

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!



STARGATE™

Roleplaying Game

Bervell

A refugee from Tollana, Bervell burns with a desire to punish the Goa'uld System Lords.

Shortly after finishing his studies, the Goa'uld Anubis sent his emissary and Bervell watched as his people were forced to flee their home. One by one, the ships were shot down, killing everyone he'd known and loved.

Bervell spent months in isolation, hiding in the ruins of his homeworld and attempting to call for help. Risking his life so that the universe would know his people's fate, he managed to get an aging satellite online remotely. However, before he could complete his transmission, Goa'uld strike craft struck. He watched helplessly, once again, as the satellite broke up in high atmosphere. But that brief transmission was enough. A few months later, Bervell was rescued by a Tau'ri Stargate team and subsequently recruited by General Loyer for the Phoenix project.

Now he has nothing left, save the desire for revenge and his pride in what his people had accomplished before their destruction.



Character Name Bervell		Player Name		Campaign	
Race Human (Tollan)	Origin Refugee / Terraform	Class Engineer	Level 1	HD D8	

Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma



Skills

- ☐ +1 Acrobatics (dex)
- ☐ +1 Animal Handling (wis)
- ☒ +1 Athletics (str)
- ☐ +1 Culture (wis)
- ☐ +0 Deception (cha)
- ☒ +6 Engineering (int)
- ☐ +1 Insight (wis)
- ☐ +0 Intimidation (cha)
- ☐ +4 Investigation (int)
- ☐ +4 Medicine (wis)
- ☐ +1 Nature (wis)
- ☒ +3 Perception (wis)
- ☐ +0 Performance (cha)
- ☐ +0 Persuasion (cha)
- ☒ +3 Pilot (dex)
- ☒ +6 Science (int)
- ☐ +1 Slight of Hand (dex)
- ☐ +1 Stealth (dex)
- ☒ +3 Survival (wis)

Hit Pts

18

Determin.

4

Prof.

+2

Init.

+1

Moxie

+4

Armor Class

18

Speed

6m

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

- ☐ -1 Strength
- ☒ +3 Dexterity
- ☐ +2 Constitution
- ☒ +6 Intelligence
- ☐ +1 Wisdom
- ☐ +0 Charisma



Tactical Vest Bulk

8 + 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)	+4 / 1d8+1	50/100	15 / 1	Pistol
Combat Knife	+3 / 1d6+1	melee	n/a	Finesse, TL2
Longarm (FN P90)	+4 / 2d6+1	200/1800	50 / 1	see page 65

ADDITIONAL EQUIPMENT

Engineering Kit: This small hardened case contains a series of repair and maintenance tools carefully stored for ease of access. It contains a long list of tools and parts, including (but not limited to); an electric drill/ driver with dozens of attachments and screws, portable welding torch, steel sheets, and powerful adhesives. A character can use this kit to repair 1d6 damage to a mechanical device (such as a drone). A proficient character repairs 2d6 damage.

1ST LEVEL ENGINEER

RACIAL ABILITIES

ADVANCED TECHNOLOGY

Whenever you make an Engineering Check to discern the function of technology with a Tech level of 4 or higher, you add +TD to the check.

CLASS ABILITIES

JURY RIG

You are an expert at field repairs, even when you have to get creative. When you use an engineering kit to repair a machine you heal 2d8 points of damage instead of 2d6.

In addition, you may repair an adjacent machine as an action rather than only during a short rest.

MODIFICATION FEAT

Armorer: During a long rest, you may choose one character's armor. It gains +1 AC until your next long rest. You may choose this modification multiple times; each time you do you may apply the bonus to an additional armor.

PROFICIENCIES

- Armor: Light
- Weapons: Common weapons, Sidearms, Longarms
- Tools: Engineering Kit, Explosives, Fabrication Kit
- Saving Throws: Dexterity and Intelligence
- Skills: Engineering, Pilot, Perception

ORIGIN/BACKGROUND

REFUGEE

You were forced to flee your lands for an extended period of time, possibly traveling great distances to seek asylum from the enemies of your enemies.

Proficiency: Athletics

New Environments: You gain advantage on any Athletics Checks to navigate an unknown wilderness environment.

TERRAFORMED

Your world, or part of it, was drastically altered by artificial means to better support your people. Despite careful planning, life is unpredictable, so you've grown accustomed to planning ahead while being ready for the inevitable unexpected.

Attribute: Intelligence +1 (already added)

Strange World: Once per day you may use your reaction to gain advantage on a saving throw.

2ND LEVEL ENGINEER

Change Hit Points to 25

CLASS ABILITIES

HOLD TOGETHER

At 2nd level, when you benefit from cover, you gain resistance to the damage of attacks hindered by that cover.

WHACK-IT

At 2nd level, you've learned the time-honored technique of a well placed thump. As a bonus action you can give one adjacent machine +1d6 temporary hit points. If this brings the machine's HP to above half its normal HP, it begins to function immediately. You may only maintain these temporary HP on one machine at a time.

3RD LEVEL ENGINEER

Change Hit Points to 32

CLASS ABILITIES

TUNE-UP

At 3rd level, you add your Intelligence modifier to the amount repaired whenever you repair a machine or grant a machine temporary HP.

MODIFICATION FEAT

At 3rd level, you add the Montage Feat:

During an episode R&D encounter, reduce the number of successes required by half your Proficiency bonus, to a minimum of 1.

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!



STAR GATE™

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

Kulera

Kulera was born to a devout Tulrakian home. Her parents were dedicated worshipers of The Great Tulrak who once saved her planet when all hope seemed lost. From her youth, she threw herself into her studies under the Nox, learning from them as Tulrak before.

In Gratitude of the Nox, her people adopted their culture and style. For this reason, she styles her hair in Nox fashion as well as focuses on training in the healing arts. For years she lived an austere life, taking little but knowledge for herself, and always seeking to share what she learned with a gentle healing hand.

After she finished her training, she undertook a pilgrimage of enlightenment, hoping to bring healing to those who are in need beyond her community. In her travels she found herself aiding a team from the SGC. Seeing in them a cause worthy of The Great Tulrak and a chance to further her pilgrimage, she joined the team.

Kulera enjoys her missions more than most, viewing SG Phoenix as an opportunity to explore other worlds and further her medical and cultural knowledge.



Character Name Kulera		Player Name		Campaign	
Race Aturen (Nox Pacifist)	Origin Preservation/Arboreal	Class Medic	Level 1	HD D8	

Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma



Skills

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

Hit Pts

18

Determin.

4

Prof.

+2

Init.

+3

Moxie

+1

Armor Class

16

Speed

6m

Death Saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

Saves

- ☐ +1 Strength
- ☒ +2 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☒ +5 Wisdom
- ☐ +1 Charisma



Tactical Vest Bulk

8 + 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 (Dartgun)	+3 / Special	50	15 / 1	Tranquilizer / TL2

ADDITIONAL EQUIPMENT

Tranquilizer: This pistol has been modified to fire a dart filled with a powerful sedative. The weapon no longer deals HP damage. Instead, the target must succeed at a constitution save (DC 11 + weapon tech level [2]) or suffer 1d3 levels of exhaustion. A character who suffers exhaustion from this ailment is not dead when they reach 6 exhaustion, but instead unconscious. Exhaustion from this effect heals at a rate of 1 level per hour.

Med Kit: A character can use this Med Kit to heal 1d8 damage to a wounded character, or 1d4 damage to a scuffed character during a short rest. A proficient character heals 2d8 to a wounded character and 2d4 damage to a scuffed character. A character can only benefit from Med Kits once per short rest. Note: A fully-stocked med kit is designed to have more supplies than is typically required on a single mission; for longer missions, additional med kits may be issued. Unless otherwise noted by the GM, a Med Kit does not need to track a limited number of uses. On protracted deployments, the GM may rule that a Med Kit has reduced healing effect once its resources have been taxed by dire circumstances.

1ST LEVEL MEDIC

RACIAL ABILITIES

INVISIBILITY

While not as skilled as the Nox, you can use advanced mental techniques honed by years of pacifism to hide yourself from view. As an action you may gain the invisible condition for one minute (10 rounds of combat). You may use this ability a number of times per long rest equal to your Proficiency bonus. If you take an action affecting a non-friendly target (such as an attack), your invisibility ends.

PACIFIST

You are unwilling to cause harm to a living creature in any way. You may not willingly harm another living being.

You cannot take any action that deals HP damage or attribute damage to a living creature.

You gain disadvantage on all attack rolls, even those against non-living targets or with weapons that don't deal damage.

CLASS ABILITIES

FIRST AID

Your extensive training in field medicine allows you to rapidly provide aid to a wounded team member. When you use a med kit to heal, you add your Proficiency bonus to the healed amount.

In addition, you may use a med kit to heal a wounded team member as an action (rather than during a short rest). Med kits cannot heal the target again until after a short rest.

PROCEDURES

Urgent Care: When you heal with a Med Kit, you may choose to replace all the healing dice rolled with the same number of Tension Dice.

PROFICIENCIES

- Armor: Light
- Weapons: Common weapons, Sidearms, Shotguns
- Tools: Med Kit and Outbreak Kit
- Saving Throws: Dexterity and Wisdom
- Skills: Athletics, Insight, Medicine, and Science

ORIGIN/BACKGROUND

PRESERVATIONIST

You feel at home in natural environments and wish to see them cared for, even those of other worlds.

Bonus Proficiency: Nature

An Eye for Nature: You gain advantage on Intelligence and Wisdom Checks to identify the properties of plants.

ARBOREAL

A forest or densely wooded area. You might have been branch or floor dwelling, but your life was shaped by the trees. You're an expert climber and years of forest living have given you an iron grip.

Attribute: Strength +1 (already added)

Natural Climber: You have a climb speed of 6m.

2ND LEVEL MEDIC

Change Hit Points to 25

CLASS ABILITIES

TRIAGE

Starting at 2nd level, you can observe a character's current physical condition as a bonus action with a DC 20 Medicine check. If successful, you learn the character's current and total HP as well as their total hit dice. You suffer disadvantage against a target if you are unfamiliar with its biology.

UNNOTICED FIELD MEDIC

At 2nd level, when you heal a team member using first aid, attacks against you suffer disadvantage until your next turn.

3RD LEVEL MEDIC

Change Hit Points to 32

CLASS ABILITIES

MAN DOWN

At 3rd level, while you are conscious and within 1m of a dying team member, they require one fewer death saves to stabilize.

PROCEDURES

CONTROLLED STIMULANTS

As an action, you may use your Med Kit to heal 1d4 levels of exhaustion. A character may not benefit from this ability again until they have taken a long rest.

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!



STARGATE™

Roleplaying Game

Lanni

When the Kelownans' found the Stargate, Lanni was there to do the hard work. She'd spent years researching strange symbols, and the temple. She didn't care that she wasn't one of the leading archeologists, that she'd only be remembered in passing for her contributions. She just loved the study of the ancient structure. There was so much to learn from cultures that lived thousands of years ago, even when her country was on the brink of another war.

Ever dedicated, she couldn't be torn from the Stargate, not even when the bombs grew ever closer. Lanni began to realize that there was more for her to learn than could be found on Langara. That there were countless civilizations with unique wonders to show her. She left her world behind as the temple's pillars shook.

As she wandered a new world she met the primitive people and heard legends of Stargate Command, and upon finally meeting them, she knew she would join. Imagine the worlds... the cultures. There were endless possibilities and she leapt eagerly to join their newest venture, The Phoenix Site.



Character Name		Player Name		Campaign	
Lanni					
Race	Origin	Class	Level	HD	
Human (Kelownan)	Scholar / Oceanic	Scientist	1	D8	

Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma



Skills

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

Hit Pts

18

Determin.

4

Prof.

+2

Init.

+2

Moxie

+2

Armor Class

17

Speed

6m

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

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



Tactical Vest Bulk

8 + 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	Pistol
Combat Knife	+3 / 1d6+1	melee	n/a	Finesse / TL2
C4	special / 1d10	special	3 uses	+1d10 per use

ADDITIONAL EQUIPMENT

Research Kit: Containing all the necessary tools for field research (such as vials, beakers, a burner, portable microscope, etc.), these kits are invaluable to the scientist's mission. Each Research kit must be designed for one chosen scientific field. The kit provides the user with advantage on Science checks with the chosen field.

C4: This malleable explosive clay can be used to breach defenses, set up traps, or create improvised weaponry. Each explosive use contains a detonator that can be triggered as an action via tactical radio or other radio frequency generator, or set to explode after a certain amount of time has elapsed (maximum 72-hours). Each use of a C4 deals 1d10 damage to everything within 1m when detonated. Up to 20 uses of C4 can be applied to any single detonation. Each additional use after the first increases the explosion's damage by 1d10 and the radius by 1m. (see page 70).

1ST LEVEL SCIENTIST

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.

CLASS ABILITIES

EUREKA

Whenever you fail an Intelligence or Wisdom check during a mission, you gain one Eureka point. You may have a maximum number of Eureka points equal to your Intelligence or Wisdom modifier (whichever is higher). All unspent Eureka points are lost at the end of each mission.

Whenever you make an Intelligence or Wisdom check, you may spend one Eureka point to gain advantage.

DISCOVERY FEAT

Archeologist: As an action you can spend a Eureka point to automatically locate any secret chambers or otherwise hidden rooms within a structure no larger than 20m square per Proficiency bonus. This does not indicate how the secret area may be accessed; only that one must exist (or doesn't exist) within the area. In addition, you gain advantage on any Perception checks to find hidden elements of architecture such as secret levers, trap triggers, or hidden doors.

PROFICIENCIES

- Armor: Light Armor
- Weapons: Common weapons, Sidearms
- Tools: Explosives, Research Kit, and Translator
- Saving Throws: Intelligence and Wisdom
- Skills: Culture, Investigation, Nature, and Science

ORIGIN/BACKGROUND

SCHOLAR

Regardless of how your society stored knowledge, you dedicated yourself to some aspect of its collection, dissemination, or preservation.

Bonus Proficiency: Science

Preserve Knowledge: You gain advantage on Persuasion checks with other Scholars, learned people, or those who wish to preserve knowledge in some way.

OCEANIC

Your homeworld's vast oceans gave rise to people who knew its tides, reefs, and currents. You grew up with the ocean as a constant companion to be thanked and feared in equal measure.

Attribute: Wisdom +1 (already added)

Gifted Swimmer: You gain a swim speed of 6m.

2ND LEVEL SCIENTIST

Change Hit Points to 23

CLASS ABILITIES

APT ANALOGY

Starting at 2nd level, you can employ an easy to understand analogy to help others work through complex or esoteric problems. Once per short rest you may grant a friendly character a +TD bonus on an Intelligence or Wisdom skill check.

GREAT MIND

At 2nd level, you are difficult to deceive or confuse. You are immune to the Charmed condition, and you gain advantage on any Insight checks to discern lies.

3RD LEVEL SCIENTIST

Change Hit Points to 28

CLASS ABILITIES

CROSS-DISCIPLINE STUDIES

At 3rd level, you add half your Proficiency bonus, rounded down, to any Intelligence, Wisdom, or Charisma skill check that doesn't already include your Proficiency bonus.

SCIENTIFIC DISCOVERY

HYPER-FOCUS

You may spend one Eureka point to add the tension die to an Intelligence or Wisdom check. You may declare this use of Eureka after learning the results of the roll.

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!



STARGATE™

Roleplaying Game

Oringo

Oringo was a key player in the bloody revolt against the System Lord, seeking freedom for his people and their human allies. He rarely fought on the front lines, but his infiltration prowess got him into, and out of, places that few could breach. After obtaining a vital piece of logistical information the Tau'ri from the Stargate were able to launch an assault and free his people.

Where his intel had helped the freedom fighters determine their next step, this blow saw several planets liberated, but at the cost of his anonymity. Oringo considered it his mission to free the Unas from the tyranny of the Goa'uld overlords. When he joined the Phoenix Site, General Loyer was quick to notice his unique abilities and soon put him to work gathering intel for Phoenix-1. In return for which, Oringo struck a deal to keep the Unas' presence confidential in order to protect his people.



Character Name		Player Name	Campaign		
Oringo					
Race	Origin	Class	Level	HD	
Unas	F. Fighter / Subter.	Scout	1	D10	

Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma



Skills

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

Hit Pts

27

Determin.

3

Prof.

+2

Init.

+3

Moxie

+0

Armor Class

19

Speed

6m

Tactical Vest Bulk

8 + Str

Death Saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

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

Saves

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

Attack Name	To Hit/Dmg	Range(m)	Cap/Reload	Special
Crossbow	+5 / 1d8+3	40 / 150	3 / 3	TL 2
Sidearm (Beretta M9)	+5 / 1d8+3	50 / 100	15 / 1	Pistol
Claws	+3 / 1d6+1	melee	n/a	
Combat Knife	+5 / 1d6+3	melee	n/a	Finesse / TL 2

ADDITIONAL EQUIPMENT

Camo Kit: A combination of makeup and various camouflage ponchos, this kit grants proficient characters advantage on Stealth checks made while in natural cover. It takes a few minutes to apply a Camo kit to a person for a specific environment and can be done during a short rest.

Climbing Kit: This collection of 1000m of cord, carabiners, climbing hooks, pitons, pulleys, and a rope grab provide advantage on climbing checks.

Binoculars: A staple of forward forces, this device magnifies vision, negating any disadvantage gained from distance that a character might suffer on Investigation or Perception checks when surveying a target.

1ST LEVEL SCOUT

RACIAL ABILITIES

IMPRESSIVE RESILIENCE

When you are the target of an attack, you may use your reaction to gain Resistance to damage for a number of rounds equal to a roll of the TD. You may use this ability once per long rest. While this ability is active, you cannot be reduced below 1 HP (regardless of how much damage you take).

ROBUST

Unas add +4 to their Strength to determine how much they can lift or carry. In addition, they gain advantage on Strength checks made to lift, carry, or push (such as battering open a door).

CLAWS

Unas have claws that can be used as a melee weapon that deals 1d6 damage.

CLASS ABILITIES

SURVIVALIST

CORRECTED RULES TEXT

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.

Aligned to core v1.03, page 53.

FIELD HACKS FEAT

Tracking: You gain advantage on all Survival checks made to track.

PROFICIENCIES

- Armor: Light Armor
- Weapons: Common weapons, Martial Arts, Bows, Sidearms, Longarms
- Tools: Camo Kit, Explosives
- Saving Throws: Constitution and Dexterity
- Skills: Perception, Stealth, Survival

ORIGIN/BACKGROUND

FREEDOM FIGHTER

The oppression of a Goa'uld System Lord or another powerful force kept your people in bondage, but you fought back where others were cowed.

Bonus Proficiency: Stealth

Last Resorts: You suffer disadvantage on all Moxie checks, but gain advantage on all Initiative Checks.

SUBTERRANEAN

You grew up deep underground in caves or another natural complex, rarely if ever seeing the sky. Due to the real dangers of cave-ins and other dangers of the underworld, your people are quick on their feet with sharp eyes.

Attribute: Dexterity +1 (already added)

Improved Vision: You treat areas of dim light as brightly lit (including the ability to discern color).

2ND LEVEL SCOUT

Change Hit Points to 36

CLASS ABILITIES

VANGUARD

At 2nd level, you deal +1d6 additional damage with ranged attacks against any target within 5m.

TRAP RIGGING

Starting at 2nd level, you can use excess equipment to booby trap a 1m area as an action. You can scavenge parts for a number of traps equal to your Proficiency bonus, refilling these parts during any long rest. When a character enters the designated 1m area it will trigger the trap, but characters may make a Perception check (DC 8 + your Proficiency bonus + your Wisdom modifier) to notice the trap before entering the area.

3RD LEVEL SCOUT

Change Hit Points to 45

CLASS ABILITIES

UNCANNY DODGE

Starting at 3rd level, when an attacker that you can see hits you with an attack, you can use your reaction to gain resistance to the damage. This ability does not function against attacks that deal damage in an area or cone (but it does work against line effects).

SCOUT'S CUNNING

At 3rd level, your quick thinking and agility allow you to act efficiently. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

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!



STARGATE™

Roleplaying Game

A'tir

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.



Character Name		Player Name		Campaign	
A'tir					
Race	Origin	Class	Level	HD	
Jaffa	Enforce. / Renegade	Soldier	1	D10	

Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma



Skills

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

Hit Pts

24

Determin.

3

Prof.

+2

Init.

+1

Moxie

+1

Armor Class

20

Speed

6m

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

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



Tactical Armor Bulk

6 + Str

Base Kit Equipment

- Tactical Vest
- 3 Uniforms
- TACCOM
- 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
Ma'Tok - Plasma Blast	+3 / 3d6	5 / 60	n/a	Rchrg 1, Shock1m
Ma'Tok - Melee	+5 / 1d10+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

1ST LEVEL SOLDIER

RACIAL ABILITIES

SYMBIOTE

As long as a Jaffa has a symbiote, they may choose to gain advantage on any physical save (Strength, Dexterity, Constitution). A Jaffa may use this ability once per Proficiency Bonus (minimum 1), replenishing the uses during a long rest. If a Jaffa is deprived of their symbiote, they must make a

DC 10 Constitution save each hour or suffer 1d4 Constitution damage.

KELNO'REEM

When the Jaffa takes a long rest, he heals damage as if his Hit Die had rolled its maximum value. The character does not heal naturally during a short rest.

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 FEAT

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

PROFICIENCIES

- You are proficient in Jaffa weaponry (such as the Ma'Tok staff).
- Armor: Light and Heavy Armor (disadv on stealth)
- Weapons: Common weapons, Martial Arts, Sidearms, Longarms, Jaffa weapons
- Tools: Camo Kit, Explosives
- Saving Throws: Strength and Constitution
- Skills: Athletics, Intimidation, Pilot

ORIGIN/BACKGROUND

ENFORCEMENT

You wielded authority that was not your own to maintain that power, be it in service to a concept like

the law or a more concrete patron such as a boss.

Bonus Proficiency: Intimidation

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

JAFFA RENEGADE

You served a System Lord as an honored guard, revering the Goa'uld as gods. But your eyes have opened to their petty nature, so you joined the Phoenix Site for a chance to free the Jaffa people.

Attribute: Wisdom +1 (already added)

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

2ND LEVEL SOLDIER

Change Hit Points to 32

CLASS ABILITIES

SURGE

At 2nd level, 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

At 2nd level, 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.

3RD LEVEL SOLDIER

Change Hit Points to 40

CLASS ABILITIES

MARTIAL TRAINING

At 3rd level, you've trained to deal maximum damage with whatever melee weapon you wield, even improvised weapons. Your minimum damage die for melee weapons or martial arts is 1d8.

IMPROVED CRITICAL

At 3rd level, choose a weapon type you are proficient with (such as longarm, side arm, or common). When using this weapon type you score a critical hit on a 19 or 20 on the die.

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!



STARGATE™

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

Capt. Rodriguez

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.



Character Name

Player Name

Campaign

Capt. Selena Rodriguez

Race

Origin

Class

Level

HD

Human (Tau'ri)**Aviator / Urban****Soldier****1****D10****Strength****Dexterity****Constitution****Intelligence****Wisdom****Charisma**

Skills

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

Hit Pts

21

Determin.

3

Prof.

+2

Init.

+2

Moxie

+2

Armor Class

20

Speed

6m

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

- ☒ +3 Strength
- ☐ +2 Dexterity
- ☒ +3 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma



Tactical Vest Bulk

8 + 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

Longarm (FN P90)

+4 / 2d6+2

200 / 1800

30 / 1

see page 65

Sidearm (Beretta M9)

+4 / 1d8+2

50 / 100

15 / 1

Combat Knife

+4 / 1d6+2

melee

n/a

Finesse / TL 2

1ST LEVEL SOLDIER

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.

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 FEAT

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.

PROFICIENCIES

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

ORIGIN/BACKGROUND

AVIATOR

The most common pilots assigned to the Phoenix Site are unsurprisingly drafted from the US Air Force. However, others pilots of more esoteric vessels have been recruited, such as Death Glider pilots and even a blimp/zeppelin operator or two.

Bonus Proficiency: 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.

URBAN

Densely packed buildings and the press of people have created the most common artificial environment in the Milky Way. You're no stranger to the problem solving required when weaving through complex streets, underground transportation, or crowds.

Attribute: Intelligence +1 (already added)

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

2ND LEVEL SOLDIER

Change Hit Points to 28

CLASS ABILITIES

SURGE

At 2nd level, 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

At 2nd level, 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.

3RD LEVEL SOLDIER

Change Hit Points to 35

CLASS ABILITIES

MARTIAL TRAINING

At 3rd level, you've trained to deal maximum damage with whatever melee weapon you wield, even improvised weapons. Your minimum damage die for melee weapons or martial arts is 1d8.

IMPROVED CRITICAL

At 3rd level, choose a weapon type you are proficient with (such as longarm, side arm, or common). When using this weapon type you score a critical hit on a 19 or 20 on the die.

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!

