



Final Draft: The Good. The Bad. The Goa'uld.

Mission: Initiate contact with the people of P-4368, if they exist. If not, read the d_n note.

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Adventure Background for Gamemaster

P-4368 is a remote planet in the larger galaxy, accessible only through the Stargate. A planet that has an environment and ecosystem based around fungi instead of grasses and trees.

The culture the SG-1 team will encounter is a paranoid one. An advanced culture but not in the technical sense. Their culture is built and powered by the natural world. Solar and wind replace coal and oil. Medicine is based upon the extracts of the fungus.

The people here have been attacked repeatedly by the Goa'uld in their past, killed or taken for slaves. Their resources were taken to be used by the Goa'uld. To prevent this, the people of P-4368 used their knowledge of fungus and created a gaseous mixture that fills their Stargate chamber when a biological form is sensed and the gate is active. Anyone entering the chamber succumbs to this gas, putting them in a deep, dream-filled sleep. A type of dream sleeps that the people of P-436 can control. They have learned how to question people while they are asleep and influence their dreams, crafting worlds where they can learn the intentions of those coming through the gate. Those deemed unworthy find nothing of value and return back through the gate.

Adventure Overview for Players

The Stargate Program and the Phoenix Site

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

descendant, which were under the control or influence of the Goa'uld. These team visits were many times a spark that lit the freedom-fighting spirits of those worlds.

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 Stargate 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 members of the selection process to be placed on one of these teams."

The Mission.

You've just finished the basic training program of the Phoenix site, now you're just awaiting your first mission. Some, relax in the recreation room while watching reruns of bad TV like "The Wild, Wild, West" and playing games, others are in the exercise area, while the rest are getting more practice on the range. During this downtime, an alert comes through and you're summoned to the gate chamber.

Once there, General Loyer of the Stargate Phoenix site begins to brief you on your first mission.

"Not much is known of the world of P-4368. A M.A.L.P has been sent through the Stargate to learn more. What they encountered doesn't make sense.

After moving through the Stargate, the M.A.L.P. didn't record anything unusual in a room carved out of a cavern, except for a door. A door the M.A.L.P can't seem to open. Or discover any type of locking/opening mechanism for that matter.

Due to the fact that there is a door, it's obvious someone is on the other side. Despite messages sent, the door remains closed. They don't seem to be monitoring the room. Or if they are, they are ignoring the M.A.L.P.

We want you to cross through the Stargate and see what you can learn about this door and P-4368. if you can open it, see who or what is on the other side.

Alright, use the first contact protocol if you encounter a civilization. Questions? No. Good. Now go."

Chapter 1: The Chamber

Tension Die: d4

Players exit the Stargate into a dark, dimly lit chamber. There is a door on the north side. In front of the door, a small, simple, wooden table with a note and four vials of liquids sitting in a tray on top. The vials are each of different colors, red, purple, blue, green, and yellow.

The note simply says, "to whom it may concern".

Looking around the room, there is nothing other than the door and the walls of the chamber. The chamber is lit by some unusual luminescent fungus. The walls are, well, like you would expect from a cavern underground.

If the party investigates further, The door is solid metal of unknown type and has no apparent hinges. There also doesn't appear to be any way it slides into the walls, floors, or ceiling.. It also appears to have been blasted, scratched, and banged. Multiple times. Same with the walls around the door. Someone has tried unsuccessfully to break it down.

[player card] If the players choose to read the note, it simply says:

“Only a few will find me,
But those who do,
Put in little effort,
Yet the benefits are true.

You're all looking for me,
It's funny that way,
You think it's impossible to have me,
But I'm here every day.

Try as you might, all you do is stress,
You'll never get me that way,
Just be content with less.

You've caught glimpses before,
But it's never enough,
For without me, life's pretty tough.

I'm here and waiting for all who are wise,
But you need to find yourself first,
Before you can win any prize.

What is your state of mind?"

The players must choose a drink and drink it. Once drunk, the players experience the emotion associated with the color for 5 rounds. Upon drinking the Blue Potion, Inner Peace, the door opens.

Emotions attached to colors.

- Red. Aggressive, -2 to all Charisma and associated skill checks.
- Purple. Excited, -2 to all Dexterity, Combat and associated skill checks.
- Blue. Inner Peace
- Green, Contentment, -2 to all Constitution and associated skill checks.
- Yellow. Happiness, -2 to all Intelligence and associated skill checks.

Players receive:

- 2 points for drinking the blue liquid first, otherwise the players do not receive any points.
- -2 points for drinking the red liquid.
- -1 for drinking any others.

Chapter 2: The Chase

Tension Die d6

As the door opens, you see a tunnel that extends underground. Along the walls there is more of the bioluminescent fungus. There is a slight, very slight breeze. From down the tunnel, you hear a faint pounding.

As you walk down the tunnel, the pounding stops and you begin to hear muffled voices. Nothing you can make out, but there might be at least two.

The closer you get, the clearer the voices get. Just as you start to make out the words, you hear "NO! Don't take them! That's all I have!" followed by a bang.

If the players continue forward, they see the main tunnel has an offshoot tunnel to the right. There appears to be a man running from the right, away from them down the tunnel. encounter with the miner. Still from the tunnel on the right, the players hear someone yelling in pain.

In the tunnel on the right, they find an Injured man. More bruised than injured.

"Please stop him, he took my gold."

If the players try to help him, he refuses saying, "No, I will be fine. I need to get my gold back. That's all I have".

If they still don't start pursuing the robber, the miner will push his way through the players and start after the robber, saying: "I need to get my gold back. The taxes, I have to pay that damn Jack Tax."

If the players choose to chase the robber, they will find him when they exit the cave. A short distance down the main mine tunnel. He is a decent distance ahead of them and is running into the woods.

A Pursuit Encounter begins.

To catch the robbers,, the team enters a Pursuit encounter (Core Book, p. 164). The PCs begin Trailing the robber, who has a head start and knows the woods well.

Pursuit Obstacles

- Acrobatics or Athletics DC 12: Leaping a small branch, jumping over a bush, climbing over rocks. .
- Animal Handling DC 10: A small herd of goat-like or antelope creatures block the characters path.
- Insight DC 14: Fleura dips out of sight behind a thick grove of bushes and trees.

If they catch the robber, the players can interrogate the robber and the minor.

An Interrogation encounter begins (modified rules for GenCon)

The players have 6 rounds to achieve three successes.. His initial state will be to accuse the miner of stealing his stuff, he was just stealing it back. The miner will get defensive.

- First success: He will hold to his story and say he was in the mine, digging for gold to make money for his family.
- Second success: Tripping himself up, he will say that he dug all four shafts of the main shaft (there is only one). There is also no dirt on him like the miner.
- Third success: He will continue to hold to the story but say that "Red Jack will help sort this out. Just take him to Red Jack's camp.

The miner will immediately say, "NO! That thieving criminal ... No, we must go to the sheriff in Goldsplain. He will help sort this out. I can show you the deed at the assessor's office as well. The deed will prove I own this mine. And the sheriff can lock this worthless dung beat up."

If the robber escapes, while they are resting from the chase, the sheriff shows up with the robber. He orders "everyone" to follow him back to town to sort things out.

If either the miner or robber is questioned about the Stargate, they claim to have no knowledge of it. They have not been that deep into the mines and have never heard anyone talk of such a thing.

If the players do any kind of nature/science check on the environment (forest), they find it a normal forest except for an odd abundance of mushrooms and other types of fungus.

Players receive

- 1 point for capturing the robber
- 1 point for taking him to the sheriff

Miner and Robber Stats

Medium Humanoid Armor Class: 13
 Hit Points: 30 Speed: 6m
 STR:15 (+2) DEX: 12 (+1) CON: 15 (+2)
 INT: 8 (-1) WIS: 10 (+0) CHA: 14 (+2)

Proficiency Modifier: +2

Skills: Athletics +4, Intimidation +4

Saves: Strength +4, Constitution +4

- Pistol, 6 shot (+3 / DMG: 1d8+1)
 Oddly enough, the ammo does not run out.
- Combat Knife (+3 / DMG: 1d6+1)
- Melee (+4 / 1d8+2) bludgeoning damage.

Chapter 3: The Town

Tension die: d8

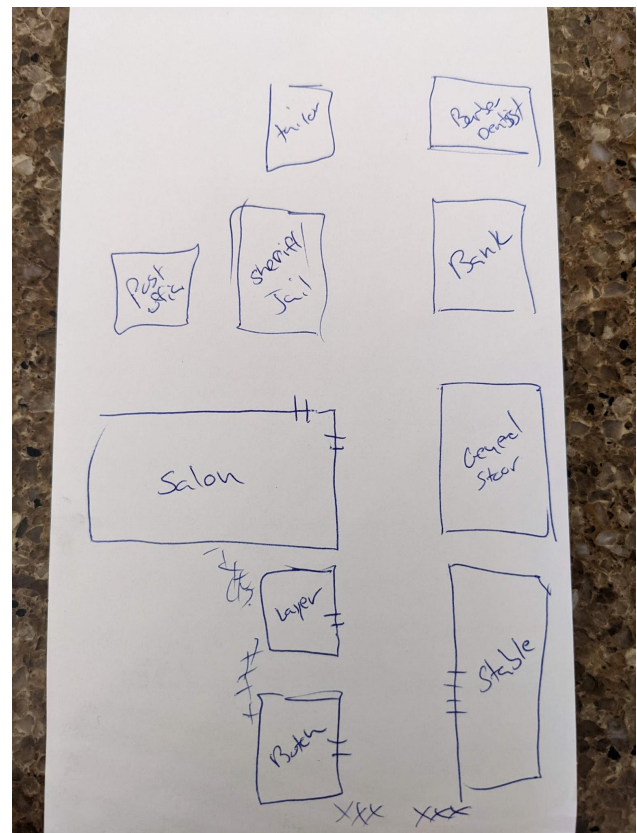
The town of Goldplains sits to the south of the mines, where the woods open up into grassy fields. As you continue towards the town, you see small farms dotting the landscape and the road you are on is well worn. As you approach the town itself, you notice it's not very

large, about 10 main buildings laid out around a town square and numerous houses stretching out along the major compass points.

As you approach, there is an open gate with a sign hanging above "Goldplains". Between the gate and the building are some broken down wagons, barrels, and such. Apparently, blocking any passage except through the gate. Lining the gates are old, earth like miners lanterns with the same strange bioluminescence creating a glow.

If the players ask the miner (or sheriff) about the items on either side of the gate, they just mention "Spare parts. The town is growing and they like to reuse everything to keep from having to cut down more wood."

If the sheriff is not with the players, they are free to wander the town though the miner will be insistent on going to the sheriff's office. The people in the town are also a bit standoffish towards the players, not really willing to engage in conversation. If the sheriff is with the players, he will "escort" them to the sheriff's office.



- Bank/Assay Office
- Barber/Dentist

- Butcher
- General Store
- Lawyer's Office
- Post/Telegraph Office
- Salon/Hotel
- Sheriff's Office
- Stables/Blacksmith

At the sheriff's office, the sheriff locks the robber in jail cell. Then talks to the miner and gets his story. The miner states that you appeared out of nowhere in the mines and helped him chase down the robber. Following that, the robber. The robber insists that he ran because the players came out of nowhere in the mines and chased him.

In the end, the sheriff sends a deputy to the bank to look at the deed to the mine. To see who owns it. He then begins to question the players. Specifically, why they were in the mines. Suspicious, he does not trust them like all the towns folks. The sheriff assumes they are more of the Red Jack gang and are using this as well to get into town.

The players must convince the sheriff that they are not part of the Red Jack gang, a group that has been constantly raiding the town and forcing them to pay tribute.

Convince (Sympathetic) encounter

- Persuasion (DC12). The players could try to convince the sheriff that they are not here to cause trouble. Just to learn. DC goes down to 10 after 4 successes. Then The players can try to persuade the sheriff to tell them more about what is going on.
- Intimidation DC 15: The players could try to force the sheriff to back down, but... This could wind them in a jail cell if they fail.
- Insight DC 12: The players feel there is more going on in the town that the Sheriff is hiding.

For this encounter the Threshold is 6., At 4 successes, the sheriff moves from more of an interrogation to a friendly stance and is more inclined to offer up information about how the Red Jack gang has been tormenting them.

Convince Success: If the team succeeds in convincing the sheriff they are not part of the gang, he will let them go on their way after warning them about the Red Jack gang. And that it's been a bit too quiet since the last time they tried to raid the town. He's a bit worried another raid will come any day now.

Convince Failure: If the team loses the Convince encounter, The sheriff will move to place the players in the jail cell along with the robber. The robber, laughing now, tells them: " Don't worry friends, Red Jack will be coming along shortly to get them out."

Players receive

- 1 point for going straight to the Sheriff's office
- 2 point for convincing him they are not part of the gangs causing problems.
- -1 point for getting locked up.

Chapter 4: The Gang

Tension die: d10

Just then, a young, dirty boy barges into the Sheriff's office. Spitting dust, the boy frantically shouts, "Sheriff, they are coming. The Red Jack is coming. He was right behind me, riding fast on the north gate."

The sheriff, obviously alarmed, says "Not now, I haven't gotten any new deputies since the last attack."

If the players succeed with the "convenience check", he turns to them and says, "I know you are not from around here, but you have guns on you. And you helped the miner. Would you be willing to help us keep Red Jack and his gang out of the town? They will tear the town apart and burn it to the ground like the others if we don't stop them."

If the players don't succeed, the sheriff turns and says "alright, now's your chance to prove yourselves. I'll let you out and consider the matter dropped if you help me keep Red Jack out of the town."

If the player's choose not to help, Red Jack and the gang will not stop with the town, they will come after the players as well.

If they choose to help, the sheriff will take the players to the front gate. There, they will meet Red Jack and his gang.

The players can choose to try to convince Red Jack to leave but they will only wind up stalling the attack. Red Jack is not inclined to back down. Not with overwhelming numbers.

- Persuasion (DC15). The players could try to convince Red Jack to leave.
- Intimidation (DC 15): The players could try to force Red Jack though a failure means instant attack.
- Insight DC 12: The players have a feeling he will not back down.

For this encounter the Threshold is 4. At that point, Red Jack had enough and will attack, regardless of the outcome.

Red Jack

Medium Mechanical Humanoid Armor Class: 19
Hit Points: 24 Speed: 6m

STR: 18(+4) DEX: 15(+2) CON: 18(+4)
INT: 8(-1) WIS: 10 (+0) CHA: 14 (+2)

Proficiency Modifier: +5
Skills: Athletics +9, Intimidation +5
Saves: Strength +9, Constitution +9

- Pistol, 6 shot (+3 / DMG: 1d8+1)
Oddly enough, the ammo does not run out.
- Combat Knife (+3 / DMG: 1d6+1)
- Melee (+9 / 3d8+2) bludgeoning damage.

Gangmember, single pistol (x3)

Medium Humanoid Armor Class: 14
Hit Points: 16 Speed: 6m

STR: 15(+2) DEX: 12(+1) CON: 15(+2)
INT: 8(-1) WIS: 10 (+0) CHA: 14 (+2)

Proficiency Modifier: +2
Skills: Athletics +4, Intimidation +4
Saves: Strength +4, Constitution +4

- Pistol, 6 shot (+3 / DMG: 1d8+1)
Oddly enough, the ammo does not run out.
- Combat Knife (+3 / DMG: 1d6+1)
- Melee (+4 / 3d8+2) bludgeoning damage.

Gangmember, rifle (x2)

Medium Humanoid Armor Class: 14
Hit Points: 16 Speed: 6m

STR: 15(+2) DEX: 12(+1) CON: 15(+2)
INT: 8(-1) WIS: 10 (+0) CHA: 14 (+2)

Proficiency Modifier: +2
Skills: Athletics +4, Intimidation +4
Saves: Strength +4, Constitution +4

- Rifle, 6 shot (+3 / DMG: 2d6+1)
Oddly enough, the ammo does not run out.
- Combat Knife (+3 / DMG: 1d6+1)
- Melee (+4 / 3d8+2) bludgeoning damage.

Wendigo

Large Humanoid Armor Class: 16
Hit Points: 26 Speed: 6m

STR: 18(+4) DEX: 15(+2) CON: 18(+4)
INT: 8(-1) WIS: 10 (+0) CHA: 14 (+2)

Proficiency Modifier: +2
Skills: Athletics +4, Intimidation +4
Saves: Strength +4, Constitution +4

- Rifle, 6 shot (+3 / DMG: 2d6+1)
Oddly enough, the ammo does not run out.
- Melee (+4 / 3d8+2) bludgeoning damage.

Cyberhounds (x3)

Medium Animal Armor Class: 14
Hit Points: 10 Speed: 10m

STR: 14(+2) DEX: 12(+1) CON: 14(+2)
INT: 8(-1) WIS: 10 (+0) CHA: 14 (+2)

Proficiency Modifier: +2
Skills: Athletics +4, Intimidation +4
Saves: Strength +4, Constitution +4

Bite +4 to hit, reach 1m, one target
(1d8+2) bludgeoning damage.

Chapter 5: Epilogue

Once Red Jack is killed, he will fight until the end, the encounter ends. The characters suddenly find themselves back in the gate chamber in the cavern. Waking on the floor with a splitting headache.

If the players are killed, they are just asleep. Out of combat. If the last player is killed, the encounter ends.

"Waking up, head splitting, you are feeling as if you just finished combat training with rubber bullets. More so, on the receiving end of the rubber bullets. You are back in the cavern chamber. Not sure how you wound up on the floor, the last thing you remember is, was it a dream?"

If the players have more encounter success points than losses, they succeed in the adventure. If not, they fail.

- Failure: The room is just empty. The door, still closed. Nothing has changed since you first entered. A note, was there a note? A table? Bottles? Where are they? It must have been a dream. General Loyer is not going to be happy with this report. Especially for your first mission.
- Success: There is a person in the room, wearing old Victorian era clothing. Smiling. The door, which was closed, is now open. He says "Welcome to Adoni. Apologies for the, well, umm... treatment. I am Chairman Corvallen. We wanted to test you to learn your intentions. In the past, those that came through the gate were less than honorable. Now that we see you are honorable, why have you chosen to visit our world?"

The people of Adoni are open to forming relations with the SG team and the Phoenix site. But only if they prove their worthiness. If they don't, they will remain hidden to the outside world.

Appendix

Character Backgrounds

Maste/Bythal

Race: Tok'ra

Origin: Tok'ra Spy / Healer Class: Diplomat

Level: 1 Hit Die: d8

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 offworld 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.

Racial Abilities:

- Synergistic Symbiote. Gain advantage on mental saves. Use once per Wisdom modifier, replenishing during a long rest.
- Regeneration. Healed to full HP during a long rest.

Class Abilities:

- You inspire your comrades. During a long rest, you may grant team members 1d6 temporary HP with an action. These temporary HP last until the next long rest or until removed by damage. (see page 98).
- Inspiration: 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.

Origin/Background:

- Tok'r Spie Origin: You gain advantage on any Deception Checks to trick targets into believing you are a Human, Goa'uld, or Jaffa.
- Healer: During a short rest you and your team members heal additional HP equal to your Proficiency bonus.

Stats

Hit Points: 17 Determination: 4 Armor Class: 14
Proficiency: +2 Initiative: +2 Moxie: +3
Speed: 6m

Stats

Strength: 10 Constitution: 8 **Wisdom: 15**
(Save +0) (Save -1) **(Save +4)**
Dexterity: 12 Intelligence: 13 **Charisma: 16**
(Save +1) (Save +1) **(Save +5)**

Skills

+1 Acrobatics	+4 Insight	+5 Persuasion
+2 Animal Handling	+3 Intimidation	+1 Pilot
+0 Athletics	+1 Investigation	+1 Science
+4 Culture	+4 Medicine	+3 Sleight of Hand
+5 Deception	+1 Nature	+1 Stealth
+1 Engineering	+4 Perception	+2 Survival
	+3 Performance	

Weapons:

- Beretta M9 (Pistol) with Laser Sight
+3 / DMG: 1d8+1
Cap/Reload: 15/1
- Combat Knife
(+3 / DMG: 1d6+1)

Equipment:

- Tactical Vest
- Uniform
- 1 Ammo clip (15)
- Tactical Radio
- Flash Light
- Water Purifier
- Filtration Mask
- Multi-tool
- Med Kit
- Personal First Aid Kit
- Climate Clothing
- Combat Tent
- Translator: Make Charisma checks without sharing a language with anyone speaking a language on file.
- Pan-Cultural Wardrobe: A character gains advantage on deception checks due to appearing as natives.

A'tir

Race: Jaffa

Origin: Enforcer / Renegade Class: Soldier

Level: 1 Hit Die: d10

When A'tir went through the Prim'tah, he knew he and his symbiote were destined for greatness. For a decade, he served as guard to his master, never thinking to question his God. He served faithfully and diligently.

Eventually, A'tir started to hear whispers of a Jaffa who was shol'vah and betrayed his Master. A'tir listened. Perhaps his Master wasn't without flaw. The shadows of questions formed as triflings piled up and as the cracks in his God's mask began to show.

With swift certainty, these unspoken questions came to the attention of his Master. As punishment A'tir's clan would be slain. But word of the massacre reached the Tau'ri and several teams evacuated his people under a hail of Ma'tok blasts. When the smoke cleared A'tir's unit had been defeated, and he knew his life was forfeit. His God would never believe he had fought with all his might. His god would be Right.

He fled to the Tau'ri at the Stargate and swore a life debt to General Loyer.

Racial Abilities:

- Symbiote: Gain advantage on any physical save once per Proficiency Bonus, per long rest. If deprived of their symbiote, they must make a DC 10 CON save each hour or suffer 1d4 CON damage.
- Kelno'reem: During a long rest, he heals damage as if his Hit Die had rolled its maximum value.

Class Abilities:

- Tactical Flexibility. As an action, activate a Tactic feat you don't know (page 103). Lasts for a # of rounds equal to your CHR modifier. When it expires, choose a tactic you know to re-activate. Once per long rest.
- Tactic Feat: Defensive Posture: Add +2 AC to other team members within 2m of you.

Origin/Background:

- Air of Authority: Characters suffer disadvantage on Intimidation Checks that target only you.
- Jaffa Renegade. You gain advantage on saves caused by Goa'uld and other Jaffa.

Stats

Hit Points: 24 Determination: 3 Armor Class: 20
Proficiency: +2 Initiative: +1 Moxie: +1
Speed: 6m

Stats

Strength: 17 **Constitution: 14** Wisdom: 11
(Save +5) (Save +4) (Save +0)
Dexterity: 13 Intelligence: 8 Charisma: 12
(Save +1) (Save -1) (Save +1)

Skills

+1 Acrobatics +0 Insight +1 Persuasion
+0 Animal Handling **+3 Intimidation** **+3 Pilot**
+5 Athletics **+1 Investigation** -1 Science
+0 Culture +0 Medicine +1 Sleight of Hand
+1 Deception -1 Nature
-1 Engineering +0 Perception **+3 Stealth**
+1 Performance +0 Survival

Weapons:

- Ma'Tok - Plasma Blast ● Beretta M9 (Pistol)
+3 / DMG: 3d6+1 +3 / DMG: 1d8+1
Recharge 1 Cap/Reload: 15/1
- Ma'Tok - Melee ● Combat Knife
+5 / DMG: 1d10+3 +3 / DMG: 1d6+1

Equipment:

- Tactical Vest
- Uniform
- 1 Ammo clip (15)
- TACCOM
- Flash Light
- Water Purifier
- Filtration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent
- Camo Kit: Advantage on Stealth checks made while in natural cover.
- Explosives

Oringo

Race: Unas

Origin: Freedom Fighter / Subterranean

Class: Scout

Level: 1

Hit Die: d10

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.

Racial Abilities:

- Impressive Resilience. When you are attacked, you can use reaction to gain Resistance to damage for a number of rounds equal to a roll of the TD once per long rest.
- Robust. Add +4 to their Strength to determine how much they can lift, carry or push plus advantage on rolls
- Claws. Deals 1d6 damage.

Class Abilities:

- Survivalist. Resistance to damage from your environment, including non-natural environmental dangers like traps. For Intelligence or Wisdom check, you may spend one Eureka for advantage.
- Field Hacks Feat (Tracking): Advantage on all Survival checks

Origin/Background:

- Last Resorts: You suffer disadvantage on all Moxie checks, but gain advantage on all Initiative Checks.
- Improved Vision: You treat areas of dim light as brightly lit (including the ability to discern color).

Stats

Hit Points: 27

Determination: 3

Armor Class: 19

Proficiency: +2

Initiative: +3

Moxie: +0

Speed: 6m

Stats

Strength: 13
(Save +1)

Constitution: 13
(Save +5)

Wisdom: 12
(Save +1)

Dexterity: 16
(Save +5)

Intelligence: 10
(Save +0)

Charisma: 8
(Save -1)

Skills

+5 Acrobatics

+1 Insight

-1 Persuasion

+1 Animal
Handling

+1 Intimidation
+0 Investigation

+3 Pilot

+0 Science

+3 Athletics

+1 Medicine

+3 Sleight of

Hand

+1 Culture

+0 Nature

-1 Deception

+3 Perception

+5 Stealth

+0 Engineering

-1 Performance

+3 Survival

Weapons:

- Crossbow
+5 / DMG: 1d8+3
Cap/Reload: 3 / 3
- Beretta M9 (Pistol)
+3 / DMG: 1d8+1
Cap/Reload: 15/1

- Claws
+3 / DMG: 1d6+1
- Combat Knife
+3 / DMG: 1d6+1

Equipment:

- Tactical Vest
- Uniform
- 1 Ammo Clip
- Tactical Radio
- Flash Light
- Water Purifier
- Filtration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent

- Camo Kit: Advantage on Stealth checks made while in natural cover.
- Climbing Kit: Advantage on climbing checks.
- Binoculars: Negating any disadvantage gained from distance on Investigation or Perception checks.

Kulera

Race: Aturen (Nox Pacifist)

Origin: Spiritualist/Arboreal Class: Medic

Level: 1 Hit Die: d8

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 views SG Phoenix as an opportunity to explore worlds and further medical and cultural knowledge.

Racial Abilities:

- Invisibility. As an action, gain the invisible condition for one minute (10 rounds of combat) per long rest. If you act against the target, invisibility ends.
- Pacifist. You cannot take action that deals HP or attribute damage to living creatures. Disadvantage on all attack rolls, even those against non-living targets or with weapons that don't damage.

Class Abilities:

- First Aid. When you use a med kit as an action, you add your Proficiency bonus to the healed amount per short rest
- Procedures (Urgent Care): When you use a Med Kit, you may replace all the healing dice rolled with the same number of Tension Dice.

Origin/Background:

- Ritual of Life: During a short rest you can restore the dead (within 1 day) to life to 1HP. This requires a natural environment and two other characters. You must succeed at a DC 20 Culture Check
- Natural Climber: You have a climb speed of 6m.

Stats

Hit Points: 18 Determination: 4 Armor Class: 16
Proficiency: +2 Initiative: +3 Moxie: +1
Speed: 6m

Stats

Strength: 13 Constitution: 14 Wisdom: 15
(Save +1) (Save +2) (Save +4)
Dexterity: 10 Intelligence: 12 Charisma: 12
(Save +2) (Save +1) (Save +1)

Skills

+0 Acrobatics	+4 Insight	+1 Persuasion
+4 Animal Handling	+1 Intimidation	+0 Pilot
+3 Athletics	+1 Investigation	+4 Science
+2 Culture	+4 Medicine	+0 Sleight of Hand
+1 Deception	+3 Nature	+0 Stealth
+1 Engineering	+2 Perception	+2 Survival
	+1 Performance	

Weapons:

- Sidearm (Dartgun) +3 / DMG Special Cap/Reload: 15/1
The target must succeed a CON save roll (DC 13]) or suffer 1d3 levels of exhaustion.

Equipment:

- Tactical Vest
- Uniform
- 1 Dart Cartridge
- Tactical Radio
- Flash Light
- Water Purifier
- Filtration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent
- Med Kit: Proficient heals 2d8 damage or 2d4 damage to a scuffed character during a short rest. None proficient characters heal half.

Bervell

Race: Human (Tollan)

Origin: Refugee / Terraform Class: Engineer

Level: 1 Hit Die: d8

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.

Racial Abilities:

- Advanced Technology. Engineering Check to discern the function of Tech level of 4+, you add +TD to the check.

Class Abilities:

- Jury Rig. When you use an engineering kit, you heal 2d8 points of damage. In addition, repair an adjacent machine as an action.
- Modification Feat (Armorer): During a long rest, you may give a +1 Armor until your next long through tinkering per long.

Origin/Background:

- New Environments: You gain advantage on any Athletics Checks to navigate an unknown wilderness environment.
- Strange World: Once per day you may use your reaction to gain advantage on a saving throw.

Stats

Hit Points: 18 Determination: 4 Armor Class: 18
Proficiency: +2 Initiative: +1 Moxie: +4
Speed: 6m

Stats

Strength: 8 Constitution: 14 Wisdom: 13
(Save -1) (Save +2) (Save +1)
Dexterity: 12 **Intelligence: 18** Charisma: 10
(Save +3) **(Save +6)** (Save +0)

Skills

+1 Acrobatics	+1 Insight	+0 Persuasion
+1 Animal Handling	+0 Intimidation	+3 Pilot
+1 Athletics	+4 Investigation	+6 Science
+1 Culture	+1 Medicine	+1 Sleight of Hand
+0 Deception	+4 Nature	+1 Stealth
+6 Engineering	+3 Perception	+3 Survival
	+0 Performance	

Weapons:

- Beretta M9 (Pistol)
+3 / DMG: 1d8+1
Cap/Reload: 15/1
- FN P90 (Rifle)
+3 / DMG: 2d6+1
Cap/Reload: 50/1
- Combat Knife
(+3 / DMG: 1d6+1)

Equipment:

- Tactical Vest
- 3 Uniforms
- 1 Ammo clip (15)
- Tactical Radio
- Flash Light
- Water Purifier
- Filtration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent
- Engineering Kit: Use this kit to repair 1d6 damage to a mechanical device (such as a drone). A proficient character repairs 2d6 damage.

Lanni

Race: Human (Kelownan)
Origin: Scholar / Oceanic Class: Scientist
Level: 1 Hit Die: d8

When the Kelownans' found the Stargate, Lanni was there to do the hard work. She'd spent years researching strange symbols at the temple. She didn't care that she wasn't one of the leading archeologists, that she'd only be remembered in passing for her contributions. She just loved the study of ancient structure. There was so much to learn from cultures that lived thousands of years ago, even when her country was on the brink of another war.

Ever dedicated, she couldn't be torn from the Stargate, not even when the bombs grew ever closer. Lanni began to realize that there was more for her to learn than could be found on Langara. That there were countless civilizations with unique wonders to show her. She left her world behind as the temple's pillars shook.

As she wandered a new world she met the primitive people and heard legends of Stargate Command, and upon finally meeting them, she knew she would join. Imagine the worlds... the cultures. There were endless possibilities and she leapt eagerly to join their newest venture, The Phoenix Site.

Racial Abilities:

- Recovery. When you recover HP due to a short rest, you regain an additional +TD HP. Regeneration. Healed to full HP during a long rest.
- Galactic Seeds. Humans are common, they gain advantage on all Persuasion and Deception Checks made during first contact.

Class Abilities:

- Eureka. If you fail an Intelligence or Wisdom check, you gain one Eureka point (equal to your Intelligence or Wisdom modifier) Points are spent to gain advantage.
- Discovery Feat (Archeologist): Spend a Eureka point to automatically locate any secret/hidden chambers or levers/traps.

Origin/Background:

- Preserve Knowledge: You gain advantage on Persuasion checks with other Scholars.
- Gifted Swimmer: You gain a swim speed of 6m.

Stats

Hit Points: 18 Determination: 4 Armor Class: 17
Proficiency: +2 Initiative: +2 Moxie: +2
Speed: 6m

Stats

Strength: 11 Constitution: 10 **Wisdom: 15**
(Save +0) (Save +0) **(Save +4)**
Dexterity: 12 **Intelligence: 17** Charisma: 8
(Save +1) **(Save +5)** (Save -1)

Skills

+1 Acrobatics	+4 Insight	+1 Persuasion
+2 Animal Handling	-1 Intimidation	+1 Pilot
+2 Athletics	+5 Investigation	+5 Science
+4 Culture	+2 Medicine	+1 Sleight of Hand
-1 Deception	+5 Nature	+1 Stealth
+3 Engineering	+2 Perception	+2 Survival
	-1 Performance	

Weapons:

- Beretta M9 (Pistol)
+3 / DMG: 1d8+1
Cap/Reload: 15/1
- Combat Knife
(+3 / DMG: 1d6+1)
- C4
Special / DMG: 1d10
Cap/Reload: 3 uses

Equipment:

- Tactical Vest
- 3 Uniforms
- 1 Ammo clip (15)
- Tactical Radio
- Flash Light
- Water Purifier
- Filtration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent
- The kit provides the user with advantage on Science checks with the chosen field.
- C4. Each use of a C4 deals 1d10 damage to everything within 1m when detonated. Each additional use after the first increases the explosion's damage by 1d10 and the radius by 1m. (see page 70).

Capt. Rodriguez

Race: Human (Tau'ri)
Origin: Aviator / Urban Class: Soldier
Level: 1 Hit Die: d10

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.

Racial Abilities:

- Recovery. When you recover HP due to a short rest, you regain an additional +TD HP. Regeneration. Healed to full HP during a long rest.
- Galactic Seeds. Humans are common, they gain advantage on all Persuasion and Deception Checks made during first contact.

Class Abilities:

- Tactical Flexibility. As an action, activate a Tactic feat you don't know (page 103). Lasts for a # of rounds equal to your CHR modifier. When it expires, choose a tactic you know to re-activate. Once per long rest.
- Tactic Feat (Assault Coordination) When you hit a with a ranged attack, the next successful ranged attack by the team deals +1d6 damage.

Origin/Background:

- Crash Landing: You gain resistance against damage suffered when you are a pilot or a passenger of a vehicle when it crashes or is destroyed.
- Melting Pot: Charisma modifier instead of Wisdom modifier when making Culture skill checks.

Stats

Hit Points: 21 Determination: 3 Armor Class: 18
Proficiency: +2 Initiative: +2 Moxie: +2
Speed: 6m

Stats

Strength: 12 **Constitution: 12** Wisdom: 12
(Save +3) (Save +3) (Save +1)
Dexterity: 14 Intelligence: 13 Charisma: 14
(Save +2) (Save +1) (Save +2)

Skills

+2 Acrobatics +1 Insight +2 Persuasion
+1 Animal Handling **+4 Intimidation** **+4 Pilot**
+3 Athletics +1 Investigation +1 Science
+3 Culture +1 Medicine +2 Sleight of Hand
+2 Deception +1 Nature +2 Stealth
+3 Engineering **+3 Perception** +1 Survival
+2 Performance

Weapons:

- Beretta M9 (Pistol) • Combat Knife (+3 / DMG: 1d6+1)
+3 / DMG: 1d8+1
Cap/Reload: 15/1
- FN P90 (Rifle)
+3 / DMG: 2d6+1
Cap/Reload: 50/1

Equipment:

- Tactical Vest
- 3 Uniforms
- 1 Ammo clip (15)
- Tactical Radio
- Flash Light
- Water Purifier
- Filtration Mask
- Multi-tool
- Personal First Aid Kit
- Climate Clothing
- Combat Tent

Quick Guide on Convince Encounter

Convince encounters are where the players must influence an NPC to the course of action desired where roleplaying is encouraged.

A Convince Encounter is broken down into four phases see Chapter 10 page 136 of the core rulebook

- Phase 1: The players that want to participate wager 1 Determination Point (DP). This cost increases each round by one. If a player does not have enough DP left, they cannot wager and thus may not attempt to convince the target. If no PC wagers, the Convince encounter ends in a failure.

Note: If a PC does not wager they may still participate using side-bar commentary once per round to give another PC of their choice a +1 to a check, after the result of the check is known.

- Phase 2: Each PC describes the method they choose to convince the target. (Logic-Intelligence, Sympathy- Wisdom or Charm-Charisma).
- Phase 3: Roll a Check using the attribute or skill associated with the PCs selected approach.

On a Failure the PCs DP wager is lost.

Critical Success (Natural 20 on the check) counts as 2 success in Phase 4.

Critical Failure (Natural 1 on the check) results in a failure and the Threshold being increased by +1.

- Phase 4: The GM tallies the successes the PCs achieved in Phase 3 and adds it to any successes in previous rounds. If the number is higher than the Encounter Threshold, the encounter succeeds. The GM narrates the targets response upon success, need for more successes or failure.

If there are not enough successes, the encounter continues with a new Phase 1, with DP increasing to be the same number as the Convince round.

Quick Guide on Pursuit Encounter

- Step 1: The pursuit begins with each character rolling for Initiative to determine their order of action. The GM determines each PCs range band.
- Step 2: GM declares the Obstacle for the round.
- Step 3: Then each character gets two actions (plus a bonus action). They may take these actions in any order they wish, but each action must be completed before the next is declared.

Repeat from Step 2 until half of the PCs have Evaded pursuit or a PC is halted.

- Distance: There are three range bands, Close, Trailing and Far. Close is always the range band right behind the lead character. Trailing is within sight of the lead. Far is in danger of falling too far behind.

General Actions:

- Gain Position - Takes 2 Actions + Obstacle Check. Success results in moving forward one range band. Failure results in maintaining current range band.
- Maintain Position - Takes 1 Action + Obstacle Check. Success results in maintaining current range band. Failure results in falling back one range band.
- Attack - Takes 1 Action. Make an attack roll, resolved as normal within your range band. You may attack in other range bands but the attack suffers disadvantage.
- Halt or Take the Lead - Takes 2 Actions + currently in Close range band + Obstacle Check. Failure results in falling back one range band. Success results in the leader must make the Obstacle check with the DC equal to your results. If they do not succeed you have caught your target or taken the lead.
- Evasive Maneuver - Takes 1 Action. All attacks against you suffer disadvantage.
- Seek - Takes 1 Action + Perception DC 20. Success results on gaining advantage on next Maintain or Attack action during this turn.
- Lead Actions: These are actions you can only take while in the Lead Position.

- Maintain Lead - Takes 1 Action. No check required, but if you fail to do it you lose the lead and the character with the highest initiative in the Close range band takes the lead. If being chased and you don't take this action you are halted.
- Change Course - Takes 1 Action + DC 20 Perception check. Success results in choosing the obstacle (but not the DC) of the next round's obstacle.
- Evade - Takes 1 Action + Obstacle Check OR Stealth Check of the same DC verses the Insight or Perception of any chasers in the close or trailing range band. All chasers that do not beat the lead's results fall back one range band. If all chasers are in the Far range band after

Intelligence or Wisdom modifier. You can "spend" them for advantage on future Intelligence and Wisdom checks.

Stats and Skills

Strength	Acrobatics (dex)
Dexterity	Animal Handling (wis)
Constitution	Athletics (str)
Intelligence	Culture (wis)
Wisdom	Deception (cha)
Charisma	Engineering (int)
	Insight (wis)
	Intimidation (cha)
	Investigation (int)
	Medicine (wis)
	Nature (int)
	Perception (wis)
	Performance (cha)
	Persuasion (cha)
	Pilot (dex)
	Science (int)
	Slight of Hand (dex)
	Stealth (dex)
	Survival (wis)

Determination Points and And Eureka Points

Determination

Assigned at the beginning of the game. You can regain determination points through a long rest. They are spent (gambled) on encounters like the Convince encounter and to use certain abilities.

Eureka

For a scientist, you gain one when you fail a Intelligence or Wisdom check. You can acquire them up to your