

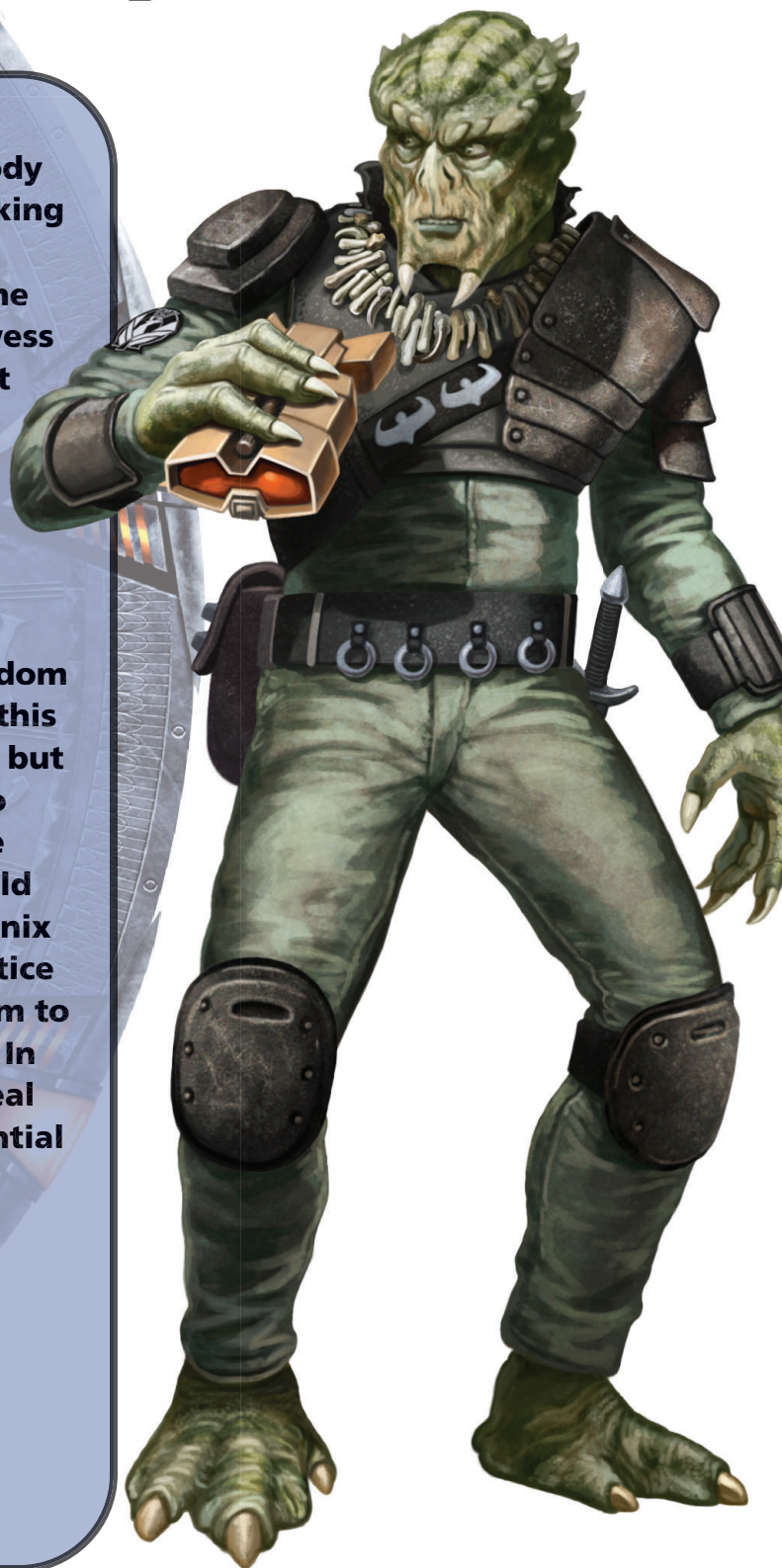
STARGATE™

Roleplaying Game

Oringo

Oringo was a key player in the bloody revolt against the System Lord, seeking freedom for his people and their human allies. He rarely fought on the front lines, but his infiltration prowess got him into, and out of, places that few could breach. After obtaining a vital piece of logistical information the Tau'ri from the Stargate were able to launch an assault and free his people.

Where his intel had helped the freedom fighters determine their next step, this blow saw several planets liberated, but at the cost of his anonymity. Oringo considered it his mission to free the Unas from the tyranny of the Goa'uld overlords. When he joined the Phoenix Site, General Loyer was quick to notice his unique abilities and soon put him to work gathering intel for Phoenix-1. In return for which, Oringo struck a deal to keep the Unas' presence confidential in order to protect his people.



Character Name		Player Name		Campaign	
Oringo					
Race	Origin	Class	Level	HD	
Unas	F. Fighter / Subter.	Scout	1	D10	

Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma



Skills

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

Hit Pts

27

Determin.

3

Prof.

+2

Init.

+3

Moxie

+0

Armor Class

19

Speed

6m

Death Saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

Saves

- ☐ +1 Strength
- ☒ +5 Dexterity
- ☒ +5 Constitution
- ☐ +0 Intelligence
- ☐ +1 Wisdom
- ☐ -1 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
Crossbow	+5 / 1d8+3	40 / 150	3 / 3	Tech Level 2
Sidearm (Beretta M9)	+5 / 1d6+3	50 / 100	15 / 2	
Claws	+3 / 1d6+1	melee	n/a	
Combat Knife	+5 / 1d6+3	melee	n/a	Finesse

1ST LEVEL SCOUT

RACIAL ABILITIES

IMPRESSIVE RESILIENCE

When you are the target of an attack you may use your reaction to gain Resistance to damage for a number of rounds equal to a roll of the TD.

You may use this ability once per long rest. While this ability is active, you cannot die and do not fall unconscious (regardless of how much damage you have taken).

ROBUST

Unas add +4 to their Strength to determine how much they can lift or carry. In addition, they gain advantage on Strength checks made to lift, carry, or push (such as battering open a door).

CLAWS

As an Unas you have a Claw melee attack which does 1d6 + Strength damage

CLASS ABILITIES

SURVIVALIST

You've trained to survive on any world and in any biome. You gain resistance to damage from your environment, including non-natural environmental dangers like traps.

FIELD HACKS

Tracking: You gain advantage on Wisdom (Survival) checks made to track.

PROFICIENCIES

- Armor: Light Armor
- Weapons: Common weapons, Martial Arts, Bows, Sidearms, Shotguns
- Tools: Camo Kit, Explosives
- Saving Throws: Constitution and Dexterity
- Skills: Perception, Stealth, Survival

ADDITIONAL BASE EQUIPMENT:

- Climbing Kit
- Crossbow (Tech Level 2)
- Binoculars

ORIGIN/BACKGROUND

FREEDOM FIGHTER

The oppression of a Goa'uld system lord or another powerful force kept your people in bondage, but you fought back where others were cowed.

Benefit: You suffer disadvantage on all Moxie checks, but gain advantage on all Initiative checks.

SUBTERRANEAN

You grew up deep underground in caves or another natural complex, rarely if ever seeing the sky. Due to the real dangers of cave-ins and other dangers of the underworld, your people are quick on their feet with sharp eyes.

Attribute: Dexterity +1

Benefit: You treat areas of dim light as brightly lit (including the ability to discern color).

2ND LEVEL SCOUT

Change Hit Points to 35

CLASS ABILITIES

VANGUARD

At 2nd level, you deal +1d6 additional damage with attacks against any target within 5m.

TRAP RIGGING

Starting at 2nd level you can use excess equipment to set a trap in a 1m square as an action. You can scavenge parts to trap a number of squares equal to your proficiency modifier, refilling these parts during any long rest. The DC for your traps is 8 + your Proficiency modifier + your Wisdom modifier.

3RD LEVEL SCOUT

Change Hit Points to 43

CLASS ABILITIES

UNCANNY DODGE

Starting at 3rd level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

SCOUT'S CUNNING

At 3rd level your quick thinking and agility allow you to act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

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

