STARGATE SG·1™

ROLEPLAYING GAME

based on Stargate SG-1

Oringo

Oringo was a key player in the bloody revolt against a 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.

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Character Name	Player Name	Campaign
Oringo		

Race	Origins	Class	Level	HD
Unas	**F. Fighter / Subter.**	**Scout**	**1**	**D10**

Strength 13 (+1)

Dexterity 16 (+3)

Constitution 16 (+3)

Intelligence 10 (+0)

Wisdom 12 (+1)

Charisma 8 (-1)

Skills

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

Hit Pts	Determin.
27	3

Prof.	Init.	Moxie
+2	+3	+0

Armor Class	Speed
19	6m

Tactical Vest Bulk: 8 + Str

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

- ☐ +1 Strength
- ■ +5 Dexterity
- ■ +5 Constitution
- ☐ +0 Intelligence
- ☐ +1 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
Crossbow	+5 / 1d8+3	40 / 150	n/a	TL 2
Sidearm (Beretta M9, 2 mags)	+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

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.

Field Hacks Feat

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

PROFICIENCES

- 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!

PHOENIX

WYVERN GAMING

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