Character Name	Player Name	Campaign
Lewis {Kadir}	Ruphus	

Race	Origin	Class	Rank	HD
Tok'ra	Terraformed/Spy	Engineer	3	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
31	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.

SIDEARM CALIBRATIONS
During a long rest you may choose one character's sidearm. It provides a +1d4 to attack rolls against targets at short range until your next long rest.

Class Abilities

JURY RIG

HOLD TOGETHER

WHACK-IT

TUNE-UP

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