Character Name	Player Name	Campaign
(H)Everett, (S)Atalon of Noonvale	Chris	Matt's Living Campign

Race	Origin	Class	Rank	HD
Tok'Ra	Urban, Student	Engineer	1	D8

STR	8 (-1)
DEX	14 (+2)
CON	10 (+0)
INT	18 (+4)
WIS	14 (+2)
CHA	10 (+0)

Skills

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

Hit Points	Determination
18	4

Prof Bonus	Initiative	Moxie
+2	+2	+4

Armor Class	AC Jaffa Helmet
18	19

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

Saves

☐	-1	Strength
☑	+4	Dexterity
☐	+0	Constitution
☑	+6	Intelligence
☐	+2	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
15	30

Ammo Weapon 3	Ammo Weapon 4
0	6

Attack Name	To Hit	Damage	Range	Reload	Special
Sidearm (Beretta M9) (2 mag)	+4	1d8+2	50m/100:	1 actio:	Pistol
Longarm (FN P90) (2 mag)	+4	2d6+2	200m/18	1 actio:	automatic, refle
Combat Knife	+4	1d4+2	Melee	N/A	finesse
Grenade (frag)	+4	4d6	20m	N/A	Blast 3m

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Racial Abilities

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.

Urban:
Melting Pot: You may use your Charisma modifier instead of your Wisdom modifier when making Culture skill checks.

Student:
Quick Study: Once per mission, you may make an Intelligence save instead of another save.

Feats

LONGARM CALIBRATIONS:
Requirement: Jury Rig ability

During a long rest you may choose one character's Longarm. It provides a +1d4 to attack rolls against targets at long range until your next long rest. You may choose this modification multiple times, each time you do you may apply the bonus to an additional weapon.

Class Abilities

HIT POINTS
Hit Points at Higher Levels: 4 per level
JURY RIG
You are an expert at field repairs, even when you have to get creative. When you use an engineering kit to repair a machine you heal 2d8 points of damage instead of 2d6. In addition, you may repair an adjacent machine as an action rather than during a short rest.
SPECIAL MODIFICATIONS
You don't just fix and maintain your equipment, you've also made some special modifications that enhances the effectiveness you and your team's gear. Choose one modification feat (see page @@) at 1st level and another modification feat at 3rd and 5th level.

Equipment

Engineering Kit
Tactical Vest (8+str bulk) & 3 Uniforms
MREs (mission duration)
Combat Knife (Shortblade, Tech Level 2)
TACCOM
Flash Light
Water Purifier
Multi-tool Kit
Personal First Aid Kit
Combat Tent
Sidearm (Beretta M9) +2 mag
Longarm (NF P90) +2 magezines
*Duck Tape (1/100m)
*Rope (1/100m)
*Grapple Gun (1)
*Granades -- 6 Frag, 3 Smoke, 3 Flash (4)
*Utility Ties (0)
*Combat Helmet

Proficiencies

Armor: Light
Weapons: Common Weapons, Sidearms, Longarms
Tools: Engineering Kit, Explosives, Fabrication Kit
Languages: English, Goa'uld,

Notes

Automatic: The modified sidearm, longarm,or machine gun fires a continuous stream of bullets as long as the user holds down the trigger. This weapon may fire multiple bullets as one action, expending 3 or more capacity. For every 3 capacity the weapon expends the attack deals +TD damage. Do to recoil, the character is limited to firing a number of rounds equal to their Proficiency modifier effectively.

Laser/Reflex Sight: If the user does not move and fires only one shot, the attack gains advantage against targets within short range.