Character Name	Player Name	Campaign
Yenis©i	Lynne	

Race	Origin	Class	Rank	HD
Jaffa	Mountainous/ Sentry	Scout	1	D

STR	14	2
DEX	20	5
CON	14	2
INT	13	1
WIS	16	3
CHA	10	

Skills

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

Hit Points	Determination
22	

Prof Bonus	Initiative	Moxie
+2	5	1

Armor Class	Speed
21	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	2	Strength
☑	52	Dexterity
☑	22	Constitution
☐	1	Intelligence
☐	3	Wisdom
☐		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
Ma©tok Staff Plasma Blast	5	3d6	5/60		Fire
Ma©tok Staff Melee	2	1d10			Bludgening
Combat Knife	5	1d4			Finesse
Side Arm- Beretta M9	5	1d8	50/100	1	Piercing
Grenade	5	6d6	20m	2	Blast 3 m

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Racial Abilities

Symbiote
As long as a Jaffa has a symbiote, they may choose to gain advantage on any physical save (Strength, Dexterity, Constitution). A Jaffa may use this ability once per Proficiency Bonus (minimum 1), replenishing the uses during a long rest. If a Jaffa is deprived of their symbiote, they must make a DC 10 Constitution save each hour or suffer 1d4 Constitution damage.

Kelno'reem
When the Jaffa takes a long rest, he heals damage as if his Hit Die had rolled its maximum value. The character does not heal naturally during a short rest.

Feats

Class Abilities

Survivalist
You've trained to survive on any world and in any biome. You gain resistance to damage from your environment, including non-natural environmental dangers like traps. Whenever you make an Intelligence or Wisdom check, you may spend one Eureka point to gain advantage.

Field Hack
Xenosurvival: Once you have taken a short or long rest in an environment, choose a number of additional characters up to your Proficiency bonus to benefit from your Survivalist ability while in the environment until your next rest.

Equipment

Ma©tok Staff weapon- Recharge 1, Shcokwave 1 m
Tactical Vest
Camo Kit: A combination of makeup and various camouflage ponchos, this kit grants proficient characters advantage on Stealth checks made while in natural cover. It takes a few minutes to apply a Camo kit to a person for a specific environment and can be done during a short rest.
Climbing Kit: This collection of 1000m of cord, carabiners, climbing hooks, pitons, pulleys, and a rope grab provide advantage on climbing checks.
Binoculars: A staple of forward forces, this device magnifies vision, negating any disadvantage gained from distance that a character might suffer on Investigation or Perception checks when surveying a target.
3 Uniforms• Tactical Radio• Flash Light• Water Purifier• Filtration Mask• Multi-tool• Personal First Aid Kit• Climate Clothing• Combat Tent
Grenade: Fragmentation(3)
Flash-bang (3)

Proficiencies

Armor: Light Armor
- Weapons: Common weapons, Martial Arts, Bows, Sidearms, Longarms, Jaffa
- Tools: Camo Kit, Explosives
- Saving Throws: Constitution and Dexterity
- Skills: Perception, Stealth, Survival

Notes

Vertical Drop
Reduce the distance you fall by half for the purposes of damage suffered from falling.

Long Night
You ignore the first night without rest, only suffering ill effects starting on the second night as if it were the first.