# STARGATE SG·1™

# ROLEPLAYING GAME

based on Stargate SG-1

## 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 a shol'vah and betrayed his master. A'tir listened. Perhaps his master wasn't without flaw. The shadows of questions formed as trifling piled up and 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.

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| Character Name | Player Name | Campaign |
|---|---|---|
| A'tir | | |

| Race | Origins | Class | Level | HD |
|---|---|---|---|---|
| Jaffa | Enforce. / Renegade | Soldier | 1 | D10 |

**Strength** 17 (+3)

**Dexterity** 13 (+1)

**Constitution** 14 (+2)

**Intelligence** 8 (-1)

**Wisdom** 11 (+0)

**Charisma** 12 (+1)

### 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)
- ☐ -1 Nature (int)
- ☐ +0 Perception (wis)
- ☐ +1 Performance (cha)
- ☐ +1 Persuasion (cha)
- ■ +3 Pilot (dex)
- ☐ -1 Science (int)
- ☐ +1 Slight of Hand (dex)
- ■ +3 Stealth (dex)
- ☐ +0 Survival (wis)

| Hit Pts | Determin. |
|---|---|
| 24 | 3 |

| Prof. | Init. | Moxie |
|---|---|---|
| +2 | +1 | +1 |

| Armor Class | Speed |
|---|---|
| 20 | 6m |

**Tactical Armor Bulk**: 6 + Str

**Death Saves**

Successes ○ ○ ○

Failures ○ ○ ○

### Saves

- ■ +5 Strength
- ☐ +1 Dexterity
- ■ +4 Constitution
- ☐ -1 Intelligence
- ☐ +0 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 |
|---|---|---|---|---|
| Ma'Tok - Plasma Blast | +3 / 3d6+1 | 5 / 60 | n/a | Rchrg 1, Shock1m |
| Ma'Tok - Melee | +5 / 1d10+3 | melee | n/a | |
| Sidearm (Beretta M9, 2 mags) | +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 a 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.

## PROFICIENCES

- 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, 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, sidearm, 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!

PHOENIX

WYVERN GAMING

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