

STARGATE™

R o l e p l a y i n g G a m e

Maste/Bythal

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 Phoenix, General Loyer called on the newly merged Bythal and Maste to go through the Stargate and make peaceful contact with the galaxy.



Character Name Maste[s] / Bythal[h]		Player Name		Campaign	
Race Tok'ra	Origin Tok'ra Spy / Healer	Class Diplomat	Level 1	HD D10	

Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma



Skills

- ☐ +1 Acrobatics (dex)
- ☐ +2 Animal Handling (wis)
- ☐ +0 Athletics (str)
- ☒ +4 Culture (wis)
- ☒ +4 Deception (cha)
- ☐ +3 Engineering (int)
- ☐ +3 History (wis)
- ☒ +4 Insight (wis)
- ☐ +2 Intimidation (cha)
- ☐ +3 Investigation (int)
- ☒ +4 Medicine (wis)
- ☐ +3 Nature (wis)
- ☒ +4 Perception (wis)
- ☐ +2 Performance (cha)
- ☒ +4 Persuasion (cha)
- ☐ +1 Pilot (dex)
- ☐ +3 Science (int)
- ☒ +3 Slight of Hand (dex)
- ☐ +1 Stealth (dex)
- ☐ +2 Survival (wis)

Hit Pts

19

Determin.

5

Prof.

+2

Init.

+2

Moxie

+3

Armor Class

17

Speed

6m

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

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



Tactical Vest Bulk

8 + Str

Base Kit Equipment

- Tactical Vest
- 3 Uniforms
- TACCOM
- Flash Light
- Water Purifier
- Filtration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent

Attack Name	To Hit/Dmg	Range(m)	Cap/Reload	Special
Sidearm (Beretta M9)	+3 / 1d6+1	50/100	15 / 1	Laser Sight
Combat Knife	+3 / 1d6+1	melee	n/a	Finesse

1ST LEVEL DIPLOMAT

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 damage.

REGENERATION

The Tok’Ra is healed to full HP during a long rest.

CLASS ABILITIES

INSPIRE

Your mere presence inspires your comrades to pursue their mission in a myriad of clever, if sometimes unperceived, ways. Once per long rest, you may grant all team members 1d6 temporary HP with an action. These temporary HP last until the next long rest or until removed by damage.

While a team member has these temporary hit points (called “Inspired” characters) they gain the benefits of your Inspiration feats.

A character may only be Inspired by one source at a time. If a character is targeted by a second Inspire ability, the target character chooses which to benefit from.

INSPIRATIONS

Coordinated Fire: After you hit a target with an attack, you may take a bonus action to grant an inspired character advantage to their next attack roll made before your next turn against the same target.

PROFICIENCIES

- Armor: Light
- Weapons: Common weapons, Sidearms
- Tools: Med Kit, Translator, Pan-Cultural Wardrobe
- Saving Throws: Wisdom, Charisma
- Skills: Culture, Deception, Insight, Persuasion

ORIGIN/BACKGROUND

TOK’RA SPY ORIGIN

Tok’Ra spies are integral to the information gathering efforts of the Phoenix site and frequently find themselves assigned to teams.

Benefit: You gain advantage on any Charisma (Deception) checks to trick targets into believing you are a Human, Goa’uld, or Jaffa.

HEALER

You dedicated your life to healing the afflictions people suffer in their bodies and minds.

Skill Proficiency: Medicine

Benefit: During a short rest you and your team members heal additional HP equal to your proficiency.

2ND LEVEL DIPLOMAT

Change Hit Points to 23

CLASS ABILITIES

PEP TALK

Starting at 2nd level, you can give a stirring speech to your team during a short rest. Once per mission, you can restore 1d4 Determination points to each member of your team.

WORD IN AN EAR

Starting at 2nd level, you can inspire a single team member who is not currently inspired within 1m as an action. Roll your Inspire HP die and grant the target Inspire HP as normal. A character may only be targeted by your Word in an Ear once per long rest.

3RD LEVEL DIPLOMAT

Change Hit Points to 27

CLASS ABILITIES

FORCE OF WILL

At 3rd level you regain your use of Inspire when you take a short or long rest. Characters already benefiting from your Inspire are immune to a second application.

INSPIRATIONS

SKILLFUL EXPLANATIONS

Once per short rest, when an inspired character fails a skill check that you are proficient in, you may allow the character to reroll the result.

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 spirits of that abject world.



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 SG 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 a member of the selection process to be placed on one of these teams.

Join the Fight!

STARGATE

PHOENIX

A LIVING RPG SERIES

