

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.

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 shol'vah and betrayed his Master. A'tir listened. Perhaps his Master wasn't without flaw. The shadows of questions formed as triflings piled up and as 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.

TM & © 1997-2019 MGM



Class:
Soldier 1

Race:
Jaffa

Origin:
Enforcer



Prof.
Bonus
+2

Hit
Points
26

Initiative
+1

Speed
6m

Armor Class
(Tactical Body Armor)

17

Saves

- ☒ +5 Strength
- ☐ +1 Dexterity
- ☒ +4 Constitution
- ☐ -1 Intelligence
- ☐ +0 Wisdom
- ☐ +1 Charisma

Proficiencies

Heavy Armor
Common Weapons
Sidearms
Shotguns
Longarms
Thrown
Ma'Tok Staff

Skills

- ☐ +1 Acrobatics (DEX)
- ☐ +0 Animal Handling (WIS)
- ☒ +5 Athletics (STR)
- ☐ +0 Culture (WIS)
- ☐ +1 Deception (CHA)
- ☐ -1 Engineering (INT)
- ☐ -1 History (INT)
- ☒ +2 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 Stealth (DEX)
- ☒ +2 Survival (WIS)

Attacks

Ma'Tok Staff (Melee)
To Hit (+5), Dmg (1d8+3)

Ma'Tok Blast (Range 10m/30m)
To Hit (+3), Dmg (3d6+1), Blast
Blast - The Ma'Tok always shoots with disadvantage.
If the attack is a hit, all other characters within 1m
are knocked prone if they fail a DC 15 Dexterity Save.

Class Abilities

Tactics

Your team may benefit from one tactic at a time, and you may change your current tactic with an action on your turn.

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.

Defensive Posture: Add +2 AC to other team members within 2m of you.

Hit & Run: As a bonus action on your turn, you may allow a team member to move up to their speed as a reaction without provoking Attacks of Opportunity

Racial Abilities

Symbiote

As long as a Jaffa has a symbiote they may choose to gain advantage on any physical (Strength, Dexterity, Constitution) save. A Jaffa may use this ability once per Strength modifier (minimum 1), replenishing the uses during a long rest. If a Jaffa is deprived of their symbiote they must make a Constitution save each hour or suffer 1d4 Constitution damage.

Martial Tradition

Jaffa may add half their proficiency modifier to attack rolls with weapons in which they are not proficient.

Equipment

Tactical Body Armor
Combat Knife
Ma'Tok Staff

Flash Light
Tactical Radio

Water Purifier
MREs (5 days)