Character Name	Player Name	Campaign
A'tir		

Race	Origin	Class	Rank	HD
Jaffa	Enforcer/Renegade	Soldier	7	DD10

STR	18 (+4)
DEX	14 (+2)
CON	14 (+2)
INT	8 (-1)
WIS	11 (+0)
CHA	12 (+1)

Skills

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☑ +7 Athletics (Str)
- ☐ +0 Culture (Wis)
- ☐ +1 Deception (Cha)
- ☐ -1 Engineering (Int)
- ☐ +0 Insight (Wis)
- ☑ +4 Intimidation (Cha)
- ☑ +2 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☑ +5 Pilot (Dex)
- ☐ -1 Science (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☑ +5 Stealth (Dex)
- ☐ +0 Survival (Wis)

Hit Points	Determination
72	3

Prof Bonus	Initiative	Moxie
+3	+2	+1

Armor Class	Speed
20	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

- ☑ +7 Strength
- ☐ +2 Dexterity
- ☑ +5 Constitution
- ☐ -1 Intelligence
- ☐ +0 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
Ma'tok - Plasma Blast	+3	6d6	5/60	n/a	Rchrg 1,Shock 1m
Ma'tok - Melee	+5	2d12+3	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

Symbiote - As long as a Jaffa has a symbiote, they may choose to take advantage on any physical save (Str, Dex, Con). A Jaffa may use this ability one per Proficiency Bonus, replenishing during a long rest. If a Jaffa is deprived of their symbiote, they must make a DC 10 Con save each hour or suffer 1d4 Con damage.

Kelno'reem - When the Jaffa takes a long rest, they heal damage as if their Hit Die had rolled its maximum value. The character does not heal naturally during a short rest.

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 (Jaffa Weapons) - 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

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 - Defensive Posture - Add +2 AC to other team members within 2m of you

Tactic - Response Shot - Once per encounter, you may use your reaction to make a ranged attack against an enemy who makes an attack against a team member other than yourself.

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

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.

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, Jaffa Weapons
Tools - Camo Kit, Explosives
Saving Throws - Strength and Constitution
Skills - Athletics, Indimidation, Pilot

Air of Authority: Characters suffer disadvantage on Intimidation Checks that target only you.

Rebel: You gain advantage on saves caused by Goa'uld and other Jaffa.

Notes

When A'tir went through the Prim'tah, he knew he and his symbiote were destined for greatness. For a decade, he served as guard to his master, never thinking to question his God. He served faithfully and diligently.

Eventually, A'tir started to hear whispers of a Jaffa who was shol'vah and betrayed his Master. A'tir listened. Perhaps his Master wasn't without flaw. The shadows of questions formed as triflings piled up and as the cracks in his God's mask began to show.

With swift certainty, these unspoken questions came to the attention of his Master. As punishment A'tir's clan would be slain. But word of the massacre reached the Tau'ri and several teams evacuated his people under a hail of Ma 'tok blasts. When the smoke cleared A'tir's unit had been defeated, and he knew his life was forfeit. His God would never believe he had fought with all his might. His god would be right.

He fled to the Tau'ri at the Stargate and swore a life debt to General Loyer and to serve a new master, The Phoenix Site.