

CHARACTER NAME

PLAYER NAME

CAMPAIGN

Capt. Selenia Rodriguez

RACE

Human (Tau'ri)

ORIGIN

Avaitor/Urban

CLASS

Soldier

RANK

8

HD

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

70

DETERMINATION

3

PROF BONUS

+3

INITIATIVE

+2

MOXIE

+2

ARMOR CLASS

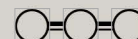
20

SPEED

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

0

AMMO
WEAPON 2

0

AMMO
WEAPON 3

0

AMMO
WEAPON 4

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

RACIAL ABILITIES

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

Galactic 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.

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 - Distracting Attacks - When you deal damage to a single target with an attack, you may choose one friendly character not within 2m of you. The target

EQUIPMENT

Base Kit Equipment

- Tactical Vest
- 3 Uniforms
- TACCOM
- Flash Light
- Water Purifier
- Filtration 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, Intimidation, 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 perspectives made her the prime candidate to lead Phoenix-1.