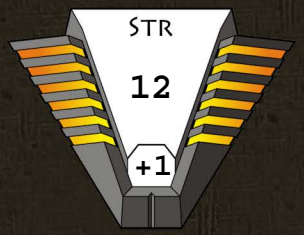
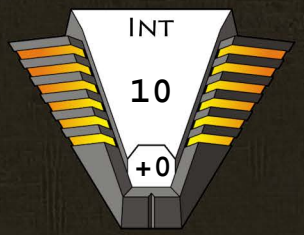
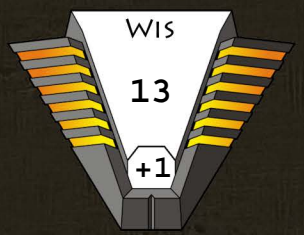
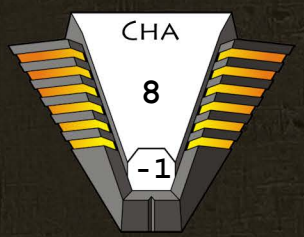
Character Name	Player Name	Campaign
Berale		

Race	Origin	Class	Rank	HD
Jaffa	Subterranean/Bra-tac	Scout		D









Skills

☑	+6	Acrobatics (Dex)
☐	+1	Animal Handling (Wis)
☐	+1	Athletics (Str)
☐	+1	Culture (Wis)
☐	-1	Deception (Cha)
☐	+0	Engineering (Int)
☐	+0	History (Int)
☐	+1	Insight (Wis)
☐	-1	Intimidation (Cha)
☐	+0	Investigation (Int)
☐	+1	Medicine (Wis)
☐	+0	Nature (Int)
☑	+3	Perception (Wis)
☐	-1	Performance (Cha)
☐	-1	Persuasion (Cha)
☐	+4	Pilot (Dex)
☐	+0	Science (Int)
☐	+4	Sleight of Hand (Dex)
☑	+6	Stealth (Dex)
☑	+3	Survival (Wis)

Hit Points	Determination
24	3

Prof Bonus	Initiative	Moxie
+2	+4	+0

Armor Class	AC Jaffa Helmet
21	10

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

Saves

☐	+1	Strength
☑	+6	Dexterity
☑	+4	Constitution
☐	+0	Intelligence
☐	+1	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	Ammo Weapon 2
0	0

Ammo Weapon 3	Ammo Weapon 4
0	0

Attack Name	To Hit	Damage	Range	Reload	Special
Ma'tok - Plasma Blast	+6	3d6	5/60		Rech 1,Shckwv 1m
Ma'tok - Melee	+6	d10+4			Bludge./Finesse

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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.

Improved Vision: You treat areas of dim light as brightly lit (including the ability to discern color).

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

Feats

TRACKING: You gain advantage on all Survival checks made to track.

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.

Equipment

You add a Camo Kit to your base kit

Proficiencies

Armor: Light Armor
Weapons: Common Weapons, Martial Arts, Bows, Sidearms, Longarms
Tools: Camo Kit, Explosives

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

Notes