CHARACTER NAME	PLAYER NAME	CAMPAIGN
Tayden	Juliana Lisser	Phoenix

RACE	ORIGINS	CLASS	RANK	HD
Tok'Ra	Terraformed, Student	Scientist	2	d8

STR	
10	0
DEX	
12	1
CON	
10	0
INT	
18	4
WIS	
15	2
CHA	
10	0

SAVES		
	0	Strength
	1	Dexterity
	0	Constitution
✔	6	Intelligence
✔	4	Wisdom
	0	Charisma

Pass Perception	16
Determination	6
PROF BONUS	2
INITIATIVE	1
MOXIE	4

CA	SPEED
	6m

HIT POINTS	18

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

EXHAUSTION LEVELS (Conditions)		
1		Disadvantage on ability checks
2		Speed halved
3		Dis. on attack rolls and saving throws
4		Hit Points maximum halved
5		Speed reduced to 0
6		Death

DEATH SAVES (1D20)							
SUCCESSES				FAILURES			

CONDITIONS					
Blinded		Grappled		Poisoned	
Charmed		Incapacitated		Prone	
Deafened		Invisible		Restrained	
Diseased		Paralyzed		Stunned	
Frightened		Petrified		Unconscious	

RACIAL & CLASS ABILITIES, FEATS, ORIGINS & PROFICIENCES

--RACE--
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.
--ORIGINS--
Strange World
Once per day you may use your reaction to gain advantage on a saving throw.
Quick Study
Once per mission, you may make an Intelligence save instead of another save.
--CLASS--
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.
On Second Thought
Starting at 2nd level, whenever you take a short or long rest you may spend a Eureka point to reroll an Intelligence or Wisdom check to learn information that you failed to learn since your last rest.
Great Mind
At 2nd level, you are much more difficult to lie to or confuse. You are immune to the Charmed condition and you gain advantage on any Wisdom (Insight) check to discern lies.
--FEATS--
Eureka
When you make an attack with a ranged weapon, you may spend a Eureka to increase the weapons range by half (+50%).

Armor	AC	Stealth	Special
Leather	14		

Armor	AC	Stealth	Special

Weapon	Attack	Damage	Type	Range	Reload	Special
Beretta M9	3	1d6+1		50/100	15/2	
Combat Knife	3	1d6+1		Melee		Finesse
C4	3	1d10			20	

EQUIPMENT

NOTES

Armor	Tech Lev.	Type	AC	Strength	Stealth	Bulk	Special

Weapon	Tech Lev.	Damage	Type	Range	Ammo	Reload	Bulk	Special

Acciones de Combate:

Atacar	Attack
Usar Tecnología	Use Tech
Carrera	Dash
Retirada	Disengage
Esquivar	Dodge
Ayudar	Help
Ocultarse	Hide
Preparado	Ready
Buscar	Search
Cubrise	Take Cover
Usar un Objeto	Use an Objet

Skills / Habilidades

Acrobatics (Dex) / Acrobacias (Des)	Medicine (Wis) / Medicina (Sab)
Animal Handling (Wis) / Trato con Animales (Sab)	Nature (Int) / Naturaleza (Int)
Athletics (Str) / Atletismo (Fue)	Perception (Wis) / Percepción (Sab)
Culture (Wis) / Cultura (Sab)	Performance (Cha) / Interpretación (Car)
Deception (Cha) / Engaño (Car)	Persuasion (Cha) / Persuasión (Car)
Engineering (Int) / Ingeniería (Int)	Pilot (Dex) / Pilotar (Des)
History (Int) / Historia (Int)	Science (Int) / Ciencia (Int)
Insight (Wis) / Perspicacia (Sab)	Sleight of Hand (Dex) / Juego de Manos (Des)
Intimidation (Cha) / Intimidación (Car)	Stealth (Dex) / Sigilo (Des)
Investigation (Int) / Investigación (Int)	Survival (Wis) / Supervivencia (Sab)