

# STARGATE™

Roleplaying Game

## Bervell

**A refugee from Tollana, Bervell burns with a desire to punish the Goa'uld System Lords.**

**Shortly after finishing his studies, the Goa'uld Anubis sent his emissary and Bervell watched as his people were forced to flee their home. One by one, the ships were shot down, killing everyone he'd known and loved.**

**Bervell spent months in isolation, hiding in the ruins of his homeworld and attempting to call for help. Risking his life so that the universe would know his people's fate, he managed to get an aging satellite online remotely. However, before he could complete his transmission, Goa'uld strike craft struck. He watched helplessly, once again, as the satellite broke up in high atmosphere. But that brief transmission was enough. A few months later, Bervell was rescued by a Tau'ri Stargate team and subsequently recruited by General Loyer for the Phoenix project.**

**Now he has nothing left, save the desire for revenge and his pride in what his people had accomplished before their destruction.**



Character Name <b>Bervell</b>		Player Name		Campaign	
Race <b>Human (Tollan)</b>	Origin <b>Refugee / Student</b>	Class <b>Engineer</b>	Level <b>1</b>	HD <b>D8</b>	

### Strength



### Dexterity



### Constitution



### Intelligence



### Wisdom



### Charisma



#### Skills

- +2 Acrobatics (dex)
- +1 Animal Handling (wis)
- +1 Athletics (str)
- +1 Culture (wis)
- +0 Deception (cha)
- +5 Engineering (int)
- +3 History (wis)
- +1 Insight (wis)
- +0 Intimidation (cha)
- +3 Investigation (int)
- +1 Medicine (wis)
- +3 Nature (wis)
- +3 Perception (wis)
- +0 Performance (cha)
- +0 Persuasion (cha)
- +4 Pilot (dex)
- +5 Science (int)
- +2 Slight of Hand (dex)
- +2 Stealth (dex)
- +3 Survival (wis)

#### Hit Pts

**17**

#### Determin.

**5**

#### Prof.

**+2**

#### Init.

**+2**

#### Moxie

**+3**



#### Armor Class

**18**

#### Speed

**6m**

#### Tactical Vest Bulk

**8 + Str**

#### Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

#### Base Kit Equipment

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

#### Saves

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

Attack Name	To Hit/Dmg	Range(m)	Cap/Reload	Special
Sidearm (Beretta M9)	+4 / 1d6+2	50/100	15 / 1	
Longarm (FN P90)	+4 / 1d10+1	200/1800	50 / 1	Automatic
Combat Knife	+3 / 1d6+1	melee	n/a	Finesse

# 1ST LEVEL ENGINEER

## RACIAL ABILITIES

### PHASE-SHIFT

You add a phase device to your base kit.

### ADVANCED TECHNOLOGY

Whenever you make an Intelligence (Engineering) check that involves technology with a tech level of 4 or higher, you add +TD to the check.

## CLASS ABILITIES

### JURY RIG

You are an expert at field repairs, even when you have to get creative. When you use an engineering kit to repair a machine you heal 2d8 points of damage instead of 2d6.

In addition, you may repair an adjacent machine as an action rather than during a short rest.

### SPECIAL MODIFICATIONS

Armorer: During a long rest you may choose one character's armor, it gains +1 AC until your next long rest. You may choose this modification multiple times, each time you do you may apply the bonus to an additional armor.

## PROFICIENCIES

- Armor: Light
- Weapons: Common weapons, Sidearms, Longarms
- Tools: Engineering Kit, Explosives, Fabrication Kit
- Saving Throws: Dexterity and Intelligence
- Skills: Engineering, Pilot, Perception

## ORIGIN/BACKGROUND

### REFUGEE ORIGIN

You were forced to flee your lands for an extended period of time, possibly traveling great distances to seek asylum from the enemies of your enemies.

**Benefit:** You gain advantage on any Strength (Athletics) checks to navigate an unknown wilderness environment.

## STUDENT

As with many youths, you were still deciding where life wanted to take you when the lure of the Stargate called. Now your eagerness to learn is directed into the unknown cosmos.

Skill Proficiency: Perception

**Benefit:** Once per mission, you may make an Intelligence save instead of another save.

# 2ND LEVEL ENGINEER

Change Hit Points to 22

## CLASS ABILITIES

### HOLD TOGETHER

At 2nd level, when you benefit from cover you gain resistance to the damage of attacks that are hindered by that cover.

### WHACK-IT

At 2nd level, you've learned the time-honored technique of a well-placed thump. As a bonus action you can give one adjacent machine +1d6 temporary hit points. If this brings the machines HP to above half its normal HP it begins to function immediately. You may only maintain these temporary HP on one machine at a time.

# 3RD LEVEL ENGINEER

Change Hit Points to 27

## CLASS ABILITIES

### TUNE-UP

At 3rd level you add your intelligence modifier to the amount repaired whenever you repair a machine or grant a machine temporary HP.

## INSPIRATIONS

### GRENADIER

Grenades from your kit deal +1d6 damage when used by you. You may choose this modification multiple times, each time you do your kit's grenades deal an additional +1d6 damage when used by you.

# 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

