dim light vision