STARGATE SG·1™

ROLEPLAYING GAME

based on Stargate SG-1

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.

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Character Name	Player Name	Campaign
Kulera		

Race	Origins	Class	Level	HD
Aturen (Nox Pacifist)	**Spiritualist/Arboreal**	**Medic**	**1**	**D8**

Strength 13 (+1)

Dexterity 10 (+0)

Constitution 14 (+2)

Intelligence 12 (+1)

Wisdom 15 (+2)

Charisma 12 (+1)

Skills

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

Hit Pts	Determin.
18	4

Prof.	Init.	Moxie
+2	+2	+1

Armor Class	Speed
16	6m

Tactical Vest Bulk: 8 + Str

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

- ☐ +1 Strength
- ■ +2 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ■ +4 Wisdom
- ☐ +1 Charisma

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

ADITIONAL 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 unconcious. 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.

Procedure Feat

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.

PROFICIENCES

- 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

Aturen Spiritualist

You have been chosen, as a student, by the Nox. During your time there, you've been indoctrinated into some of their ancient practices.

Ritual of Life: You can lead a ritual during a short rest to restore the dead to life. This requires a natural environment and two other characters. You must succeed at a DC 20 Culture check, and if successful, a character that has been dead less than a day is brought back to life with 1 HP. If you fail, the character cannot be saved. You cannot use the ability while suffering from negative emotions.

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 less death save 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!

PHOENIX

WYVERN GAMING

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