Character Name	Player Name	Campaign
Landria (Chelandria)	Megan	

Race	Origin	Class	Rank	HD
Human Abydionian		Medic	1	D

STR	10	+0
DEX	12	+1
CON	12	+1
INT	12	+1
WIS	15	+2
CHA	16	+3

Skills

☐	+1	Acrobatics (Dex)
☐	+2	Animal Handling (Wis)
☑	+2	Athletics (Str)
☐	+2	Culture (Wis)
☐	+3	Deception (Cha)
☐	+1	Engineering (Int)
☐	+1	History (Int)
☑	+4	Insight (Wis)
☐	+3	Intimidation (Cha)
☐	+1	Investigation (Int)
☑	+4	Medicine (Wis)
☑	+3	Nature (Int)
☐	+2	Perception (Wis)
☐	+3	Performance (Cha)
☑	+5	Persuasion (Cha)
☐	+1	Pilot (Dex)
☑	+3	Science (Int)
☐	+1	Sleight of Hand (Dex)
☐	+1	Stealth (Dex)
☐	+2	Survival (Wis)

Hit Points	Determination
19	

Prof Bonus	Initiative	Moxie
+2	+2	+3

Armor Class	AC Jaffa Helmet
10	10

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

Saves

☐	+0	Strength
☑	+3	Dexterity
☐	+1	Constitution
☐	+1	Intelligence
☑	+4	Wisdom
☐	+3	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

Hit Points: You gain +10 additional HP.
Ability Score Increase: Choose either Constitution or Charisma to improve by +2.
Proficiencies: Choose one skill proficiency and one weapon proficiency.
Nature and ?
RECOVERY
Once per short rest when you heal HP (or are healed) you may gain +TD additional HP.
FREE FROM RA
Your people have struggled to become free from their Goa'uld System Lord Ra with the help of the SG-1. Your will to resist grants advantage on all saves vs. Goa'uld technology.

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

Hit Points at 1st level: 8 Hit Points at Higher Levels: 4 per level
Hit Die: d8
PROFICIENCIES
Armor: Light Weapons: Common weapons, Sidearms,Shotguns [plus one more]
Tools: Med Kit and Outbreak Kit
Saving Throws: Dexterity and Wisdom
Skills: Athletics, Insight, Medicine, and Science
EQUIPMENT KIT
You add a Med Kit to your base kit (see page @@).
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.
PROCEDURES
You have learned a few advanced medical and scientific procedures you can employ in the field. Choose one procedure feat (see page @@) at 1st level and an additional procedure feat at 3rd and 5th level.

Equipment

Proficiencies

Notes

TEACHER
You've spent your life honing minds to pursue knowledge, only to have your limited view of the universe revealed by the Stargate. Now you've joined the SG-Phoenix to learn so that you can once again educate.
Skill Proficiency: Insight - change to persuasion
Patient Approach: Once per mission, you may make a Wisdom save instead of another save.
DESERT
Whether from sandy dunes or rocky badlands, your homeland was known for its water scarcity and high temperatures. Many worlds see civilizations built on the backs of desert communities that are forced to work together, developing commerce, trade, and the a culture's first governments.
Attribute: Charisma +1
Heat Acclimated: You have resistance against fire damage.