Character Name	Player Name	Campaign
Maste[s] / Bythal[h]		

Race	Origin	Class	Rank	HD
Tok'ra	Tok'ra Spy/Healer	Diplomat	7	D8

STR	10	+0
DEX	12	+1
CON	8	-1
INT	13	+1
WIS	15	+2
CHA	18	+4

Skills

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

Hit Points	Determination
41	4

Prof Bonus	Initiative	Moxie
+3	+2	+4

Armor Class	Speed
14	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	+0	Strength
☐	+1	Dexterity
☐	-1	Constitution
☐	+1	Intelligence
☑	+5	Wisdom
☑	+7	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)	+3	1d8+1	50/100	15/1	Pistol
Combat Knife	+3	1d6+1	melee	n/a	Finesse/TL 2

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Racial Abilities

Synergistic Symbiote - As long as a Tok’ra has a symbiote they may choose to gain advantage on any mental (Intelligence, Willpower, Charisma) save. A Tok’ra may use this ability once per Wisdom modifier (minimum 1), replenishing the uses during a long rest. If a Tok’ra is deprived of their symbiote they lose this ability as well as their Regeneration ability.

Regeneration - The Tok'ra is healed to full HP during a long rest.

Feats

Pep Talk - You can give a stirring speech to your team. As an action once per mission, you can restore 1d4 Determination points to each member of your team (including yourself).

Word in an Ear - you can inspire a single team member within 1m as an action. Roll your Inspire HP die and grant the target Inspire HP as normal. Characters who currently have Inspire HP are immune to this ability. A character may only be targeted by your Word In An Ear once per long rest (although other characters may still inspire them).

Force of Will - You may use Inspire when you take a short or long rest. Characters already benefiting from your Inspire are immune to a second application.

Diplomatic Expertise (Culture) - Choose a skill in which you are proficient. Your Proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

Attack Specialist (Sidearm) - 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

Inspire - Your mere presence inspires your comrades to pursue their mission in a myriad of clever, if sometimes unperceived, ways. During a long rest, you may grant all team members 1d8 temporary HP with an action (the die rolled is called the Inspire die). These temporary HP last until the next long rest or until removed by damage. While a team member has these temporary hit points (called “Inspired” characters), they gain the benefits of your Inspiration feats (see page 98). A character may only be Inspired by one source at a time. If a character is targeted by a second Inspire ability, the target character chooses which to benefit from.

Inspiration - Coordinated Fire - After you hit a target with an attack, you may take a bonus action to grant an inspired character advantage to their next attack roll made before your next turn against the same target.

Inspiration - Skillful Explanations - Once per short rest, when an Inspired character fails a skill check that you are proficient in, you may allow the character to re-roll the result.

Inspiration - Clear Focus - During a long rest, choose a skill in which you are proficient. Inspired characters gain advantage on the chosen skill until your next long rest.

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
- Translator
- Pan-Cultural Wardrobe

Proficiencies

Armor - Light
Weapons - Common weapons, Sidearms
Tools - Med-kit, Translator, Pan-Cultural Wardrobe
Saving Throws - Wisdom, Charisma
Skills - Culture, Deception, Insight, Persuasion, Science

Tok'ra Spy - You gain advantage on any Deception Checks to trick targets into believing you are a Human, Goa’uld, or Jaffa.

Healer - During a short rest, you and your team members heal additional HP equal to your Proficiency Bonus

Notes

Beloved by all, Bythal was the daughter of the High Priestess of her Clan. Groomed to be the next priestess, she sought to help her people as much as she could, always with a smile and a warm word.

When illness befell the clan, she was the first to aid the sick, turning to offworld allies. Having been visited by an SG Team before, she reached out to the SGC for aid, but by the time aid arrived, Bythal had succumbed to the illness’ grip. Her people begged the SGC to save their beloved Bythal. With limited options, the SGC contacted the Tok’ra. The symbiote Maste knew that their host was dying.

To save her life, Maste’s aging host gave his life so that Bythal and Maste might unite. With the establishment of the SG Phoenix, General Loyer called on the newly merged Bythal and Maste to go through the Stargate and make peaceful contact with the galaxy.