STARGATE SG·1™

ROLEPLAYING GAME

based on Stargate SG-1

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.

TM & © 1997-2021 MGM

Character Name	Player Name	Campaign
Bervell		

Race	Origins	Class	Level	HD
Human (Tollan)	**Refugee / Terraform**	**Engineer**	**1**	**D8**

Strength 8 (-1)

Dexterity 12 (+1)

Constitution 14 (+2)

Intelligence 18 (+4)

Wisdom 13 (+1)

Charisma 10 (+0)

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)
- ☐ +1 Medicine (wis)
- ☐ +4 Nature (int)
- ■ +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	Determin.
18	4

Prof.	Init.	Moxie
+2	+1	+4

Armor Class	Speed
17	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
- Flashlight
- Water Purifier
- Filtration Mask
- Multi-tool
- MREs
- Personal First Aid Kit
- Climate Clothing
- Combat Tent

Attack Name	To Hit/Dmg	Range(m)	Cap/Reload	Special
Sidearm (Beretta M9, 2 mags)	+3 / 1d8+1	50/100	15 / 1	Pistol
Combat Knife	+3 / 1d6+1	melee	n/a	Finesse, TL 2
Longarm (FN P90, 2 mags)	+3 / 2d6+1	200/1800	60 / 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.

PROFICIENCES

- 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!

PHOENIX

WYVERN GAMING

STARGATE SG-1 is a trademark of Metro-Goldwyn-Mayer Studios Inc. © 1997- 2021 MGM Television Entertainment Inc. and MGM Global Holdings Inc.
STARGATE ATLANTIS is a trademark of Metro-Goldwyn-Mayer Studios Inc. © 2004 - 2021 MGM Global Holdings Inc. All Rights Reserved.
STARGATE SG-1 ROLEPLAYING GAME is a trademark of Wyvren Gaming LLC ©2019-2021 All Rights Reserved.