Character Name	Player Name	Campaign
Oringo		

Race	Origin	Class	Rank	HD
Unas	F. Fighter/Subterr.	Scout	6	D10

STR	13 (+1)
DEX	18 (+4)
CON	16 (+3)
INT	10 (+0)
WIS	12 (+1)
CHA	8 (-1)

Skills

☑	+7	Acrobatics (Dex)
☐	+1	Animal Handling (Wis)
☑	+4	Athletics (Str)
☐	+1	Culture (Wis)
☐	-1	Deception (Cha)
☐	+0	Engineering (Int)
☐	+1	Insight (Wis)
☐	-1	Intimidation (Cha)
☐	+0	Investigation (Int)
☐	+1	Medicine (Wis)
☐	+0	Nature (Int)
☑	+4	Perception (Wis)
☐	-1	Performance (Cha)
☐	-1	Persuasion (Cha)
☐	+4	Pilot (Dex)
☐	+0	Science (Int)
☐	+4	Sleight of Hand (Dex)
☑	+7	Stealth (Dex)
☑	+4	Survival (Wis)

Hit Points	Determination
72	3

Prof Bonus	Initiative	Moxie
+3	+4	+0

Armor Class	Speed
19	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	+1	Strength
☑	+7	Dexterity
☑	+6	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
Crossbow	+5	2d8+3	40/150	3/3	TL2
Claws	+3	1d6+1	melee	n/a	
Sidearm (Beretta M9)	+3	1d8+1	50/100	15/1	Pistol
Combat Knife	+5	1d6+3	melee	n/a	Finesse/TL 2

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Racial Abilities

Impressive resilience - When you are the target of an attack, you may use your reaction to gain Resistance to damage for a number of rounds equal to a roll of the TD. You may use this ability once per long rest. While this ability isactive, you cannot be reduced below 1 HP (regardless of how much damage you take).

Robust - Unas add +4 to their Strength to determine how much they can lift or carry. In addition, they gain advantage on Strength checks made to lift, carry , or push (such as battering open a door).

Claws - Unas have claws that can be used as a melee weapon that deals 1d6 damage.

Feats

Vanguard - You deal +1d6 additional damage with ranged attacks against any target within 5m.

Uncanny Dodge - When an attacker that you can see hits you with an attack, you can use your reaction to gain resistance to the damage. This ability does not function against attacks that deal damage in an area or cone (but it does work against line effects).

Scout's Cunning - You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion - When you are subjected to an effect that allows a Dexterity saving throw to take only half damage, you instead take no damage if you succeed and only half damage if you fail.

Attack Specialist (Bows) - When making attacks with that proficiency you roll twice as many weapon damage dice as normal. Bonus dice from other sources (such as Power Attack or Vanguard) and static modifiers (such as from Strength and Dexterity), are not doubled.

Rapid Reload - You reload weapons in half the normal actions (rounding up).

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.

Field Hack - Tracking - You gain advantage oin all Survival checks made to track.

Field Hack - Ranger Tricks - During a Traversal encounter, if you succeed at a Terrain card's Navigation check, you navigate an additional 1d3 cards from the Journey deck instead of 1.

Trap Rigging (pg 53) - You can use excess equipment to booby trap a 1m area as an action. You can scavenge parts for a number of traps equal to your Proficiency bonus, refilling these parts during any long rest. When a character enters the designated 1m area it will trigger the trap, but characters may make a Perception check (DC 8 + your Proficiency bonus + your Wisdom modifier) to notice the trap before entering the area.

Xenosurvival - Once you have taken a short or long rest in an environment, choose a number of additional characters up to your Proficiency bonus to benefit from your Survivalist ability while in the environment until your next

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
- Camo Kit
- Climbing Kit
- Binoculars

Proficiencies

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

Last Resorts: You suffer disadvantage on all Moxie checks, but gain advantage on all Initiative Checks.

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

Notes

Oringo was a key player in the bloody revolt against the System Lords, seeking freedom for his people and their human allies. He rarely fought on the front lines, but his infiltration prowess got him into, and out of, places that few could breach. After obtaining a vital piece of logistical information the Tau 'ri from the Stargate were able to launch an assault and free his people.

Where his intel had helped the freedom fighters determine their next step, this blow saw several planets liberated, but at the cost of his anonymity. Oringo considered it his mission to free the Unas from the tyranny of the Goa 'uld overlords. When he joined the Phoenix Site, General Loyer was quick to notice his unique abilities and soon put him to work gathering intel for Phoenix-1. In return for which, Oringo struck a deal to keep the Unas' presence confidential in order to protect his people.