Character Name	Player Name	Campaign
Bervell		

Race	Origin	Class	Rank	HD
Human (Tollan)	Refugee / Terraformed	Engineer	6	D8

STR 8	-1	
DEX 12	+1	
CON 14	+2	
INT 20	+5	
WIS 13	+1	
CHA 10	+0	

Skills

☐	+1	Acrobatics (Dex)
☐	+1	Animal Handling (Wis)
☑	+2	Athletics (Str)
☐	+1	Culture (Wis)
☐	+0	Deception (Cha)
☑	+8	Engineering (Int)
☐	+1	Insight (Wis)
☐	+0	Intimidation (Cha)
☐	+5	Investigation (Int)
☐	+1	Medicine (Wis)
☐	+5	Nature (Int)
☑	+4	Perception (Wis)
☐	+0	Performance (Cha)
☐	+0	Persuasion (Cha)
☑	+4	Pilot (Dex)
☑	+8	Science (Int)
☐	+1	Sleight of Hand (Dex)
☐	+1	Stealth (Dex)
☑	+4	Survival (Wis)

Hit Points	Determination
54	4

Prof Bonus	Initiative	Moxie
+3	+1	+5

Armor Class	Speed
18	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	-1	Strength
☑	+4	Dexterity
☐	+2	Constitution
☑	+8	Intelligence
☐	+1	Wisdom
☐	+0	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
Sidearm (Beretta M9)	+4	1d8+1	50/100	15/1	Pistol
Combat Knife	+3	1d6+1	melee	n/a	Finesse/TL 2
Longarm (FN P90)	+4	4d6+1	200/180	50/1	See pg 65

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Racial Abilities

Advanced Technology - Whenever you make an Engineering Check to discern the function of technology with a Tech level of 4 or higher, you add +TD to the check.

Feats

Hold Together - when you benefit from cover, you gain resistance to the damage of attacks hindered by that cover.

Whack-it - 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 machine's 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.

Tune-up - you add your Intelligence modifier to the amount repaired whenever you repair a machine or grant a machine temporary HP.

Broad-Spectrum Scanners - You may use Intelligence instead of Wisdom when making Perception Checks.

Xeno-Tech Specialist - you have gained a broad understanding of various technologies alien to your home world. When performing an episode R&D encounter, you may use this out-of-the-box thinking to reduce the time required by one stage (minutes requires rounds, hours requires minutes, and so on). In addition, you gain advantage on any ability check to understand the function and design of a technology with which you are not already familiar.

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 only during a short rest

Modification - Armorer - During a long rest, you may choose one character's armor. It gains +1 AC until your next long rest. You may choose this modification multiple times; each time you do you may apply the bonus to an additional armor

Modification - Montage - During an episode R&D encounter, reduce the number of successes required by half your Proficiency bonus, to a minimum of 1.

Modification - Comms Tech - Your team's tactical radio equipment has a range of 20km instead of 5km. In addition, when you launch a communications balloon, its duration increased to 15d6 hours.

Equipment

Base Kit Equipment

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

Proficiencies

Armor - Light
Weapons - Common weapons, sidearms, longarms
Tools - Engineering kit, Explosives, Fabrication Kit
Saving Throws - Dexterity and Intelligence
Skills - Engineering, Pilot, Perception

New Environments: You gain advantage on any Athletics Checks to navigate an unknown wilderness environment.

Strange World: Once per day you may use your reaction to gain advantage on a saving throw.

Notes

A refugee from Tollana, Bervell burns with a desire to punish the Goa'uld System Lords.

Shortly after finishing his studies,the Goa'uld Anubis sent his emissary and Bervell watched as his people were forced to flee their home. One by one, the ships were shot down, killing everyone he'd known and loved. Bervell spent months in isolation, hiding in the ruins of his homeworld and attempting to call for help. Risking his life so that the universe would know his people's fate, he managed to get an aging satellite online remotely. However, before he could complete his transmission, Goa'uld strike craft struck. He watched helplessly, once again, as the satellite broke up in high atmosphere. But that brief transmission was enough. A few months later, Bervell was rescued by a Tau'ri Stargate team and subsequently recruited by General Loyer for the Phoenix project.

Now he has nothing left, save the desire for revenge and his pride in what his people had accomplished before their destruction.