

STARGATE™

R o l e p l a y i n g G a m e

Maste/Bythal

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 off-world 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.



Character Name		Player Name		Campaign	
Maste[s] / Bythal[h]					
Race	Origin	Class	Level	HD	
Tok'ra	Tok'ra Spy / Healer	Diplomat	1	D8	

Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma



Skills

- ☐ +1 Acrobatics (dex)
- ☐ +2 Animal Handling (wis)
- ☐ +0 Athletics (str)
- ☒ +4 Culture (wis)
- ☒ +5 Deception (cha)
- ☐ +1 Engineering (int)
- ☒ +4 Insight (wis)
- ☐ +3 Intimidation (cha)
- ☐ +1 Investigation (int)
- ☒ +4 Medicine (wis)
- ☐ +2 Nature (wis)
- ☒ +4 Perception (wis)
- ☐ +3 Performance (cha)
- ☒ +5 Persuasion (cha)
- ☐ +1 Pilot (dex)
- ☐ +1 Science (int)
- ☒ +3 Slight of Hand (dex)
- ☐ +1 Stealth (dex)
- ☐ +2 Survival (wis)

Hit Pts

17

Determin.

4

Prof.

+2

Init.

+2

Moxie

+3

Armor Class

14

Speed

6m

Death Saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

Saves

- ☐ +0 Strength
- ☐ +1 Dexterity
- ☐ -1 Constitution
- ☐ +1 Intelligence
- ☒ +4 Wisdom
- ☒ +5 Charisma



Leather (TL2)

6 + Str

Base Kit Equipment

- Tactical Vest
- 3 Uniforms
- Tactical Radio
- Flash Light
- Water Purifier
- Filtration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent

Attack Name	To Hit/Dmg	Range(m)	Cap/Reload	Special
Sidearm (Beretta M9)	+3 / 1d8+1	50/100	15 / 1	Laser Sight, Pistol
Combat Knife	+3 / 1d6+1	melee	n/a	Finesse / TL2

ADDITIONAL EQUIPMENT

Translator: This handheld device contains a library of every catalogued language available to the Phoenix Site. Proficient characters may make Charisma checks without sharing a language with anyone speaking a language on file.

Pan-Cultural Wardrobe: This collection of well made, but simple clothing items pack tightly into a backpack and is designed to go unnoticed in as many galactic cultures as possible with a small amount of alteration. A character proficient in its use can provide one character per Wisdom modifier with advantage on Deception checks to pass unnoticed through a society. This process takes a few minutes and can be done during a short rest.

1ST LEVEL DIPLOMAT

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 their Regeneration ability.

REGENERATION

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

If a Tok'ra is deprived of their symbiote they lose this ability.

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 1d6 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.

INSPIRATIONS

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.

PROFICIENCIES

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

ORIGIN/BACKGROUND

TOK'RA SPY ORIGIN

Working endlessly against the Goa'uld System Lords, the Tok'ra employ many spies whose experienced symbiotes can help them infiltrate deep within the Goa'uld ranks.

Benefit: You gain advantage on any Deception Checks to trick targets into believing you are a Human, Goa'uld, or Jaffa.

HEALER

You dedicated your life to healing the afflictions people suffer in their bodies and minds.

Skill Proficiency: **Medicine**

Benefit: During a short rest you and your team members heal additional HP equal to your Proficiency bonus.

2ND LEVEL DIPLOMAT

Change Hit Points to 21

CLASS ABILITIES

PEP TALK

Starting at 2nd level, 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

Starting at 2nd level, 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).

3RD LEVEL DIPLOMAT

Change Hit Points to 25

CLASS ABILITIES

FORCE OF WILL

At 3rd level, you may use Inspire when you take a short or long rest. Characters already benefiting from your Inspire are immune to a second application.

INSPIRATIONS

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.

Stargate History

Earth's Stargate (SG) Program began when a Stargate was unearthed in Egypt in 1928. The device was brought to the United States in 1939 to keep it out of Nazi hands and was installed deep beneath Cheyenne Mountain in Colorado.

When it was discovered that there were grave threats in the Universe, in the form of the Goa'uld System Lords, the United States established Stargate Command, under the command of General Hammond. Nine teams, known as Stargate teams (SG 1-9) were initially created to travel through the Gate to assess threats, open negotiations with other civilizations and procure technology to defend Earth.

As the SG teams went on missions, contact was made with several intelligent races as well as distant Earth descendants, which were under the control or influence of the Goa'uld. These team visits were many times a spark that lit the freedom fighting spirits of those worlds.



Phoenix Site

As more and more refugees from alien worlds began to rise up, a classified site, authorized by the President and headed up by General P.K. Loyer, was created. Its mission is to establish an off-world Stargate site called Phoenix Site, which brings together and trains the freedom fighting individuals from worlds oppressed by the Goa'uld System Lords.

Once trained, these highly functional SG teams are sent on missions with the defense of the Universe in mind.

"You recruits are members of the selection process to be placed on one of these teams."

Join the Fight!

