Character Name	Player Name	Campaign
Sorsha / Airk	Leah	

Race	Origin	Class	Rank	HD
Tok'ra	Subterranean, freedom f	soldier	1	D

STR	14	+2
DEX	14	+2
CON	14	+2
INT	10	+0
WIS	14	+2
CHA	8	-1

Skills

☐	+2	Acrobatics (Dex)
☐	+2	Animal Handling (Wis)
☑	+4	Athletics (Str)
☐	+2	Culture (Wis)
☐	-1	Deception (Cha)
☐	+0	Engineering (Int)
☐	+0	History (Int)
☐	+2	Insight (Wis)
☑	+1	Intimidation (Cha)
☐	+0	Investigation (Int)
☐	+2	Medicine (Wis)
☐	+0	Nature (Int)
☑	+4	Perception (Wis)
☐	-1	Performance (Cha)
☐	-1	Persuasion (Cha)
☑	+4	Pilot (Dex)
☐	+0	Science (Int)
☐	+2	Sleight of Hand (Dex)
☑	+4	Stealth (Dex)
☑	+4	Survival (Wis)

Hit Points	Determination
10	

Prof Bonus	Initiative	Moxie
+2	+2	+0

Armor Class	AC Jaffa Helmet
10	10

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

Saves

☑	+4	Strength
☐	+2	Dexterity
☑	+4	Constitution
☐	+0	Intelligence
☐	+2	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

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Racial Abilities

Tok'Ra Traits
A Tok'Ra created by Queen Egeria millenia ago
have the following abilities:
Hit Points: You gain +10 additional HP.
Ability Score Increase: Choose either Intelligence or Wisdom to improve by +2.
Proficiencies: Choose any two skill proficiencies. Survival & Perception
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

OVERWATCH
MP Cost: 5
Requirement: Tactical Flexibility ability
Once per combat, you may use your reaction to make a ranged attack against an enemy who makes an attack against a team member other than yourself.

Class Abilities

SURGE
You can take an additional action on your turn (even an attack) as a bonus action. You must complete a short or long rest before you can use this ability again.
TACTICS
You've trained extensively with a specific tactic,providing advantages to your team. Your team may benefit from one tactic at a time, and you may change your current tactic to another tactic you know with an action on your turn. Choose one tactic feat (see page @@) at 1st level and an additional tactic feat at 4th level.HIT POINTS
Hit Points at 1st level: 10
Hit Points at Higher Levels: 5 per level
Hit Die: d10
PROFICIENCIES
Armor: Light and Heavy Armor
Weapons: Common weapons, Martial Arts,Sidearms, Longarms
Tools: Camo Kit, Explosives
Saving Throws: Strength and Constitution
Skills: Athletics, Intimidation, Pilot

Equipment

Proficiencies

Notes

FREEDOM FIGHTER
The oppression of a Goa'uld system lord or another powerful force kept your people in bondage, but you fought back where others were cowed.
Skill Proficiency: Stealth
Last Resorts: You suffer disadvantage on all Moxie checks, but gain advantage on all Initiative checks.
SUBTERRANEAN
You grew up deep undergound in caves or another natural complex, rarely if ever seeing the sky. Due to the real dangers of cave-ins and other dangers of the underworld, your people are quick on their feet with sharp eyes.
Attribute: Dexterity +1
Improved Vision: You treat areas of dim light as brightly lit (including the ability to discern color).