

STARGÅTE™

PHOENIX

ALLIES AND ADVERSARIES

WRITTEN BY

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(Images subject to their own official copyright)

dedicated to my play testers;

SKARSNICK

LAGATHA

WEIS

KOR'VA/ISAAC

and

TIMOFEY

CONTENTS PAGE

NEW RACE OPTIONS

Asgard/Vanir.....	3
Gadmeer/Tla'khan.....	5
Reol	7
Ohne.....	9
Tin Men.....	11

NEW RACIAL ORIGINS

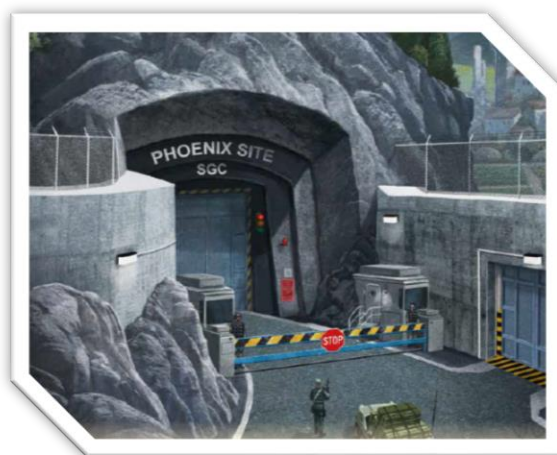
Racial Origins.....	13
---------------------	----

NEW NPC OPTIONS

Commoners	14
-----------------	----

NEW STAT BLOCKS

Ashrak	15
Reetou	16
Replicators	17





Asgard

Despite their small stature, averaging at a height of 1m, the Asgard are a highly developed race of beings originating from the planet of Hala in the Othala galaxy over 100,000 years ago. The Asgard grew and developed technologically, eventually expanding their colonisation into the neighbouring Pegasus and Milky Way galaxies. At some point, the Asgard began a program of cloning their people and transferring their minds into new bodies as a means of vastly extending their lifespans, at the cost of physical degradation.

This degradation eventually resulted in a plague called Barion's Syndrome, which wiped out 60% of the Asgard population. Within a generation, over 75% of the survivors of the disease became sterile and suffered from further cellular degeneration. Those unaffected did not have the necessary genetic diversity to reverse this debilitating genetic breakdown.

During their exploration of distant galaxies, the Asgard made peaceful contact with the Ancients, the Furlings and the Nox, eventually forming The Alliance of Four Great Races, through which they were able to share technology and knowledge.

Observing the rapid spread of Goa'uld domination in the Milky Way galaxy, yet unable to wage full scale war due to a far more dangerous enemy in their home galaxy of Othala, the Asgard instead negotiated The Treaty of Protected Planets. This treaty allowed the planets of humans who had since overthrown their Goa'uld captors to remain free, until such a time as they were sufficiently advanced enough to independently pose a threat to the Goa'uld, as is the case with Earth.

When interacting with these primitive humans, the Asgard thought it best to keep their true selves concealed until a suitable level of advancement had been reached, and therefore posed as beneficent protective gods, eventually giving rise to Norse Mythology.

ASGARD WORLDS

Due to the encroaching presence of the Replicators in their home galaxy of Othala, Asgard have mostly abandoned their static settlements in favour of using their advanced ships as portable laboratories, allowing them a greater advantage in avoiding skirmishes with the Replicators.

That being said, their home world of Hala in the Othala galaxy remains densely populated, though well defended against potential Replicator attacks.

ASGARD RECRUITS

Though the Asgard are traditionally understood to be a physically small and feeble race, they are usually noble to the core. Thus, it isn't surprising that some of them have seen the inaction of the greater Asgard council against the Goa'uld as a moral injustice.

These Asgard have contacted Phoenix Site to offer their services for the greater good of their species, and all enemies of the Goa'uld. Some have even seen fit to undertake training and engage in off-world missions alongside their common allies.

THE VANIR

As the genetic experimentation of Asgard sterility proved more and more fruitless, some believed that further measures had to be taken to avoid their own extinction. These Asgard were discovered abducting and experimenting on primitive humans, an action the Asgard High Council saw as unacceptable and were exiled from all Asgard occupied worlds.

The Exiled Ones, also known as the Vanir, now wander the Milky Way and Pegasus galaxies in search of a new way to save their race from extinction. Without numbers and the technological advancements of the Asgard behind them, the Vanir have learned to fend for themselves in an unforgiving universe, even so far as to form a tentative alliance with General Loyer of Phoenix Site.



ASGARD TRAITS

Hit Points: You gain +6 additional HP

Ability Score Increase: Choose either Intelligence or Wisdom to improve by +3.

Proficiencies: You are proficient in Science, plus one additional skill of your choice.

SHORT STATURE

Due to the average height of an Asgard hardly exceeding 1m, you have a base movement speed of 5m.

ADVANCED TECHNOLOGY

Whenever you make an Engineering Check to discern the function of Advanced Technology, you add +TD to the check.

SHREWD DIPLOMATS

The Asgard are culturally pre-disposed to friendly contact and negotiations with outsiders. They may use Intelligence or Wisdom instead of Charisma when making persuasion checks.

VANIR TRAITS

Hit Points: You gain +8 additional HP

Ability Score Increase: Choose either Intelligence or Charisma to improve by +2.

Proficiencies: Choose one skill proficiency and one weapon proficiency.

SHORT STATURE

Due to the average height of an Asgard hardly exceeding 1m, you have a base movement speed of 5m.

ADVANCED TECHNOLOGY

Whenever you make an Engineering Check to discern the function of Advanced Technology, you add +TD to the check.

RECOVERY

When you recover Hit Points during a short rest, you regain an additional +TD HP.



Due to their short stature, averaging around 1m in height, the Asgard have a base movement speed of 5m



Gadmeer

The Gadmeer were a peaceful and technologically advanced 10,000-year-old civilization which was eventually overrun by an unnamed alien race. In an attempt to preserve their very existence, the Gadmeer built an automated ship and filled it with microscopic specimens of every biologic and chemical aspect of their civilization, such as plants, animals, and even themselves. They also stored all of their science, mathematics, medicine, art and philosophy in the ship's computer.

The ship was on automatic pilot; its mission to find an appropriate new home for the Gadmeer civilization. After scanning millions of worlds, the Gadmeer ship found a perfect world on P5S-381 and began the terraforming process. Since the Gadmeer were a sulfur-based life form, the carbon-friendly environment needed to be changed to suit their needs. Unfortunately, the SGC had discovered this world had the unique atmosphere that would save the Enkaran people, who too had specific requirements to ensure their survival.

The ship created Lotan, a biomechanical creation who looked like an Enkaran. He was designed by the Gadmeer ship to communicate with the Enkarans and tell them that they needed to leave before the entire planet was transformed. Once the terraforming process had been started, it had to be completed because there was only enough material to transform one planet and P5S-381 had met all of the Gadmeer's criteria.

The Gadmeer ship stopped its terraforming temporarily and, thanks to the actions of Daniel Jackson of SG-1, found that among the plethora of scanned planets, the Gadmeer had unintentionally found a world likely to be the Enkarans original home world, deemed unsuitable for the Gadmeer because, among other reasons, it was already host to intelligent life.

Lotan agreed to use the ship to transport all the Enkarans to their old home world. Afterwards, the ship would return to P5S-381 and complete the terraforming process. Not wishing for Lotan to be reintegrated into the ship's systems, the Enkarans insisted that he stay with them, because, to them, he was Enkaran.

GADMEER WORLDS

The first Gadmeer home world and all of their colonisation efforts are believed to be completely destroyed by a race of aliens not unlike the Goa'uld. Due to the very recent completion of the terraforming process, the Gadmeer are still rebuilding their entire society on P5S-381, now known by them as Gadmera Prime.

GADMEER RECRUITS

Though the majority of the Gadmeer are focused on rebuilding their entire civilisation, there are those who now know of the oppression of the Goa'uld and recognise the violence and suffering inflicted on them as not dissimilar to the cause of their own near extinction. Thus, some of the Gadmeer have chosen to join ranks with Phoenix Site and aid in the fight to protect their new home world and the galaxy in which they live.

The Gadmeer are dinosaur-like, physiologically. They are bipedal, standing at an average height of 4-6ft tall, and are green with long tails. Their faces are beaked by a hummingbird-like protrusion. Their heads are large with cylindrical eyes, which might be an indicator to their intelligence.

SULFUR-BASED LIFE FORMS

The Gadmeer can only survive in a very specifically engineered sulfur-based atmosphere that is incredibly rare in the Milky Way galaxy. Thus, to ensure their survival on trips through the Stargate, the Gadmeer are forced to wear specially made suits that constantly recycle and maintain a sulfuric atmosphere within. If this suit were at all removed, the Gadmeer would suffocate and die within a matter of minutes.

THE TLA'KHAN

There are rumours that there may have been survivors from the Gadmeer species that avoided extinction. The Tla'khan are a race incredibly similar in many aspects, though having 10,000 years to evolve and adapt to the changing universe has created a vast difference between them and the Gadmeer as we know them today. For example, The Tla'khan no longer breathe a sulphuric atmosphere.

The Tla'khan once served under the Goa'uld as the Jaffa do now but were eventually replaced, seemingly due to their lengthy maturing process and an inability to incubate larval Goa'uld.

GADMEER TRAITS

Hit Points: You gain +10 additional HP

Ability Score Increase: Choose either Dexterity or Intelligence to improve by +2.

Proficiencies: You are proficient in Acrobatics, plus one additional skill of your choice.

PERFECTLY BALANCED

Due to their long tails and sense of balance, the Gadmeer are hard to knock off their feet. You gain advantage on Dexterity Saving Throws and any other save that would result in you being knocked prone.

SULFUR-BASED LIFE FORM

Due to your unique breathing apparatus, you are not required to hold your breath when submerged, or in toxic and inhospitable atmospheric conditions. However, if your breathing apparatus is ever removed, it must be replaced within 1 minute (10 rounds of combat) or you will suffer 1d6 constitution damage every round. Should this damage reduce you to 0hp, you will immediately die.

TLA'KHAN TRAITS

Hit Points: You gain +12 additional HP

Ability Score Increase: Choose either Strength or Constitution to improve by +2.

Proficiencies: You are proficient in Jaffa weaponry (such as the Ma'Tok staff). In addition, choose any one skill proficiency.

STRONG LEGS

Due to their powerful legs, the Tla'khan have a base speed of 8m and add +4 to their strength to determine how far or high they can jump.

TALONS

Tla'khan have a sharp talon on each foot that can be used as a melee weapon. Each talon deals 1d6 slashing damage.





Reol

The Reol were once a curious species, able to secretly observe and study alien cultures. They manage this by naturally secreting pheromones that can make an individual believe the Reol is not a threat, even allowing the Reol to appear as one of the target's own species, acting as the perfect camouflage. This ability allowed the Reol to incorporate themselves into the culture of the infected species and easily avoid detection and conflict.

Because of this, the Reol had no need to develop technologically or aggressively. Unfortunately, this natural ability was also the reason they are nearly extinct, as the Goa'uld fervently sought to discover the secret behind the pheromones and weaponize them. Hunted nearly to extinction by the Goa'uld, those left of the Reol are nomadic, never outstaying their welcome and often moving from planet to planet and culture to culture to avoid detection and destruction.

The Reol were first encountered by SG-1 when they met a member of the species named Kaiael, who was under attack from a Jaffa patrol. Using his abilities, he appeared to them as a non-existent member of Stargate Command named Lt. Tyler. Believing him to be an ally, SG-1 took great efforts to save his life, almost costing them their own.

Recognising the selfless actions of SG-1 on his behalf, Kaiael revealed himself to Colonel Jack O'Neill and selflessly acted as a distraction to save them. However, despite his prior deceit, SG-1 chose to remain and help Kaiael defeat the Jaffa that were hunting him.

Touched by their actions, Kaiael promised to tell his people of the Tau'ri of Earth, and perhaps one day find a means to join the fight against the Goa'uld.



REOL WORLDS

Despite their habit to hide and observe alien cultures from within them, The Reol did indeed have a home world of their own. Unfortunately, this proved to be a weakness, causing the mass hunting of the Reol. This home world was ultimately abandoned in order to save the greater Reol population from the oppression of the Goa'uld.

Now, they are an entirely nomadic species, moving from planet to planet in order to remain undetected and out of sight from the Goa'uld, and any other potential threat that may seek to destroy them.

REOL RECRUITS

Since their encounter with SG-1, many Reol have found the will to step out of the shadows and join the ever-growing allegiance that has sworn to defeat the Goa'uld once and for all.

Many Reol have sought shelter and protection at Phoenix Site and, under the training of General Loyer, have found the strength to apply their abilities and use them not just to hide, but to strike back at the enemy that has long oppressed them.

In their true form, the Reol are physically gangly and tall, averaging upwards of 6-7ft. They usually have thick strands of "hair", dark black eyes and an almost translucent skin tone. Their heads are skull-like in appearance and their mouths appear to have four, beak-like appendages.

REOL TRAITS

Hit Points: You gain +8 additional HP

Ability Score Increase: Choose either Constitution or Charisma to improve by +2.

Proficiencies: You are proficient in Persuasion, plus one additional skill of your choice.

NATURAL PHEROMONES

Due to the pheromones of the Reol, you have advantage to Charisma based checks against creatures within 6m, so long as they are not hostile to you and are able to receive your secretions olfactorily.

Also, as an action, any one creature you touch must succeed a Constitution Saving Throw of DC 8 + your constitution modifier + your proficiency bonus. (Creatures that are actively hostile towards you have advantage on this saving throw). On a failed save, the target observes you as the same species as they are, and briefly recalls you as an ally for a number of hours equal to the roll of a TD. Any creature that succeeds this save becomes immune to its effects for 24 hours.

A Reol may use this ability once per Constitution modifier (minimum 1), replenishing uses during a long rest.

RECOVERY

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





Ohne

The Ohne are amphibious beings, whose animosity with the Goa'uld began millennia ago, when the System Lord Belus discovered and invaded their home world of Oannes. Belus drove the Ohne from their ocean-born cities by bombarding the seas from orbit while slavers waited on the surface to capture the fleeing inhabitants. Confident in his victory, Belus left only a token force behind, intent on returning to Goa'uld territory with his new prize captives.

His ship was barely one day away when the Ohne overwhelmed their captors and moved to seize control. Rather than be defeated by mere slaves, Belus decided to flee his command ship with his First Prime, setting the self-destruct on his vessel which slaughtered thousands of Ohne that were on board. At the same time, on the Ohne home world, a counterattack was launched against the Goa'uld and Jaffa that remained on their planet. Without their 'god', the invaders were quickly routed and the Ohne retook their world.

The bulk of the Ohne population consists of members of the labourer caste, which work in various types of duties throughout their underwater cities and settlements. Most laborers never leave their home world, though in recent years many have joined the scholars, warriors, and freedom fighters in the struggle against the Goa'uld across the galaxy. The Ohne of the scholar caste are those who search and explore the galaxy, uncovering knowledge that they hope will unlock the secrets of the universe and its origins. They also believe that the key to defeating the Goa'uld lays in gathering knowledge, and therefore they've spent considerable time searching for insight that led to the eventual defeat of the System Lords. The Ohne of the warrior caste are those who lead the battle against the Goa'uld across the galaxy, which they accomplish by providing military and covert aid and assistance to other worlds. One of the Ohne who went out to fight the Goa'uld was Omoroca, who went to Earth to help foster a rebellion against Ra, though she was ultimately killed by Belus. Her mate Nem spent four thousand years alone before he encountered SG-1 and discovered her fate.

OHNE WORLDS

The Ohne have many underwater cities on worlds across the Milky Way galaxies, but their home world is believed to be Oannes (designation P3X-866). It is one of three moons orbiting a gas giant, and is mostly covered by salty seas, which are kept at middling temperatures by several volcanic pockets beneath the surface.

Oannes' stargate is located in a desert region on one of the very few islands that dot the surface of the moon. It is believed to have been left there by The Ancients, who may have had a friendship with the Ohne in generations past.

OHNE RECRUITS

The Ohne are an ancient race that is dedicated to fighting the Goa'uld throughout the galaxy. Their encounter with SG-1 created opportunities for further alliances, which has resulted in their presence on Phoenix Site.

As water-based creatures, The Ohne are familiar with crushing water pressure, meaning their strength when on the land is noticeably increased. However, an Ohne needs to spend at least three hours submerged in water every day or they will begin to suffer from dehydration.

Amphibious in nature, the Ohne are relatively similar to fish, with the ability to both breathe and process water through their gills. The Ohne have a lifespan that lasts 5,000 years and their young reach maturity by the age of 200. They are capable of emitting a potent alloy of varying intensities from their mouths as a defence mechanism.

OHNE TRAITS

Hit Points: You gain +12 additional HP

Ability Score Increase: Choose either Strength or Constitution to improve by +2.

Proficiencies: You are proficient in Athletics, plus one additional skill of your choice.

AMPHIBIOUS

The Ohne can breathe both water and air. Additionally, you have a swim speed of 8m.

WATER-BORNE

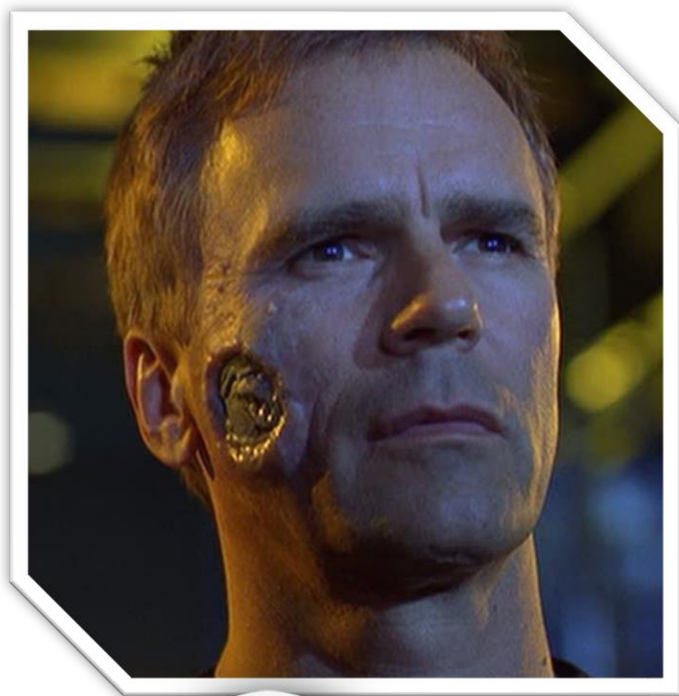
Having adapted to bear the crushing weight of water pressure, The Ohne add +4 to their strength to determine how much they can lift or carry. In addition, they gain advantage on strength checks made to lift, carry or push (such as battering open a door).

POTENT BREATH WEAPON

You can use your action to exhale a potent alloy in a 3m cone. Any creature caught within this area must succeed a Constitution Saving throw DC 8 + your constitution modifier + your proficiency bonus. A creature takes 2d6 poison damage on a failed save and half as much on a success. The damage increases to 3d6 at 6th level, 4d6 at 11th level and 5d6 at 16th level. If this attack reduces a creature to 0hp, they are rendered unconscious for a number of hours equal to the roll of a TD.

An Ohne may use this ability once per Constitution modifier (minimum 1), replenishing uses during a long rest.





Tin-Men

The surface of the Altairan home world became too toxic for its inhabitants and so they went underground to rebuild their civilization. Because of their few numbers and the demands of maintaining the underground installation, the Altairan transferred their consciousness to android bodies, which could potentially live for millions of years but depended on a local power source for energy.

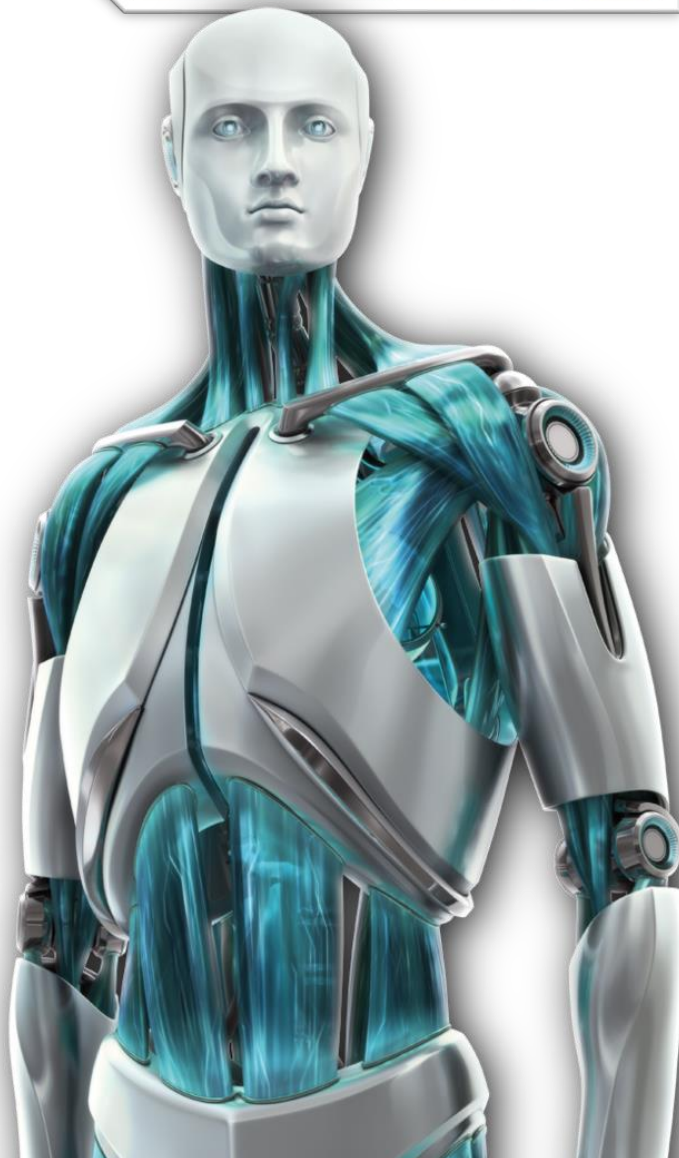
It was a miserable existence, living in a constant and futile battle for survival against the harsh conditions of the planet above. In solidarity, many of the Altairans wandered into the wastelands, far enough from the power source to eventually run down, while others still sought a solution to their trials through the Stargate, never to return. By the time the Altairan home world was discovered by SG-1, Harlan was the only one left.

In desperation, Harlan captured SG-1 and transferred their minds to new android bodies, in the hope that they would help him maintain the facility and ensure the survival of his people. However, the new androids did not take well to their new reality and sought escape. However, it wasn't long before they realised they could not survive without the Altairan power source and were forced to return.

After discovering that Harlan had kept their real bodies intact and stored away, the real SG-1 were awoken. After some discussion, it was decided that the real version of SG-1 should return to Stargate Command, and the android replicas must remain with Harlan. Despite agreeing to bury the gate, however, the androids could not resist their human urge to explore the galaxy, and with brand new portable power packs designed by the brilliant Samantha Carter, they continued to do just that.

This exploration eventually led to an unfortunate incident on the planet Juna, in which the android versions of SG-1 were captured by the System Lord Cronus. After they did not return, Harlan sought aid from Stargate Command, warning the real SG-1 of the absence of their android counterparts. Sg-1 are reluctant to help, but after realising that they had visited the planet Juna before, freeing the people from Heru'ur, they feel responsible for their new plight under the rule of Cronos and agree to help.

The real SG-1 travel to Juna and rescue their android replicas, eventually teaming up to defeat Cronus. While ultimately successful, the android replicas are destroyed in the process.



TIN-MEN RECRUITS

The life of the Altairans have since improved, thanks to the presence of SG-1. With Carter's improved power packs, the replica SG-1 were able to recover some of the original androids (affectionately referred to as 'Tin Men') from the surface of the planet and restore a functioning society in the underground facilities. Now, with a new lease on life, and inspired by the actions and sacrifice of the replica SG-1 team, the Altairan's have contacted Phoenix Site and seek a way to aid in the fight against the Goa'uld.

While Tin Men often appear human, some of the younger and newer models have decided to wear their synthetics with pride, often having a mark to identify themselves as Tin Men or even shedding their organic skin entirely.

TIN MEN WORLDS

All of the Tin Men originate from the Altairan home world, known as Altair (designation P3X-989), although not all Tin Men would call themselves Altairan.

A small group of the Altairan's that sought a new life through the stargate were seemingly successful, finding for themselves a new home on the planet Naltoros (designation P3X-637). Calling themselves 'Naltorons', these Androids discovered a way to save themselves by studying the ruins of an alien civilisation and developed their own rechargeable batteries. While not as efficient as the portable power packs designed by Carter using the original Altairan power source, these batteries have allowed the Naltoron's to grow as their own functioning society.

Naltoros is dry with little water, and covered with hard stones, unlike the idyllic paradise that Altair once was. However, the survivors chose this world due to its abundance in natural minerals such as naquadah, untapped by the Goa'uld due to the planet's inhospitable nature toward organic life – something of little consequence to the Tin Men.



TIN-MAN TRAITS (*Altairan*)

Hit Points: You gain +12 additional HP

Ability Score Increase: Choose either Intelligence or Constitution to improve by +2.

Proficiencies: Choose any two skill proficiencies.

ARTIFICIAL LIFE-FORM

A Tin-Man has no need to eat, drink or breathe. You are also immune to diseases and poisons.

CARTER'S PORTABLE POWER PACKS

A Tin-Man must enter a recharge state of at least 4 hours per day, during which you appear inert, but can see and hear as normal. After resting this way, you gain the benefits of a long rest.

MECHANICAL

A Tin-Man is considered a Machine, and thus cannot benefit from the use of a Med Kit. You instead benefit from the use of an Engineering Kit and Engineer abilities that affect machines, such as 'Jerry Rig'.

TIN-MAN TRAITS (*Naltoron*)

Hit Points: You gain +12 additional HP

Ability Score Increase: Choose either Wisdom or Constitution to improve by +2.

Proficiencies: Choose any two skill proficiencies.

ARTIFICIAL LIFE-FORM

A Tin-Man has no need to eat, drink or breathe. You are also immune to diseases and poisons.

RECHARGABLE

A Tin-Man must enter a recharge state of at least 4 hours per day, during which you are inert, as though unconscious. After resting this way, you gain the benefits of a long rest.

MECHANICAL

A Tin-Man is considered a Machine, and thus cannot benefit from the use of a Med Kit. You instead benefit from the use of an Engineering Kit and Engineer abilities that affect machines, such as 'Jerry Rig'.

REINFORCED ALLOY

Due to an abundance of Naquadah on Naltoros The Naltoron skeleton is sturdier and stronger than that of the Altairan. You add a bonus +1 to your AC, regardless of Armour.

Racial Origins

ASGARD OUTCAST

For whatever reason, the Asgard high council saw fit to remove you from their society.

Required Race: Asgard/Vanir

Attributes: Constitution +1

Independent Nature: You gain advantage on saving throws so long as there are no allies within 2m of you.

GADMEER INSIGHT

Due to the similarities the Goa'uld have with those that almost wiped you out, you have a keen awareness when dealing with this enemy.

Required Race: Gadmeer/Tia'khan

Attributes: Wisdom +1

Gadmeer Vengeance: You have advantage on saving throws caused (and resistance against any damage dealt) by a Goa'uld.

REOL OBSERVER

Having studied and observed many alien cultures by partaking in their practices, you are well versed in how they think and act.

Required Race: Reol

Attributes: Wisdom +1

Cultural Awareness: You have advantage to Culture and Insight checks regarding non-Reol.

OHNE SURVIVOR

Having been in the servitude of the Goa'uld, you have endured crippling conditions that have made you stronger than the average Ohne.

Required Race: Ohne

Attributes: Constitution +1

Adapt to Survive: Once per mission, you can choose to ignore the effects of the first level of exhaustion.

TIN MAN

You've managed to overcome the fight and flight response in your programming and, as a result, your resilience is higher than average.

Required Race: Tin Men

Attributes: Constitution +1

Fearless Resolve: You may use a Bonus Action to gain a number of temporary hp equal to your level plus your constitution modifier. You cannot use this feature again until you finish a short rest.



Part 3: NPC's

Commoners

Depending on species and culture, certain aspects of the commoners you see from planet to planet may vary. Consider these tables to determine the equipment and abilities of certain commoners.

COMMONER
Armour Class: 10 Hit Points: 4 (1d8) Speed: 6m
STR DEX CON INT WIS CHA +0 +0 +0 +0 +0 +0
Skills: Passive Perception (10) Modifier: Roll 1d4 and add it to a random modifier to determine a unique trait to any commoner NPC.

Asgard/Vanir
EQUIPMENT Auto Dialling Device: As an action, instantly dial a nearby stargate to the last known address in its buffer.
ABILITIES: Shrewd Diplomats: The Asgard/Vanir have advantage to all persuasion and insight checks.

Reol
EQUIPMENT Club: +2 to hit, Range 1m, one target, 1d4 bludgeoning damage,
ABILITIES: Natural Pheromones: the Reol have advantage to Charisma based checks against creatures within 6m, so long as they are not hostile and able to receive secretions olfactorily.

Gadmeer/Tla'khan
EQUIPMENT Ma'tok Staff: +2 to hit, Range 15/30m, one target, 1d8 fire damage,
ABILITIES: Perfectly Balanced: The Gadmeer/Tla'khan have advantage on Dexterity Saving Throws and any other save that would result in them being knocked prone.

Ohne
EQUIPMENT Zat'nikatel: +2 to hit, range 15/30m, one target, 1d6/8+3 lightning damage.
ABILITIES: Potent Breath: range 3m cone, constitution saving throw DC 10, 2d6 damage on failure

Ashrak

The Ashrak are adult Goa'uld, possessing all the physical and technological prowess of any member of the species. Assassins of the System Lords, these crafty infiltrators can pass undetected through even the most secure areas of a society.



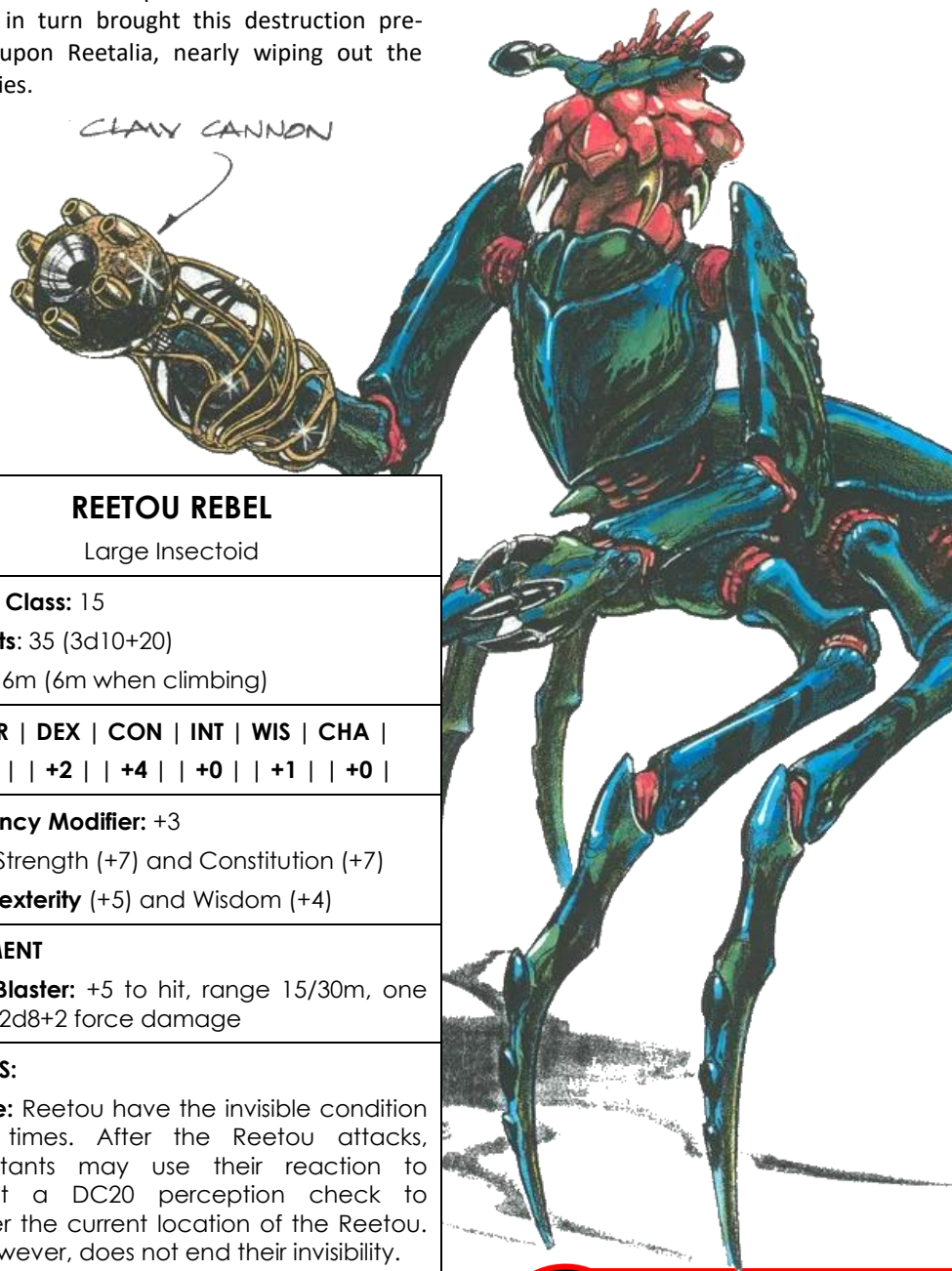
ASHRAK ASSASSIN Medium Humanoid
Armour Class: 17 Hit Points: 90 (15d12) Speed: 6m
STR DEX CON INT WIS CHA +2 +2 +7 +3 +2 +4
Proficiency Modifier: +3 Saves: Dexterity (+5) and Charisma (+7) Skills: Acrobatics (+5) and Deception (+7)
EQUIPMENT Za'tarc Ring: Range 15m (line), DC 15 dexterity save, 4d6 fire damage on failure and half on success. Assassin's Dagger: +5 to hit, Range 1m, one target, 1d6 piercing damage,
ABILITIES: Ambush: The Ashrak gains advantage on all initiative checks when its presence is undetected. Assassin: The Ashrak deals +2TD against a target that has yet to act in a combat encounter. Symbiote Synergy: The Goa'uld has advantage on all intelligence, wisdom and charisma saves. Regeneration: The Goa'uld causes its host to heal 1TD of HP at the beginning of its turn.

ASHRAK MASTER Medium Humanoid
Armour Class: 19 Hit Points: 110 (15d12+20) Speed: 6m
STR DEX CON INT WIS CHA +3 +3 +7 +3 +2 +4
Proficiency Modifier: +4 Saves: Dexterity (+7) and Charisma (+8) Skills: Acrobatics (+7) and Deception (+8)
EQUIPMENT Za'tarc Ring: Range 15m (line), DC 17 dexterity save, 4d6 fire damage on failure and half on success. Assassin's Dagger: +7 to hit, Range 1m, one target, 1d6 piercing damage,
ABILITIES: Ambush: The Ashrak gains advantage on all initiative checks when its presence is undetected. Assassin: The Ashrak deals +4TD against a target that has yet to act in a combat encounter. Symbiote Synergy: The Goa'uld has advantage on all intelligence, wisdom and charisma saves. Regeneration: The Goa'uld causes its host to heal 1TD of HP at the beginning of its turn.

Reetou

An insect species native to the planet Reetalia, the Reetou are peaceful people who nevertheless represent a threat to the Goa'uld. A threat they responded to with nearly complete genocide.

The Reetou exist in a phased state outside the human and Goa'uld range of perception and reach. This struck fear into the Goa'uld, who realized the devastation an invisible species could cause to their rule. They in turn brought this destruction pre-emptively upon Reetalia, nearly wiping out the entire species.



REETOU REBEL Large Insectoid	
Armour Class: 15 Hit Points: 35 (3d10+20) Speed: 6m (6m when climbing)	
STR DEX CON INT WIS CHA +7 +2 +4 +0 +1 +0	
Proficiency Modifier: +3 Saves: Strength (+7) and Constitution (+7) Skills: Dexterity (+5) and Wisdom (+4)	
EQUIPMENT Phase Blaster: +5 to hit, range 15/30m, one target, 2d8+2 force damage	
ABILITIES: Invisible: Reetou have the invisible condition at all times. After the Reetou attacks, combatants may use their reaction to attempt a DC20 perception check to discover the current location of the Reetou. This, however, does not end their invisibility. After taking damage, a Reetou must make a concentration check DC 10 or half the damage taken if higher. On a failed check, the Reetou becomes visible until the end of its next turn.	



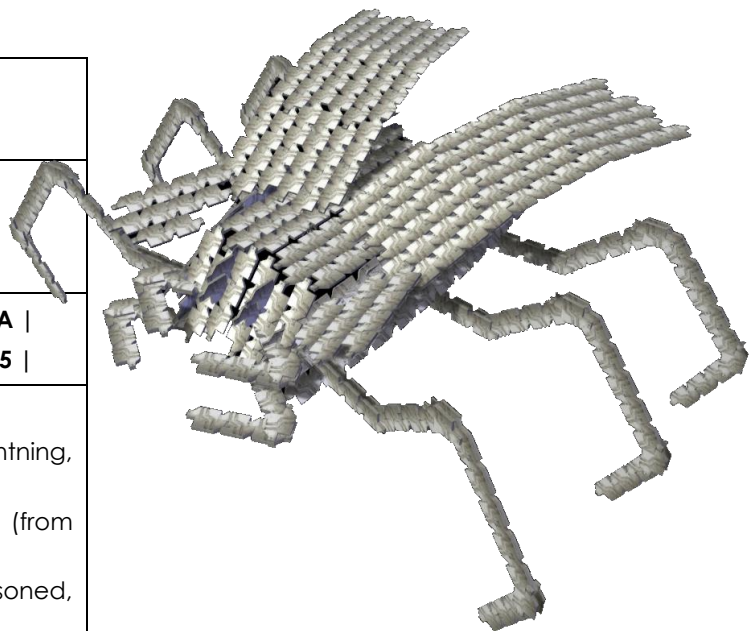
Invisible creatures have advantage to stealth checks and attack rolls while invisible, and any attack rolls against an invisible creature are made with disadvantage.

Replicators

REPLICATOR (SWARM)
Large Construct
Armour Class: 14 Hit Points: 90 (15d12) Speed: 6m (6m when climbing)
STR DEX CON INT WIS CHA -2 +5 +0 +2 +2 -5
Proficiency Modifier: +3 Damage Immunities: Cold, Fire, Lightning, Necrotic, Poison, Psychic and Radiant Damage Vulnerabilities: Piercing (from firearms) Condition Immunities: Blinded, Poisoned, Deafened, Exhausted, Frightened. Saves: Dexterity (+8) and Wisdom (+5)
EQUIPMENT Acid Spray: At the end of its turn, all enemies in the same space as the swarm suffer 6d6 acid damage (halved when the swarm reaches 45HP)
ABILITIES: Adaptive: Replicators always apply their proficiency bonus to any skill check. Programmed: This non-sentient Replicator cannot be manipulated with charisma-based skills, such as Deception, Intimidation or Persuasion. Swarm: A Replicator Swarm can occupy another creature's space and vice versa. The swarm can also move through any opening large enough for a tiny creature.



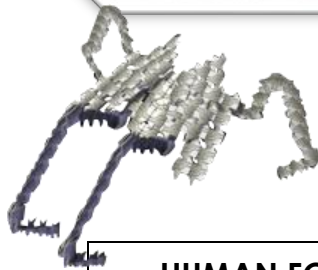
REPLICATOR (SPIDER)
Tiny Construct
Armour Class: 12 Hit Points: 7 (2d6) Speed: 6m (6m when climbing)
EQUIPMENT Acid Spray: +7 to hit, range 2/5m, all targets in a 3m cone, 10d6 acid damage



REPLICATOR (QUEEN)
Large Construct
Armour Class: 21 Hit Points: 290 (15d12+200) Speed: 6m (3m when climbing)
STR DEX CON INT WIS CHA +5 +2 +0 +2 +2 -5
Proficiency Modifier: +5 Damage Immunities: Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant damage Condition Immunities: Blinded, Poisoned, Deafened, Exhausted, Frightened. Saves: Dexterity (+7) and Wisdom (+7)
EQUIPMENT Acid Spray: +7 to hit, range 2/5m, all targets in a 3m cone, 10d6 acid damage
ABILITIES: Adaptive: Replicators always apply their proficiency bonus to any skill check. Programmed: This non-sentient Replicator cannot be manipulated with charisma-based skills, such as Deception, Intimidation or Persuasion. Creator: At the end of its turn, the Replicator Queen creates 1TD spiders, which appear within 1m of it.

Replicators (continued)

REESE Medium Humanoid Construct	
Armour Class: 18 Hit Points: 15 (10d10+10) Speed: 6m	
STR DEX CON INT WIS CHA +5 +2 +2 +0 -2 +2	
Proficiency Modifier: +3 Damage Immunities: Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant damage Damage Resistance: Bludgeoning and Piercing damage. Condition Immunities: Poisoned, Exhausted. Saves: Dexterity (+5) and Wisdom (+5)	
ABILITIES: Adaptive: Reese applies her proficiency bonus to any skill check she makes. Nanite Recovery: At the start of her turn, Reese recovers 1TD Hit Points. Creator: At the end of her turn, Reese creates 1TD spiders, which appear within 1m of her.	



HUMAN FORM REPLICATOR Medium Humanoid Construct	
Armour Class: 18 Hit Points: 100 (15d12+10) Speed: 6m	
STR DEX CON INT WIS CHA +7 +4 +2 +5 -2 -4	
Proficiency Modifier: +5 Damage Immunities: Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant and Piercing damage Damage Resistance: Bludgeoning damage. Condition Immunities: Blinded, Poisoned, Deafened, Exhausted, Frightened. Saves: Dexterity (+7) and Wisdom (+7)	
ABILITIES: Adaptive: Replicators apply their proficiency bonus to any skill check they make. Nanite Offensive: As a bonus action, a Replicator can change any part of their anatomy to resemble a one-handed common melee weapon (such as a club or short sword), using the same statistics. Nanite Recovery: At the start of her turn, Reese recovers 1TD Hit Points.	