Character Name	Player Name	Campaign
Capt. Selena Rodriguez		

Race	Origin	Class	Rank	HD
Human (Tau'ri)	Avaitor/Urban	Soldier	6	D10

STR	14 (+2)
DEX	14 (+2)
CON	12 (+1)
INT	13 (+1)
WIS	12 (+1)
CHA	14 (+2)

Skills

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

Hit Points	Determination
56	3

Prof Bonus	Initiative	Moxie
+3	+2	+2

Armor Class	Speed
20	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☑	+5	Strength
☐	+2	Dexterity
☑	+4	Constitution
☐	+1	Intelligence
☐	+1	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
Longarm (P90)	+4	4d6+2	200/180	30/1	see pg 65
Sidearm (Beretta M9)	+4	1d8+2	50/100	15/1	Pistol
Combat Knife	+4	1d6+2	melee	n/a	Finesse/TL 2

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Racial Abilities

Recovery - When you recover HP due to a short rest, you regain an additional + TD HP.

Galacitc Seeds - Humans are so common in the galaxy, they gain advantage on all Persuasion and Deception Checks made during first contact with any group not having yet met visitors from another world.

Feats

Surge - You can take an additional action on your turn (even an attack) as a bonus action. You must complete a short or long rest before you can use this ability again.

Rally - if you are wounded when initiative is rolled (at the start of an action encounter), you may immediately heal TD Hit Points. Once used, you may not activate this ability again until you take a long rest.

Martial Training - Your minimum damage die for melee weapons or martial arts is 1d8.

Improved Critical - When using this weapon type you score a critical hit on a 19 or 20 on the die.

Tactical Superiority - You may have two tactics in effect at the same time. If you use tactical flexibility, you must choose which of your currently active tactics is overridden by the new tactic for the duration of the effect

Attack Specialist (longarm) - 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

Class Abilities

Tactical Flexibility - You've learned to direct your team in a variety of tactics. As an action you may activate a Tactic feat that you don't know (see page 103). This tactic lasts for a number of rounds equal to your Charisma modifier (minimum 1). When the duration has run out, you may choose a tactic you know (if any) to re-activate automatically. Once you use this ability, you cannot use it again until you've taken a long rest.

Tactic - Assault Coordination - When you hit a target with a ranged attack, the next successful ranged attack by one of your team members deals +1d6 damage.

Tactic - Coordinated Response - When rolling for initiative, your team members may choose (before the rolls are made) to use your initiative result instead of their own.

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

Proficiencies

Armor - Light and Heavy
Weapons - Common weapons, Martial Arts, Sidearms, Longarms
Tools - Camo Kit, Explosives
Saving Throws - Strength and Constitution
Skills - Athletics, Indimidation, Pilot

Crash Landing - You gain resistance against all damage suffered when you are a pilot or a passenger of a vehicle when it crashes or is destroyed.

Melting Pot: You may use your Charisma modifier instead of your Wisdom modifier when making Culture skill checks

Notes

Originally from Puerto Rico, Captain Selena Rodriguez was the youngest Air Force Pilot to reach the rank of Captain after she was thrust into the lead of a squad when her commander was shot down over Bosnia.

In March 2000, Capt. Rodriguez, was diverted from her patrols of the Pacific Ocean for a strange mission that involved what she later found out was a crashing spaceship. Capt. Rodriguez was instrumental in keeping other Earth forces away from the crash site while it was covered up.

Following these events General Hammond reached out to the Captain and recruited her into the SGC Program. When the opportunity to lead a brand new team called Phoenix-1 at the Phoenix Site arose, Selena jumped at the opportunity.

Selena has a knack of bringing together people from a variety of backgrounds. Her ability to describe situations from others prospectives made her the prime candidate to lead Phoenix-1.