

# STARGATE™

Roleplaying Game

## Stargate History

Earth's Stargate Program began when the Stargate is 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 (SG) teams 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 peoples, often distant Earth descendants, that were under the control or influence of the Goa'uld. These SG team visits were often a spark that lit the spirit of freedom of these subjugated worlds.

## Stargate Phoenix

As more and more of these worlds began to rise up, the President authorized the creation of an off-world training base named Phoenix Site. Headed up by General P.K. Loyer, this site would bring together and train freedom fighters from worlds oppressed by the Goa'uld System Lords.

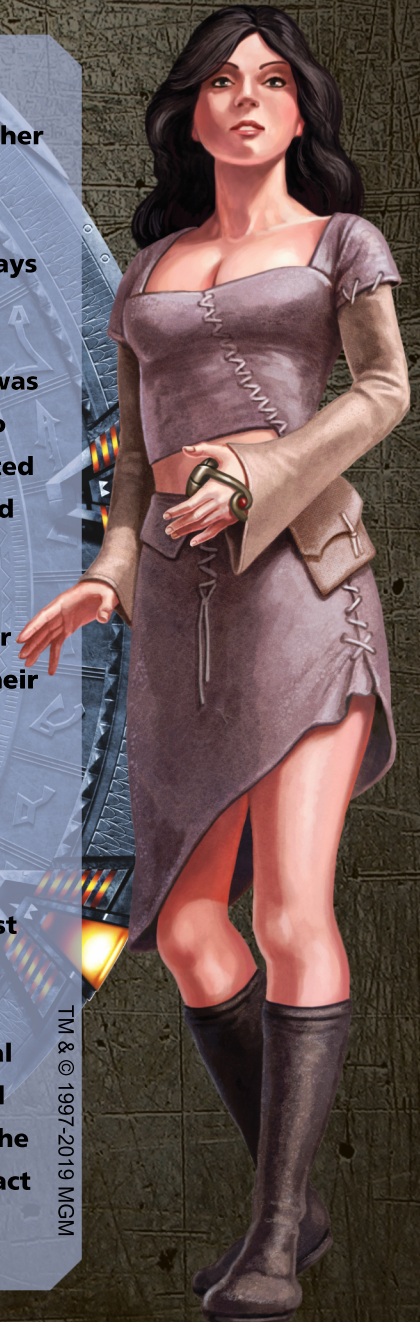
Once trained, these highly functional SG team would be sent on missions to defend the Galaxy and overthrow the Goa'uld System Lords.

You are a member of one of these teams.

Beloved by all, Bythal was the daughter of the High Priestess of her Clan. Groomed to be the next priestess, she sought to help her people as much as she could, always with a smile and a warm word.

When illness befell the clan, she was the first to aid the sick, turning to off-world allies. Having been visited by an SG Team before, she reached out to the SGC for aid, but by the time aid arrived, Bythal had succumbed to the illness' grip. Her people begged the SGC to save their beloved Bythal. With limited options, the SGC contacted the Tok'ra. The symbiote Maste knew that their host was dying.

To save her life, Maste's aging host gave his life so that Bythal and Maste might unite. With the establishment of the SG-P, General Loyer called on the newly merged Bythal and Maste to go through the Stargate and make peaceful contact with the galaxy.



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WYVERN  
GAMING



Class:  
Diplomat 1

Race:  
Tok'ra

Origin:  
Espionage



Prof.  
Bonus  
**+2**

Hit  
Points  
**17**

Initiative  
**+1**

Speed  
**6m**

**Armor Class**  
(Light Body Armor)

**15**

### Saves

- ☐ +0 Strength
- ☐ +1 Dexterity
- ☐ -1 Constitution
- ☐ +3 Intelligence
- ☒ +4 Wisdom
- ☒ +3 Charisma

### Proficiencies

Light Armor  
Common Weapons  
Sidearms  
Med Kit  
Translator

### Skills

- ☐ +1 Acrobatics (DEX)
- ☐ +2 Animal Handling (WIS)
- ☐ +0 Athletics (STR)
- ☒ +4 Culture (WIS)
- ☒ +5 Deception (CHA)
- ☐ +3 Engineering (INT)
- ☐ +2 History (INT)
- ☒ +4 Insight (WIS)
- ☐ +1 Intimidation (CHA)
- ☐ +3 Investigation (INT)
- ☐ +2 Medicine (WIS)
- ☐ +3 Nature (INT)
- ☒ +4 Perception (WIS)
- ☐ +1 Performance (CHA)
- ☒ +5 Persuasion (CHA)
- ☐ +1 Pilot (DEX)
- ☐ +3 Science (INT)
- ☐ +1 Stealth (DEX)
- ☐ +2 Survival (WIS)

### Attacks

Combat Knife (Melee)  
To Hit (+3), Dmg (1d6+1)  
Beretta M9 (Range 50m/100m, 15 rnds)  
To Hit (+3), Dmg (1d6+1), Laser Sight  
Laser Sight: Gain advantage on first shot if target has not moved this round.

## Class Abilities

### Inspire

Your mere presence inspires your comrades. Once per long rest, as an action, you may grant all team members 1d6 temporary HP (roll once). These temporary HP last until the next day or until removed.

While a team member has these temporary hit points (called Inspire HP) they gain the benefits of your Inspirations.

### Inspirations

Coordinated Fire: As a bonus action when making an attack, the Diplomat may choose one Inspired character to gain advantage on their next attack roll against the Diplomat's target.

## Racial Abilities

### Synergistic Symbiote

As long as a Tok'Ra has a symbiote they may choose to gain advantage on any mental (Intelligence, Willpower, Charisma) save. A Tok'Ra may use this ability once per Wisdom modifier (minimum 1), replenishing the uses during a long rest. If a Tok'Ra is deprived of their symbiote they must make a Constitution save each hour or suffer 1d4 Constitution

### Clandestine

Tok'Ra are adaptive spies, they may use Intelligence or Wisdom when making Deception and Persuasion checks.

## Equipment

Light Body Armor  
Combat Knife  
Sidearm (Beretta M9)

Flash Light  
Tactical Radio  
Pancultural Wardrobe

Water Purifier  
MREs (5 days)