STARGATE SG·1™

ROLEPLAYING GAME

based on Stargate SG-1

Capt. Rodriguez

Originally from Puerto Rico, Captain Selena Rodriguez was the youngest Air Force Pilot to reach the rank of Captain after she was thrust into the lead of a squad when her commander was shot down over Bosnia.

In March 2000, Capt. Rodriguez was diverted from her patrols of the Pacific Ocean for a strange mission that involved what she later found out was a crashing spaceship. Capt. Rodriguez was instrumental in keeping other Earth forces away from the crash site while it was covered up.

Following these events General Hammond reached out to the Captain and recruited her into the SGC Program. When the opportunity to lead a brand new team called Phoenix-1 at the Phoenix Site arose, Selena jumped at the opportunity.

Selena has a knack for bringing together people from a variety of backgrounds. Her ability to describe situations from other's perspectives made her the prime candidate to lead Phoenix-1.

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Character Name	Player Name	Campaign
Capt. Selena Rodriguez		

Race	Origins	Class	Level	HD
Human (Tau'ri)	**Aviator / Urban**	**Soldier**	**1**	**D10**

Strength 12 (+1)

Dexterity 14 (+2)

Constitution 12 (+1)

Intelligence 13 (+1)

Wisdom 12 (+1)

Charisma 14 (+2)

Skills

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

Hit Pts	Determin.
21	3

Prof.	Init.	Moxie
+2	+2	+2

Armor Class	Speed
18	6m

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

- ■ +3 Strength
- ☐ +2 Dexterity
- ■ +3 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +2 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
Longarm (FN P90, 2 mags)	+4 / 2d6+2	200 /1800	60 / 1	see page 65
Sidearm (Beretta M9, 2 mags)	+4 / 1d8+2	50 / 100	15 / 1	Pistol
Combat Knife	+4 / 1d6+2	melee	n/a	Finesse / TL 2

1ST LEVEL SOLDIER

RACIAL ABILITIES

Recovery

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

Galactic Seeds

Humans are so common in the galaxy, they gain advantage on all Persuasion and Deception checks made during first contact with any group not having yet met visitors from another world.

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

Assault Coordination: When you hit a target with a ranged attack, the next successful ranged attack by one of your team members deals +1d6 damage.

PROFICIENCES

- Armor: Light and Heavy Armor
- Weapons: Common weapons, Martial Arts, Sidearms, Longarms
- Tools: Camo Kit, Explosives
- Saving Throws: Strength and Constitution
- Skills: Athletics, Intimidation, Pilot

ORIGIN/BACKGROUND

Aviator

The most common pilots assigned to the Phoenix Site are unsurprisingly drafted from the US Air Force. However, other pilots of more esoteric vessels have been recruited, such as Death Glider pilots and even a blimp/zeppelin operator or two.

Bonus Proficiency: Pilot

Crash Landing: You gain resistance against all damage suffered when you are a pilot or a passenger of a vehicle when it crashes or is destroyed.

Urban

Densely packed buildings and the press of people have created the most common artificial environment in the Milky Way. You're no stranger to the problem solving required when weaving through complex streets, underground transportation, or crowds.

Attribute: Intelligence +1 (already added)

Melting Pot: You may use your Charisma modifier instead of your Wisdom modifier when making Culture skill checks.

2ND LEVEL SOLDIER

Change Hit Points to 28

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 35

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, side arm, 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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