

STAR GATE™

Roleplaying Game

Kulera

Kulera was born to a devout Tulrakian home. Her parents were dedicated worshipers of The Great Tulrak who once saved her planet when all hope seemed lost. From her youth, she threw herself into her studies under the Nox, learning from them as Tulrak before.

In Gratitude of the Nox, her people adopted their culture and style. For this reason, she styles her hair in Nox fashion as well as focuses on training in the healing arts. For years she lived an austere life, taking little but knowledge for herself, and always seeking to share what she learned with a gentle healing hand.

After she finished her training, she undertook a pilgrimage of enlightenment, hoping to bring healing to those who are in need beyond her community. In her travels she found herself aiding a team from the SGC. Seeing in them a cause worthy of The Great Tulrak and a chance to further her pilgrimage, she joined the team.

Kulera enjoys her missions more than most, viewing SG Phoenix as an opportunity to explore other worlds and further her medical and cultural knowledge.



Character Name	Player Name		Campaign	
Kulera				
Race	Origin	Class	Level	HD
Aturen	Spiritualist / Teacher	Medic	1	D8

Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma



Skills

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

Hit Pts

17

Determin.

5

Prof.

+2

Init.

+3

Moxie

+2

Armor Class

16

Speed

6m

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

- ☐ +1 Strength
- ☒ +2 Dexterity
- ☐ -1 Constitution
- ☐ +2 Intelligence
- ☒ +5 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
Sidearm (Dartgun)	+2 / Special	50	1 / 2	Tranquilizer
Shotgun	+2 / 1d8	10 / 30	50 / 1	Automatic
Combat Knife	+3 / 1d6+1	melee	n/a	Finesse

1ST LEVEL MEDIC

RACIAL ABILITIES

NATURAL RESILIENCE

Aturen's gain advantage on any saves against disease or poison.

NATURALIST

Whenever you make an Intelligence (Science) check that involves an ecosystem and the creatures within, you add +TD to the check.

CLASS ABILITIES

FIRST AID

Your extensive training in field medicine allows you to rapidly provide aid to a wounded team member. When you use a med kit to heal you add your Proficiency modifier to the damage healed.

In addition, you may use a med kit to heal a wounded team member as an action (rather than during a short rest). Med kits cannot heal the target again until after a short rest.

PROCEDURES

Crash Training: You may use a Med Kit to revive a character who has been dead for a number of rounds up to your proficiency modifier with a successful DC 25 Medicine check. You may attempt this check once per round.

PROFICIENCIES

- Armor: Light
- Weapons: Common weapons, Sidearms, Shotguns
- Tools: Med Kit and Outbreak Kit
- Saving Throws: Dexterity and Wisdom
- Skills: Athletics, Insight, Medicine, and Science

Tranquilizer: This pistol has been modified to fire a dart filled with a powerful sedative. The weapon no longer deals HP damage. Instead, the target must succeed at a constitution save (DC 11 + weapon tech level [2]) or suffer 1d3 levels of exhaustion. A character who suffers exhaustion from this ailment is not dead when they reach 6 exhaustion, but instead unconscious. Exhaustion from this effect heals at a rate of 1 level per hour.

ORIGIN/BACKGROUND

ATUREN SPIRITUALIST

You have been taken in as a refugee by the Nox. During your time there, you've, even being indoctrinated into some of their ancient practices.

Benefit: You can lead a ritual during a short rest that restores the dead to life (see rulebook).

TEACHER

You've spent your life honing minds to pursue knowledge.

Skill Proficiency: Insight

Benefit: Once per mission, you may make a Wisdom save instead of another save.

2ND LEVEL MEDIC

Change Hit Points to 20

CLASS ABILITIES

TRIAGE

Starting at 2nd level, you can observe a character's current physical condition as a bonus action with a DC 20 Wisdom(Medicine) check. If successful, you learn the character's current and total HP as well as their total hit dice. You suffer disadvantage against a target if you are unfamiliar with its biology.

ORGAN TARGETING

At 2nd level, you deal an additional 1d6 damage on attacks that have advantage or against a bloodied target.

3RD LEVEL MEDIC

Change Hit Points to 23

CLASS ABILITIES

MAN DOWN

At 3rd level, while you are within 1m of an unconscious team member they automatically stabilize if they succeed at a Death Save.

PROCEDURES

CONTROLLED STIMULANTS

As an action, you may use your Med Kit to heal 1d4 levels of exhaustion. A character may not benefit from this ability again until they have taken a long rest.

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

