

CHARACTER NAME

tren'tatk

PLAYER NAME

alex

CAMPAIGN

RACE

jaffa

ORIGIN

FF S of bratac

CLASS

scout

RANK

1

HD

D

STR

10

+0

DEX

18

+4

CON

14

+2

INT

10

+0

WIS

14

+2

CHA

8

-1

SKILLS

☒

+6

ACROBATICS (DEX)

☐

+2

ANIMAL HANDLING (WIS)

☐

+0

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)

☒

+6

SLEIGHT OF HAND (DEX)

☒

+6

STEALTH (DEX)

☒

+4

SURVIVAL (WIS)

HIT POINTS

22

DETERMINATION

1

PROF BONUS

+2

INITIATIVE

+4

MOXIE

+0

ARMOR CLASS

20

SPEED

6m

DEATH SAVES

SUCCESSES

FAILURES

SAVES

☐

+0

STRENGTH

☒

+6

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

0

AMMO WEAPON 2

30

AMMO WEAPON 3

60

AMMO WEAPON 4

0

ATTACK NAME	TO HIT	DAMAGE	RANGE	RELOAD	SPECIAL
Shortblade	+6	1d4+4p	-	-	Finesse
sidearm	+6	1d8+4p	50/100m	1A	Pistol
longarm 20/1800m	+6	2d6+4p		1A	-
Ma ' tok -Plasma Blast	+6	3d6f	5/60m	1a	Shockwave 1m
ma'tok -melee	+6	1d10+4b	-	-	-

## 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.

### FIELD HACKS

You've become especially adept at a trick that improves a team's efficiency in the field. Choose one field hack feat (see page 102) at 1st level and an additional field hack feat at 4th.

## EQUIPMENT

short blade  
sidearm  
longarm H&K SR9TC  
? Tactical Vest & 3 Uniforms  
? MREs (mission duration)  
? Personal Tactical Radio  
? Flashlight  
? Water Purifier  
? Filtration/Radiation Mask  
? Multi-tool  
? Personal Medical Kit  
? Extended Climate Protection Clothing  
? Combat Tent  
? Longarm (FN P90 or Mossberg 500) w/2 magazines

## PROFICIENCIES

You are proficient in Jaffa weapons (such as the Ma'Tok staff)

You treat any Ma'tok you wield as if it had the finesse weapon quality

Armor: Light Armor

Weapons: Common Weapons, Martial Arts, Bows, Sidearms, Longarms

Tools: Camo Kit, Explosives

## NOTES

You suffer disadvantage on all Moxie checks, but gain advantage on all Initiative Checks.