

STAR GATE™

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

Capt. Rodriguez

Originally from Puerto-Rico, Captain Selena Rodriguez was the youngest Air Force Pilot to reach the rank of Captain after she was thrust into the lead of a squad when her commander was shot down over Bosnia.

In March 2000, Capt. Rodriguez, was diverted from her patrols of the Pacific Ocean for a strange mission that involved what she later found out was a crashing spaceship. Capt. Rodriguez was instrumental in keeping other Earth forces away from the crash site while it was covered up.

Following these events General Hammond reached out to the Captain and recruited her into the SGC Program. When the opportunity to lead a brand new team called Phoenix-1 at the Phoenix Site arose, Selena jumped at the opportunity.

Selena has a knack of bringing together people from a variety of backgrounds. Her ability to describe situations from others perspectives made her the prime candidate to lead Phoenix-1.



Character Name		Player Name		Campaign	
Capt. Selena Rodriguez					
Race	Origin	Class	Level	HD	
Human (Tau'ri)	Aviator / Liaison	Soldier	1	D10	

Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma



Skills

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

Hit Pts

21

Determin.

3

Prof.

+2

Init.

+2

Moxie

+1

Armor Class

21

Speed

6m

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Saves

- ☒ +3 Strength
- ☐ +2 Dexterity
- ☒ +3 Constitution
- ☐ +1 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
Longarm (FN P90)	+4 / 1d10+2	200 / 1800	50 / 1	Automatic
Sidearm (Beretta M9)	+4 / 1d6+2	50 / 100	15 / 2	
Combat Knife	+4 / 1d6+2	melee	n/a	Finesse

1ST LEVEL SOLDIER

RACIAL ABILITIES

RECOVERY

Once per short rest when you heal HP (or are healed) you may gain +TD additional HP.

GALACTIC SEEDS

Humans are so common in the galaxy that they gain advantage on all buff and persuasion checks made during first contact with any group that has not yet met visitors from another world.

CLASS ABILITIES

SURGE

You can take an additional action on your turn (even an attack) as a bonus action. You must complete a short or long rest before you can use this ability again.

TACTICS

Hit & Run: As a bonus action on your turn you may allow a team member to take a Disengage action.

PROFICIENCIES

- Armor: Light and Heavy Armor
- Weapons: Common weapons, Martial Arts, Sidearms, Longarms
- Tools: Camo Kit, Explosives
- Saving Throws: Strength and Constitution
- Skills: Athletics, Intimidation, Pilot

ORIGIN/BACKGROUND

AVIATOR ORIGIN

The most common pilots assigned to the SGPhoenix are unsurprisingly drafted from the US Air Force. However, others pilots of more esoteric vessels have been recruited, such as Death Glider pilots and even blimp/zeppelin operator or two.

Benefit: You gain damage resistance against all damage suffered when a vehicle you piloting or a passenger in when it crashes or is destroyed.

LIAISON

Go-betweens and trusted functionaries rise up in nearly every civilization where multiple groups

attempt to cohabitate and work together. You're one such individual, be it an assistant to a leader, an emissary to foreign people, or simply a courier who must pass through neighboring lands.

Skill Proficiency: Culture

Benefit: You gain advantage on any Charisma checks to hide your foreign nature.

2ND LEVEL SOLDIER

Change Hit Points to 27

CLASS ABILITIES

TACTICAL FLEXIBILITY

At 2nd level you've learned to direct your team in a variety of tactics. As a standard action you may activate a Tactic feat that you don't know. This tactic lasts for a number of rounds equal to your Charisma modifier. When the duration has run out you may choose a tactic you know (if any) to re-activate automatically. Once you use this ability you cannot use it again until you've taken a long rest.

RALLY

At 2nd level, if you are not at full HP when initiative is rolled at the start of combat, you may immediately heal 1d10 HP. Once used you may not activate this ability again until you take a long rest.

3RD LEVEL SOLDIER

Change Hit Points to 33

CLASS ABILITIES

WEAPON TRAINING

At 3rd level you've trained to deal reliable damage with whatever weapon you wield, even improvised weapons. The minimum damage die for weapons you wield is 1d8.

IMPROVED CRITICAL

At 3rd level, choose a weapon type you are proficient with (such as longarm, side arm, or common). When using this weapon, you score a critical hit on a 19 or 20.

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

