Character Name	Player Name	Campaign
Lewis {Kadir}	Ruphus	

Race	Origin	Class	Rank	HD
Tok'ra	Terraformed/Spy	Engineer	2	D8

Str	8	-1
Dex	14	+2
Con	12	+1
Int	18	+4
Wis	12	+1
Cha	12	+1

Skills

☐	+2	Acrobatics (Dex)
☐	+1	Animal Handling (Wis)
☐	-1	Athletics (Str)
☐	+1	Culture (Wis)
☑	+3	Deception (Cha)
☑	+6	Engineering (Int)
☐	+1	Insight (Wis)
☐	+1	Intimidation (Cha)
☑	+6	Investigation (Int)
☐	+1	Medicine (Wis)
☐	+4	Nature (Int)
☑	+3	Perception (Wis)
☐	+1	Performance (Cha)
☐	+1	Persuasion (Cha)
☑	+4	Pilot (Dex)
☐	+4	Science (Int)
☐	+2	Sleight of Hand (Dex)
☐	+2	Stealth (Dex)
☐	+1	Survival (Wis)

Hit Points	Determination
25	4

Prof Bonus	Initiative	Moxie
+2	+2	+4

Armor Class	Speed
18	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	-1	Strength
☑	+4	Dexterity
☐	+1	Constitution
☑	+6	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
Combat Knife	+4	1d6+2	Melee	n/a	Finesse, TL2
Sidearm (Beretta M9)	+4	1d8+2	50/100	15/1	Pistol
Longarm (FN P90)	+4	2d6+2	200/1800	50/1	see EQ

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Racial Abilities

If a Tok'ra is deprived of their symbiote they lose this ability.
SYNERGISTIC SYMBIOTE - INT +2,
As long as a Tok'ra has a symbiote they may choose to gain advantage on any mental (INT, WIS, CHA) save. A Tok'ra may use this ability once per Wisdom modifier (minimum 1), replenishing the uses during a long rest.
REGENERATION
The Tok'ra is healed to full HP during a long rest.

Origins:
TERRAFORMED - INT+1
Strange World: Once per day you may use your reaction to gain advantage on a saving throw.
TOK'RA SPY - CHA+1
Passing: You gain advantage on any Deception Checks to trick targets into believing you are a Human, Goa'uld, or Jaffa.

Feats

SPECIAL MODIFICATIONS
COMS TECH
Your team's TACCOM equipment has a range of 20km (instead of 5km). In addition, when you launch a communications balloon its duration increases to 15d6 hours.

Class Abilities

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.

HOLD TOGETHER
When you benefit from cover you gain resistance to the damage of attacks that are hindered by that cover.

WHACK-IT
At 2nd level, you've learned the time honored technique of a well placed thump. As a bonus action you can give one adjacent machine +1d6 temporary hit points. If this brings the machines
HP to above half its normal HP it begins to function immediately. You may only maintain these temporary HP on one machine at a time.

Equipment

Teactical Vest - 18 AC. carry BULK = +7

Pistol -1 BULK
FN P90 -2 BULK
automatic - +TD for each 10 bullets (times STR mod)
burst - At least 3 bullets, to +TD damage
extended capacity - double capacity
reflex sight - If the user does not move and fires only one shot, the attack gains advantage against targets within short range

Engineering Kit-1 BULK: an electric drill/driver with dozens of attachments and screws,portable welding torch, steel sheets, and powerful adhesives.- A character can use this kit to repair 2d6 damage to a mechanical device (such as a drone) during a short rest.

Base Kit Equipment- Tactical Vest, MREs- 3 Uniforms- TACCOM- Flash Light- Water Purifier- Fitration Mask- Multi-tool- Personal First Aid Kit- Climate Clothing- Combat Tent

Proficiencies

Armor: Light
Weapons: Common weapons, Sidearms, Longarms
Tools: Engineering Kit, Explosives, Fabrication Kit
Saving Throws: Dexterity and Intelligence
Skills: Engineering, Pilot, Perception

Notes