Character Name	Player Name	Campaign
Yilak	Kevin	

Race	Origin	Class	Rank	HD
Free Jaffa	Mountainous, Freedom Fi	Scout	1	D10

STR	DEX	CON	INT	WIS	CHA
16	19	17	10	10	14
+3	+4	+3	+0	+0	+2

Skills

☐	+4	Acrobatics (Dex)
☐	+0	Animal Handling (Wis)
☐	+3	Athletics (Str)
☐	+0	Culture (Wis)
☐	+2	Deception (Cha)
☐	+0	Engineering (Int)
☐	+0	Insight (Wis)
☑	+4	Intimidation (Cha)
☐	+0	Investigation (Int)
☐	+0	Medicine (Wis)
☐	+0	Nature (Int)
☑	+2	Perception (Wis)
☐	+2	Performance (Cha)
☐	+2	Persuasion (Cha)
☐	+4	Pilot (Dex)
☐	+0	Science (Int)
☐	+4	Sleight of Hand (Dex)
☑	+6	Stealth (Dex)
☑	+2	Survival (Wis)

Hit Points	Determination
23	1

Prof Bonus	Initiative	Moxie
+2	+4	+2

Armor Class	Speed
10	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	+3	Strength
☑	+6	Dexterity
☑	+5	Constitution
☐	+0	Intelligence
☐	+0	Wisdom
☐	+2	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	-	3d6	5/30		arge 1, Shockwav

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Racial Abilities

+10 hp
+2 Dex
+1 WIS

Suffer Disadvantage on Moxie, but gain advantage on Init
Advantage on Saves from Goa'uld and Jaffa

Feats

Class Abilities

Field Hacks:
1 - Xenosurvival (pg 102)

Survivalist - Resistance to environmental damage, including traps.

Equipment

Proficiencies

Proficient in all Jaffa weapons, one skill (Intimidation)

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

Notes

	Base	Add	Total	Mod
STR	16		16	+3
DEX	17	+2	19	+4
CON	17		17	+3
INT	10		10	0
WIS	9	+1	10	0
CHA	14		14	+2