

SECURITY CLEARANCE REQUIRED

SECURITY CLEARANCE REQUIRED



STARGATE COMMAND PROGRAM PROJECT PHOENIX

REF ID S01-E01
TITLE GROUNDBREAKING
AUTHOR JARED FEGAN

TOP SECRET

WARNING: SECURITY CLEARANCE REQUIRED

BASIC SECURITY REQUIREMENTS ARE CONTAINED IN TN: 822-1

THE UNAUTHORIZED DISCLOSURE OF THE INFORMATION CONTAINED
IN THE ATTACHED DOCUMENT(S) COULD RESULT IN EXCEPTIONALLY
GRAVE DANGER TO THE UNITED STATES OF AMERICA.

USA DOC 01001 TYPE M
REF. NO. 602573815427



SECURITY CLEARANCE REQUIRED

SECURITY CLEARANCE REQUIRED

SECURITY CLEARANCE REQUIRED

SECURITY CLEARANCE REQUIRED





A Living RPG Series presented by Wyvern Gaming

Groundbreaking

“Season” 1 “Episode” 1

Introduction: New to the Phoenix Program, you have been selected as a recruit for training. If all goes well, you may graduate to become a Phoenix team member to go off-world and explore the galaxy. Are you up for the challenge?

A three-hour “episode” for level 1-4 characters of the
Stargate SG-1 Roleplaying Game

by Jared Fegan



If you have first-time players, this can be read verbatim or paraphrased as you see fit.

THE STARGATE PROGRAM

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 freedom fighting spirits of those worlds.

STARGATE PHOENIX

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."



PREPARING THE ADVENTURE PLAY

You are the Gamemaster (GM). The GM is a vital role and can be as much fun, if not more fun, as being a player. You control the story and the non-player characters (NPCs) that interact with the player's characters (PCs).

Before you run this episode as a GM for a group of players, you should do the following:

- Read through the episode.
- Highlight important items as reminders.
- Gather your notecards, a screen, dice, etc.
- The Stargate SG-1 Roleplaying Game can be played as a theatre of the mind type game; however, some players enjoy playing on a tabletop with a battle mat and miniature characters. This is completely optional but helps some people picture the tactical nature of combat.
- Familiarize yourself with the Stargate SG-1 Roleplaying Game rules.
- Ensure your players play legal Phoenix Living Series characters. (see StargateTheRPG.com/about/SGP for more information)

TIMEFRAME

This episode starts on August 13, 2002, just after the events in S6 E9, Allegiance.

To help with immersion in the episode, the GM is encouraged to provide details of this time period. While the Phoenix Site is not on Earth, newspapers of the previous day or taped broadcasts can be playing in the background.

- On August 9, 2002, San Francisco Giants outfielder Barry Bonds hits his 600th career home run.
- On August 12, 2002, US Airways declares bankruptcy.

PREVIOUSLY IN PHOENIX SITE

Before starting a new episode, prompt your players to recount their last mission by saying, "Previously in Phoenix Site..."

Seeing this is the first episode there is no need to do this.

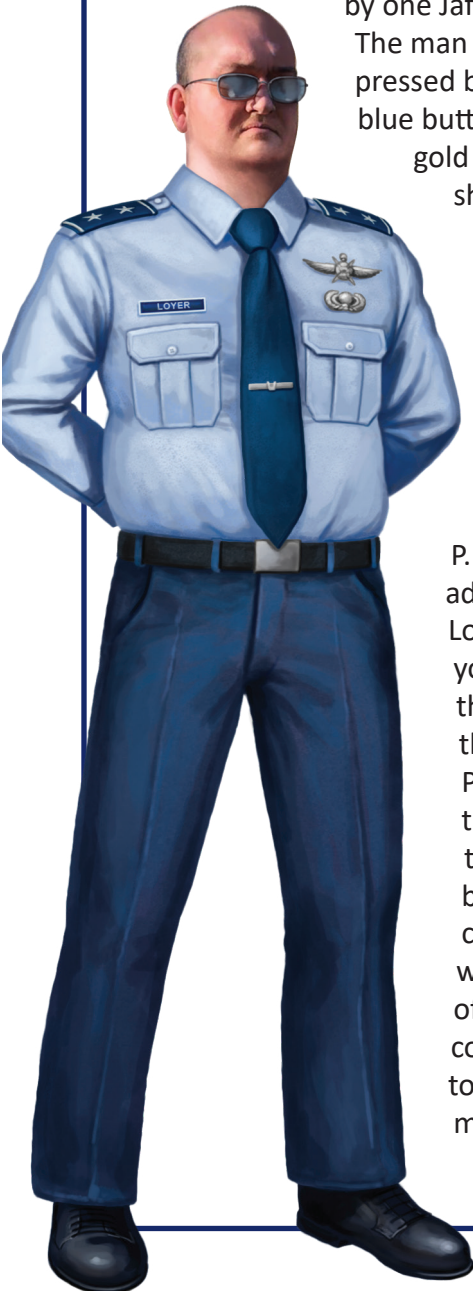
ACT 1: LEARNING THE ROPES

JUST PRIOR TO ACT 1

The PCs are recruits brought in for potential selection into a Phoenix team. They were brought in via the Stargate prior to play.

Recruits are escorted into a large room (approximate 30m x 60m) where there are about 60 recruits and are a mixture of Tauri, Jaffa, Tok'ra, Aturen, and Unas.

INTRO TO PHOENIX SITE BY GENERAL P.K. LOYER



A man enters the room accompanied by one Jaffa and a human male.

The man is wearing a well-pressed blue pair of pants and blue button-up shirt. You can see gold stars pinned atop each shoulder. He is a stocky man of about 6' 3" and has a hardened look that gives you the impression he has seen a lot more in his lifetime than one person should.

"Recruits, I am General P.K. Loyer. You may address me as General Loyer. I want to welcome you freedom fighters to this site, designated as the Phoenix Site. The Phoenix Site is for you - the formerly oppressed, the enslaved, and the betrayed. With your continued efforts, we will weaken the defenses of the false gods and continue to bring freedom to the galaxy. Recent missions have brought hope for us all as we have borne

witness to the fall of the System Lords: Sokar, Cronus, Apophis, and others.

I personally want to thank you all for joining us at this critical time. The recent infiltration of the Alpha Site has been a major setback but has given us this opportunity to bring you all together here at the Phoenix Site. This is both a perilous and momentous time. To have so many races unite under one common goal does bolster my spirit."

You think you see his brow raise and a slight smile form on his heavy face. General Loyer continues:

"Over the next few weeks, you will be trained in combat, survival, diplomacy, medicine and other vital skills. If you desire to be a member of the Phoenix Site this is a mandatory requirement regardless of your prior experience with combat or otherwise. Those of you who have what it takes will be selected and placed as team members that explore the gate network.

However, let it be known that not everyone will be selected for gate exploration. Some of you may be placed here at the Phoenix Site to perform other roles. Others may be assigned as undercover agents. I stress to you all that no role is insignificant at such a crucial time."

He turns and looks back at the man who accompanied him and asks him to step forward.

"Major Abraham Ross will be assisting me as your Commanding Officer (CO) during your training."

Again, I welcome all of you to the Phoenix Site and thank you for your service."

TENSION DIE

This episode has a Tension Die (TD) of D6.

Be sure to let your players know this as many feats, equipment, and other player options use the (TD) to add to a roll.

As a GM you will also use (TD) for Combatants and some damage elements.



GM NEED TO KNOW INFO

The players are recruits to a new program where they learn how to be official Phoenix Site team members. After initial training they are forced off world and must survive. Once they return, they are given a real mission to rescue a Tok'ra agent or return with vital information from the agent. While attempting to rescue the Tok'ra agent, Karrasha, the team is ambushed and captured. During internment they overhear Wepwawet, a system lord subservient to Anubis, and a woman, Zirstyr, his wife, arguing over his involvement with Anubis. Zirstyr then provides aid and helps the team escape. The team must escape and bring back the Tok'ra agent who has vital information too important to be left behind.

This episode is divided into two Acts, one where the players are recruits and the second where they are given their first mission.

GEARING UP

Besides the GDO, the PCs have no special gear other than what they have at character creation.

(GDO) and their own Iris Deactivation Code (IDC). All encounters in Act 1 occur the same day.

WHAT THE PCs MAY DO

The PCs are learning about combat and getting acquainted with the base. A random earthquake occurs which causes the PCs to be forced off-world.

THE PROBLEM – During training the PCs are forced offsite where one person is poisoned. They must survive off-world which is made more difficult due to a harsh storm and the DHD being disabled.



RESOLUTION – PCs can treat the injured player, bunker down & either fix the DHD, or manually dial it.

ENCOUNTER 1: GEAR UP...

(Approximately 10 minutes game time)

Recruits are provided base kits which includes:

- Tactical Vests (Bulk = 8+Str) & 3 Uniforms
- MREs (mission duration)
- Combat Knife (shortblade, Tech Level 2)
- Personal Tactical Radio
- Water Purifier
- Filtration/Radiation Mask
- Multi-tool Kit
- Personal First Aid Kit
- Extended Climate Protection Clothing
- Combat Tent
- Sidearm (Beretta M9)

In addition the character's may choose items from the armory, that they have access to, equal to or less the bulk rating of their equipped armor.

You may ask the PCs if there is anything specific they want to gear up with from the Armory.

ENCOUNTER 2: YOU SHOT ME YOU...

(Approximately 15 minutes game time)

Major Ross addresses the group,

"Recruits, an important part of off-world travel is survival. In order to do that, we want you to be prepared for combat. Many of you are not familiar with gunfire and shooting targets behind cover. We aim to change that to help prepare you for the real thing. To that end, we have a course setup to teach you how to fire weapons and duck behind cover."

He continues, "The goal is to familiarize yourself with ranged combat should the need arise. It is of utmost importance for you to understand angles and cover should you come under fire. To that end, we have adapted Goa'uld In'tar weapons to our own weaponry. It is fit for range combat practice."

Know that, three In'tar shots with the configured settings stuns the target, so do not hit a target three times or this will result in disciplinary action.

Please know that this training is not optional, melee combat is not permitted in this course. Two shots and you are out. Groups of recruits will be split into teams, may the best team win.

Weapons training: In'tar Weapons are based on Goa'uld technology which can take the form of any weapon. The Phoenix Site has taken this technology for training in the form of personal energy weapons specifically for recruit personnel training. In'tar weapons have red crystals and fire a low-energy red blast that depending on the setting stings for a one-hit but can stun with accumulated shots. For this encounter, one or two shots do not stun, three does.

Weapons training is required for all personnel. Recruits who do not wish to partake are informed of the multitude of dangers during off-world exploration. Recruits can use less than lethal weapons off-world to not kill anyone such as a Zat'nik'tel.

- If a recruit persists in not complying with the required training, they are sternly informed that they likely would not be considered for off-world assignments. They can sit out of the training but are sent to the mess hall to be of use cleaning. (GM make note: This player takes a -2 to all combat die rolls for the remainder of the episode.)

Recruits can choose In'tar weapons from the standard P-90, M9 pistols, Jaffa staff weapons etc.

- The recruits are split into teams of 3 vs 3. An NPC can be provided if any recruits declined the weapons training or if there is an odd number of players. (played by the GM using the character sheet of the dismissed character).
- This is live target practice in a paintball style course. All weapons are set to the lowest setting for safety.
- 2 hits are the goal, do not shoot to stun (3 hits)
- Recruits that stun another recruit, whether it

is a third hit, or they shoot at a target with two hits, receive a stern warning, have their character name written down and are well on their way to not being a recruit at all. (This character is asked to report to General Loyer, whom addresses them with a stern tone, "While your enthusiasm is appreciated, insubordination and cruelty where it is not necessary is unacceptable behavior at the Phoenix Site and will not be tolerated." (GM note: This player takes a -2 to all social rolls except intimidation, which is a +2 for the remainder of the episode.)

SPECIAL COMBAT ENCOUNTER RULES

GMs should familiarize themselves with ranged attacks and cover rules.

Basic rules: PCs have a base Armor Class (AC) of 10 plus dexterity modifier and any cover they are behind. Two hits, either two normal hits or one critical hit takes out an opposing recruit.

Inform PCs of the "Take Cover Mechanic."

Each side of the course has three (3) half cover (+2 AC) locations and one three-quarters cover (+5 AC) location. PCs are encouraged to take chances and not go prone behind cover to get total cover, meaning they are not a valid target. Cowardice is not an honorable trait and will be viewed negatively.

QUICK GUIDE ON COMBAT

1. **Determine surprise.** No surprise for this training.
2. **Establish positions.** The GM decides where the teams are located. No map is needed, just use a standard paintball style course if your players want a map. Given the combatant's positions the GM can provide where the combatants are, how far away and in what direction.
3. **Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants turns (starting with the highest result).
4. **Take turns.** Each participant in the battle takes a turn in initiative order. This consists of moving, as well as the usual actions permitted in a standard combat round.

5. **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Recruits that have been hit are told to “Play Dead” until the end of the combat simulation. Repeat step 4 until one team has no one remaining.

RESOLUTION

Once the time for this encounter has lapsed, or one side has prevailed, the PCs are commended for their skills demonstrated in simulated ranged combat and are dismissed to the barracks to wash up before reporting to the mess hall for lunch.

ENCOUNTER 3: TROUBLE IN THE BARRACKS

(No more than 15 minutes game time)

Recruits are provided bunk bed style accommodations. They are assigned bunks in random order, but there is no segregation by sex, race, or otherwise.

After bunks are assigned, an NPC Jaffa, Em’lyn, has trouble with one PC, determined by the GM. Em’lyn is a former female Jaffa warrior to Bastet.

The Scene: Em’lyn refuses to bunk with the PC due to hatred or internal conflict from a previous experience. Jaffa are very stern rigid warriors who rarely yield in the face of conflict. (GM: Come up with a reason to pick a fight with the chosen PC. Example: Jaffa and Tok’ra have a long history of dislike, Unas hiss in their sleep, Aturen smell of weakness, Humans think they are better than everyone else, or maybe he just wants to be on top, etc.)

This is a short **Convince Encounter**, see Chapter 10 of the Core Rulebook, with a **Threshold of 3 and DC 12 for all checks**.

Em’lyn, as with most Jaffa, appreciates reason and is more influenced by a Logical (Intelligence).

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. **See page 136.**

A Convince Encounter is broken down into four phases.

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 Mien).

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 tally’s 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.

RESOLUTION

Success: Team members who participate with a diplomatic resolution have used cool heads to prevail and may have earned a new ally today.

Failure: results in the Jaffa flipping the bunk entirely and then storming off. The mess will need to be cleaned up, otherwise the PC is sleeping on the floor. If all PCs volunteer to help clean up, everyone will have time to make it to the mess hall for lunch. If even one PC goes to the mess hall, then all PCs that stayed for cleanup miss lunch. PCs that leave to go to the mess before cleaning up lose are reprimanded.

Violent resolution will result in appropriate

disciplinary action by the CO. (A stern warning is given and a formal apology is required for any who participated in the violent resolution. If a recruit declines this punishment, they are dismissed from the program.) The player can bring in a new character.

ENCOUNTER 4: OFF-WORLD DISCUSSION

(No more than 5 minutes game time)

The player's team of recruits are asked to get their kit and they are escorted to the gate room where they are introduced to Dr. Jason Burg.

Dr. Burg is a middle-aged man that stands about 5' 6" and has long brown hair with touches of grey in it. He also has a full beard, which stands out in contrast as many on the base have no facial hair or short hair because they are part of the Air Force. In a very informal and enthusiastic way, Dr. Burg begins to instruct the recruits on gate room protocol and the basics of gate travel.

"Hey guys come on in. I am Dr. Jason Burg, but you guys can just call me Dr. "B". I want to familiarize you with the gate room, gate travel, and our Standard Operating Procedure (SOP).

First, the gate room is the most secure area of this facility as well as the most fortified. Without the Gate up and running things can get pretty crazy around here, if you know what I mean. Anyway, this baby has huge energy and cooling requirements.

He motions to someone above and behind you. This person is stationed behind a viewing window in a room covered wall to wall with light-filled panels.

"That is Danos, the gate technician, he makes one mean banana pudding if you stay on his good side."

Then gate begins to spin and one by one crystals around the gate begin to glow red. Suddenly a magnificent wave of blue emerges from the center of the gate.

"That never gets old. The gate has just been dialed to P1X-774 which has an off-world base camp. SG-15 has already explored the area. Now you guys are lucky enough to be the next set of recruits I take off-world bringing additional supplies to the base camp."

He motions toward a pallet sitting on a motorized platform with eight wheels which then moves forward and disappears into the event horizon.

"That is a (FRED) which stands for Field Remote Expeditionary Device. It will help move the supplies as we doctors are not known for our brawn. Know that a gate connection will stay open for 38 minutes at a maximum; however, the gate will shut itself down if nothing is going through or nothing is preparing to go through. It can also be shut down manually in some instances.

Fortunately, P1X-774 has a working DHD and a small cache of weapons along with rations about one click away from the gate so we should be able to get there quickly and drop off the supplies."

Dr. Burg contemplates to himself out loud, "If a world did not have a working DHD, I suppose you could always manually dial the Phoenix Site, if you had a power source of course."

"Anyway, here. You guys are gonna need a GDO. Any guesses what that stands for? Gate Door Opener.... just kidding. It stands for Garage Door Opener. Here watch this."

Dr. Burg again motions behind you and a metal cover closes over the gate.

"This is an Iris. It protects the gate from possible incursions after an incoming off-world wormhole is established. Send the Iris Deactivation Code (IDC) first and wait for the "All Clear" response from the gate technician, Danos up there, letting you know the Iris is open or else you will not make it past the iris." He motions again whereupon the Iris opens. Oh and remember that Stargate travel is one way only, except for radio signals.

We check in every two hours, using your radio, with updates while off-world as this is SOP."

Dr. Burg smiles a bit and issues an intense glare.

"I think I lost you guys. Hey, really, the IDC is essential to prevent a foothold situation at the Phoenix Site."

"If you guys ever get captured, I really recommend giving a false IDC if tortured and whatever you do don't..."

Suddenly, the entire gate room shakes violently, and a Klaxon alarm goes off.

“Stay here, I’ll be right back.”

Right after Dr. Burg leaves the room, another explosion rocks the Phoenix Site causing a small eruption, this time in an area behind the gate.

The gate room blast doors close and the viewing window seals the room off from the rest of the base.

The team notices a leak of some kind of vapor behind the gate and realize they have a short period of time to decide what to do.

An Engineering or Science DC 10 knows that the explosion has caused a coolant leak which can result in poisoning and can lead to suppressed lung function and even death.

RESOLUTION

This means the team’s best option is to go through the gate ahead of schedule, without Dr “B.” If the team opts to go through the gate, they are transported to P1X-774. If not, then all members are poisoned and fall unconscious.

As the team is forced through the gate, the coolant leak exposes a recruit to a high dose of coolant. (Randomly determined or at GM discretion).

- This player sustains minor burns to the face from the exposure, suffers one level of exhaustion.
- In addition, the recruit must succeed on a **Constitution DC 15** or succumbs to the poison, falling unconscious during the gate travel for D10 minutes upon arrival.
- This recruit merely tumbles off-world and is prone upon the team appearing.

If the team chooses to stay, they pass out in a matter of minutes and awaken in the infirmary where they are informed due to the extent of damage caused to lung tissue, they will be unfit for gate travel for the foreseeable future. Those with symbiotes are up and mobile sooner, but still held back as a precaution. This means any PCs who did not go off-world are not fit to continue with the episode.

ENCOUNTER 5: FIRST TIME OFF

(No more than 15 minutes game time)

- Arriving relatively safe off-world, the exposed player has one level of exhaustion and can be unconscious for the first few minutes upon arriving. This is due to the high dose of coolant experienced.
- A medic or skilled recruit, if the medic is unconscious, has to assess the injured recruit.
- **Medicine DC 15:** The recruit needs to have minor coolant burns treated. However, this still requires rapid intervention via a med pack to counteract the high dose of coolant which is a poison. If left untreated for two hours, the recruit gains the poisoned condition for **TD + 1** hours.
- The team may think to dial back to the Phoenix Site immediately, but with a **Wisdom DC 8** or an **Insight DC 8** realizes that the gate room will still be flooded with coolant.
- The base camp is one click away directly to the south of the Stargate as the trail through a forest leads that way. No check is necessary to follow the trail.
- **Engineering DC 10:** FRED has a follow mode meaning travel is limited to 20 feet a round, and about an hour to reach the base camp.
- Before the gate is dialed or the team leaves the gate area. An incoming worm hole is formed, and the voice of Dr. “B” comes over your radio.

“I’m gonna make this quick. The gate room is locked down until the leak is contained. I didn’t have time to tell you before but the planet is prone to acidic rain storms, but these are really rare, you’ll be able to identify their cloud by a pink tint, the darker the tint the higher the acidity level. I suggest getting to the base camp for shelter, we will check on you in 2 hours.

- If the PCs inform Dr. “B” about the wounded recruit, Dr. “B” informs them there is a med pack at the base camp.
- If PCs attempt to dial the gate: Unfortunately, it doesn’t work. See **Encounter 5**. If they try to fix it

this leaves the wounded recruit to suffer as they are in need of the Med Kit located at the base camp.

- **Survival DC 12:** Notices boot tracks around the DHD and in the same direction as the base camp.
- Once the base camp is reached, the base camp appears to be ransacked (at some point) and most of the supplies are damaged, broken, or missing.
- **Investigation DC 10:** Determines that the base camp was ransacked less than a week ago by what appears to be Jaffa.
- **Investigation DC 15:** The base camp was ransacked the prior day by twelve sets of Jaffa boot prints.
- **Perception DC 10:** The PCs notice the Med Pack located under some rubble and it is undamaged. Since they know it is at the camp, multiple attempts are allowed.
- **Perception DC 15:** The PCs find a strange symbol that looks like a wolf that is standing on a snake.
- If the PCs find the symbol **Culture DC 22:** The symbol is that of a little known System Lord Wepwawet. The player recalls he is subservient currently to Anubis.
- **Medicine DC 15:** The recruit is administered an inhaled antidote. With every breath the injured recruit looks better and after 5 minutes of inhaling the medicine the recruit is cured.



RESOLUTION

As soon as the recruit is cured from the poison, or after failing to cure them, Dr. "B" calls on the radio informing the PCs that it is safe to return to the Phoenix Site and they should return as quickly as possible so the team can be examined in the infirmary. He asks how the poisoned recruit is and if they have been cured from the poison.

"Excellent, I shall pass the news to General Loyer. Now get here as quickly as you can. We don't want you having any long-term effects from this thing."

ENCOUNTER 6: RETURNING TO THE STARGATE.

(30 minutes game time)

During the trek back to the gate, the wind has begun to pick up right as the gate begins to enter the team's sight.

Nature DC 10: A dark pink almost maroon cloud is approaching from the Southeast. Judging by its speed and wind direction you feel it won't be long before it is overhead. Roll Initiative at this time.

After arrival at the gate, the recruits attempt to dial the Phoenix Site, but the DHD does not appear operational. Someone has disabled it! Perhaps the Jaffa raiding party?

Highly skilled recruits can assess the sabotage to determine what is damaged on the DHD or manually dial Phoenix. To do this the PC must be proficient in Science or Engineering. They have time to attempt to perform one or the other before the storm arrives.

REPAIRING THE DHD

Accessing the DHD internal components takes **Athletics or Dexterity DC 12** to disassemble the DHD.

Science/Engineering DC 15: Determines what needs to be done to fix the power crystal being missing, and two modulation crystals have been swapped.

- **Perception DC 12:** To notice a component missing, in the wrong place or burnt out.
- A second **Science/Engineering DC 15** is needed to correct the issue. If successful, the PCs are able to swap the modulation crystal back and put the auxiliary power crystal in the missing primary power crystals position. This allows the PCs to begin to dial.
 - **Success:** in repairing the DHD, the players must remember to use the GDO and give the IDC before going through the gate. If they do not, allow an **Intelligence DC 8** to remember, or else those that enter the gate with the IRIS in place are dead.
 - **Failure** results in the incorrect repair being made. They may try again starting with the first Science/Engineering check. Run the **Storm**

- **Failure by more than 5** means the PCs do not know how to repair the DHD without help from Phoenix. Run the **Storm**.

MANUAL DIAL

The recruits can dial Phoenix by manually moving the inner ring and connecting a power source.

- **Intelligence DC 12:** To recall the correct Chevron glyphs as well as their order. This is six for the address and one for the point of origin.
- **Engineering DC 12:** To hook up the FRED power source to the gate.
- **Strength DC 12:** Max 2 people can work on this check, but others can assist.
- **Dexterity or Strength DC 12:** Stops the ring at the correct Chevron which locks into place. They can then move to the next chevron. Failure of this check by more than 5 results in an incorrect Chevron being locked in.
- A total of 14 move/lock checks are needed to perform this manual dial as 7 chevrons need to be entered. One to move the ring and one to stop per chevron.

Success: Once the gate has been dialed the PCs must remember to use the GDO and give the IDC before going through the gate. If they do not, allow an **Intelligence DC 8** to remember, or else those that enter the gate with the IRIS in place are dead.

Failure: The PCs can try manually dialing as long as they like, but after any three failed checks manually dialing the storm starts. Run the **Storm** section.

STORM

If the recruits fail in repairing the DHD or manually dialing the gate, the storm arrives, covering the sky above the gate.

The storm has a high acidic content and is caustic to the recruits. The acidic rain causes **(TD)** points of damage each round that the recruit is not in some form of cover such as a bio-tent.

- The PCs can use the rain poncho to provide half protection for 2 rounds at which time the poncho deteriorates.
- During this time one PC may attempt an **Engineering or Survival DC 15** to rig cover such as a lean to. Giving the PCs half protection that round. This must be repeated each round.
- After 10 rounds of enduring the storm, the gate opens. General Loyer informs the recruits that it is clear to come back to Phoenix Site.

RESOLUTION

The recruits can inform the Phoenix Site of the issue and requests proper parts they may need or if they can repair the DHD (this must be determined by the recruit's before Phoenix Site calls)

After a minute duration of the gate being open, the Phoenix Site sends through a rapid environmental habitat the recruits can shelter in over the DHD.

It does require one round to move into position, meaning recruits will take some minor damage.

General Loyer advises he can send a tech team to repair the DHD at next incoming wormhole from Phoenix, but it would take time to organize and gather the components, eta one hour.

If the parts have not been identified, then it will take two hours to gather all the possible components.

The recruits can use the portal habitat to weather the storm and repair the DHD, waiting for the arriving of the tech team solves the problem for them, or they can manually dial after the storm passes.

After repairing the DHD, manually dialing Phoenix or a team repairing it for them, the recruits successfully journey through the Stargate safely back to Phoenix.

Major Ross debriefs them upon their return. If the PCs found the symbol at the depot but they did not identify it, they can provide it to Major Ross who will get the research team to work on identifying it.

After debriefing, the PCs are examined in the infirmary by Doctor "B." Ultimately after a few hours, they are given a clean bill of health. Doctor "B" smiles and says, "get some food and rest as they have earned it."



MWM

ACT 2: FIRST MISSION

MISSION BRIEF

Read or paraphrase the below text to the players at the start of Act 2.

As you enter the briefing room, General Loyer nods to you. "Thank you for showing us your mettle and ability to work as a team. Please, take a seat."

He smiles broadly, "You are all officially promoted to team members. Congratulations. Normally there is a ceremony with cake," he gestures and an officer walks in with half a sheet cake, undecorated, strangely with a piece cut off and missing from the end. "Well, we have cake, but no time for the ceremony. You are being given your first mission as well as Phoenix Site patches for your uniforms. Again, Congratulations."

General Loyer clears his throat to quiet the cheers, "We've recently received a communication from a Tok'ra agent, Karrasha, embedded with a System Lord named Wepwawet.

If the players found the symbol earlier in the base camp, he pulls it out and explains its significance by confirming its origin as being the symbol used by Wepwawet. He also thanks them for their excellent work finding it.

He presses on, "Wepwawet serves the System Lord Anubis and we are monitoring him for intelligence on whatever plans Anubis has in the works. "It seems," he checks his watch, "around eighteen hours ago, Anubis contacted Wepwawet with instructions."

"Unfortunately, the agent was unable to provide all the details but left a message to meet them in less than three hours from now to relay an intelligence report."

Your first mission is to gather the intelligence from P3X-582 and return. Also you should bring back the agent alive if he has been discovered a spy. Do you think your team is up to it?"

After a few nods and replies to the affirmative he plows forward, "Excellent. The planet is earth-like with a clearing near the gate, the operative asked to meet away from the gate to the north, they will find you.

Tok'ra PCs automatically know the name Karrasha as a well-known agent with extraordinary exploits. **History DC 15** yields the same information.

GM NEED TO KNOW INFO

The main objective in this act is for the PCs to return with the intelligence report on Wepwawet and the Tok'ra agent, if compromised.

GEARING UP

PCs have the gear they start with as well as a Garage Door Opener (GDO) and their own Iris Deactivation Code (IDC). In addition, they are given Phoenix team patches to add to their uniform.

WHAT THE PCs MAY DO

The PCs are tasked with their first mission, to go collect intelligence from a Tok'ra agent or retrieve the agent at all cost.

THE PROBLEM – After locating the Tok'ra agent they are ambushed and captured by overwhelming Jaffa forces. They are held captive and overhear important information of a plot against the Phoenix Site. The Tok'ra agent still has the untold intelligence information and since he has been discovered, asks to escape with the PCs.

RESOLUTION – The team is released by a Goa'uld named Zirstyr, who is wife to Wepwawet, a System Lord. The PCs must escape back through the gate with or without the agent.

ENCOUNTER 1: OFF WE GO...

(Approximately 5 minutes game time)

When the PCs are ready, the gate begins to spin and one by one crystals around the gate begin to glow. As the last chevron locks, the glorious wave of blue emerges within the center of the gate. When the PCs enter the wormhole, they appear on P3X-582.

Survival DC 12: The PCs identify North on the planet. They can walk north until they are at a cave opening.

If they go in any other direction, they will eventually encounter a Jaffa Patrol which has the same number as the group guarding the Stargate as described in **Encounter 5A**.

Group Stealth DC 11: The PCs are able to avoid the Patrol who are not readily alert.

Failure means they can fight, use **Encounter 5A** or use the pursuit mechanics in **Encounter 5B**.

RESOLUTION

Once the PCs head North, they come to a cave where the Tok'ra agent is located. The agent motions for them to enter upon arrival.

If the PCs post a lookout, note that to adjust below. If not proceed normally.

ENCOUNTER 2: AMBUSH...

(Approximately 10 minutes game time)

The Tok'ra agent, Karrasha, is eager to meet the team, before pleasantries are exchanged, she eyes up the group and picks one that looks in command.

"Greetings, I am Karrasha, thank you for coming, we do not have much time. I trust you were not followed?"

Before anyone can answer she continues, "If you were, I must be brief. Anubis has contacted Wepwawet in regard to an artifact that he has recently discovered. It is being sent to him for study. I have not been able to learn much about the artifact other than it is small, emits energy but is proving difficult to understand and is very powerful..."

Perception DC 12, 8 if a lookout is posted and they alert the group.

Before she can continue, there is noise from outside. The noise is that of armor being hurriedly moved. If caught unawares, looking out of the cave, at least 50 Jaffa soldiers are ready for battle behind cover and pointing Ma'Tok staff weapons at the mouth of the cave.

Perception DC 8: A lookout can spot over 50 Jaffa soldiers moving into place, some moving through cover, the rest pointing Ma'Tok staff weapons at the lookout as they approach. They also hear the sounds of at least two Death Gliders overhead. The lookout can call out, but it should be obvious that this is an overwhelming force.

If the PCs come out, they are greeted by several Jaffa wearing segmented Wolf Helms. One lowers the articulating Wolf Helm and speaks.

If they do not come out, J'ta shouts his greeting instead.

"Tau'ri, I am J'ta, first prime of Wepwawet, so nice of you to join us on this worthless planet. I was thinking there would be no enjoyment for some time to come.

Please do not make this your end - Lord Wepwawet wishes to thank you for rooting out the traitor and to thank you in person. If you choose to come with us willingly, you will not be harmed, this he promises. If you do not surrender, Lord Wepwawet will not be as courteous."

With the last word, all the staff weapons held by the Jaffa are activated at once with an unmistakable sound indicating their intent.

Perception DC 12: PCs notice J'ta has the gauntleted wolf standing on a snake symbol on his forehead, as do the Jaffa without helms.

Karrasha slumps her shoulders and walks out with her hands up. She will not be stopped and mutters that Wepwawet will honor his promise if they surrender.



Remind the PCs that capture is a common occurrence in Stargate and usually leads to being a positive.

RESOLUTION

If the PCs surrender, they are stripped of all of their weapons and any Unas are bound so they cannot use their hands. They are marched towards further north, away from the gate to a camp with a host of Jaffa, tents, and vehicles.

If the PCs do not surrender, no mercy will be shown. They will be slaughtered mercilessly except for one team member, GMs choice. They are tortured for the gate address until such time that they give the correct one. Assuming they do not give it, they are prepared for a Gou'ald implant. GM, please report this on the after action report. The mission is over for the team, and a discussion on realism might be in order.

Survival DC 12: The PCs note the direction they are headed in relation to the gate as they travel.

ENCOUNTER 3: A NOT SO WELCOMING HOST

(Approximately 15 minutes game time)

Wepwawet is interested in meeting with the team. He has them brought directly to his opulent tent once they arrive.

Perception DC 15 or any PC who is a Soldier: The camp is laid out very logically, as if there was extreme planning and defensive strategy considered.

SETTING THE SCENE

The tent the PCs are brought into is really many tents and has a raised dais and throne in the middle.

As the PCs enter, they see the raised dais and a deeply tanned, powerfully built man, Wepwawet himself, who has long white hair. He wears a device on his left hand and an ornate gauntlet on his right.

Culture DC 12 or Engineering DC 15: The device he is wearing is a Goa'uld hand device or Kara kesh.

Two beautiful women flank him, a blonde at his feet and a dark haired one slightly behind the throne.

Insight DC 15: The positioning of the women on the dais suggests one is in a more favorable position than the other, but you are not sure the significance.

Culture DC 18: You recall Wepwawet was known to have two queens instead of one, Ephadria and Zirstyr.

The man stands and motions, and J'ta grabs a PC, GMs choice, but human if there is one in the party. The PC is dragged forward toward the dais.

Wepwawet smiles, "Ah, these must be from those Tau'ri Lord Anubis has indicated vex him so.

Know that I am Wepwawet, your doom. Tell me plebe, what is your name?"



Before the PC can respond, Wepwawet's eyes flash and the hand device is swiftly scanning the PCs head.

After a few seconds, Wepwawet speaks the PCs name.

The PC scanned must make **Constitution DC 14** or take one level of exhaustion.

Wepwawet pauses as he sees a Jaffa enter with a small chest. The Jaffa quickly bows and with a motion from Wepwawet, he comes forward to whisper in Wepwawet's ear.

Perception DC 10: Wepwawet opens the chest briefly, which offers a view to the PC being interrogated of a small black cube that pulses with energy like a heartbeat which rests on velvet cloth.

"J'ta, take them to the cages, I will resume this later. Take the traitor and see what information you can learn."

J'ta bows and motions for Jaffa to take you away.

The team is taken from the tent to a smaller tent and put into metal cages with two team members per cage. During this time, they are guarded but not watched closely. If they speak too loudly, they will be looked in on, admonished and told to keep it down. There is no means to escape the cages.

Roughly an hour later, J'ta brings Karrasha in and places her into a separate cage.

Perception or Medicine DC 10: Karrasha has deep bruises to her visible skin. Her eyes appear bloodshot and there is dried blood present on her face and hair.

J'ta smirks, "You may rest here while Lord Wepwawet decides what to do with you. I suggest you contemplate your life choices and provide what he wants."

It is possible that the team is suspicious of Karrasha.

If there are any Tok'ra players, they do know Karrasha is reportedly difficult to break under any pressure especially torture. **Culture DC 15** yields the same information.

If accused, she pleads innocence of the ambush and relaying any information to J'ta. She refuses to provide any intelligence to them.

Insight DC 18: Reveals she is hiding something, it is not clear what other than the intelligence she knows.

If she is not accused, she requests via whispering that the team take her with them if they escape as she is clearly discovered at this point. She does not provide further intelligence as this is her only leverage.

RESOLUTION

The PC are trapped with no hope of escape. Pause here, if time allows, letting the PCs try to formulate a way to escape.

After some time passes, the team hear Jaffa moving in a sizeable number near the tent where they are being held. Outside the tent a man and woman can be heard arguing. The team do not know initially who are speaking.

Insight DC 12: The tone of voice of the man sounds like Wepwawet, but the woman is not known.

“Do not speak to me about things you do not understand,” the man’s voice growls.

“You are being used by Anubis to further his plots, but you do not aspire to greatness yourself. Is this not so?” the feminine voice mocks in reply.

“Yes, I play the underling for now, but an important one in the role of Master of War, not a mere puppet,” the man barks. “But I must bide my time to consolidate more forces to overthrow Anubis. I will take measure of the Tau’ri to learn what they know and how they vex him so.”

A snicker of derision is the initial reply, “The Tau’ri play a game of survival and exploration, they only attempt to overcome what is before them, Anubis is foolish enough to continue to get in their path,” she states forcefully.

“Enough, I grow tired of your constant droning, please go prepare yourself for me to visit you later where we will discuss your behavior at length.” The man’s voice growls.

With that, the man, woman and Jaffa depart as the noise of armored footsteps begins again and lessens quickly as they depart.

ENCOUNTER 4: ESCAPE.

(Approximately 15 minutes game time)

A woman speaks to the guards outside the tent and then enters.

Insight DC 12: The woman’s voice is familiar and sounds like the woman overhead arguing earlier.

Perception DC 12: Overhears the woman dismissing the guards.

Perception DC 15: The woman is wearing a robe over opulent clothing which also hides some jewelry on her arms, and it appears she is pregnant or carrying something heavy.

The woman quickly drops a sack on the ground, which makes noise of that of metal on metal.

She produces a key and begins by opening your cages and the Tok’ra.

“Quickly, now gather your things,” she points at a sack on the ground. No time for pleasantries, Wepwawet will be here soon. The gate is that way.” She points to the South and ducks back out of the tent.

Insight DC 12: The woman’s voice is the same that they heard arguing earlier with the man.

The weapons the team brought with them, minus any large items such as a staff, are in the sack.

RESOLUTION

If the PCs attempt to capture the woman, she is well outside of the tent by time the team emerges and is talking to J’ta. When she sees the team, she gives a sideways glance and distracts J’ta.

Survival DC 10: Confirms the direction of the gate is to the South. Any PC that made the survival check when captured know this as well.

GROUP STEALTH DC 12

Success gives the team a head start and getting back to the gate is simpler, but not necessarily easier. The team encounter Jaffa guarding the gate, run **Encounter 5A**.

Failure results in the team being spotted upon exiting the tent. The Jaffa organize and give chase, this forces a pursuit encounter instead, run **Encounter 5B**.

ENCOUNTER 5A: PAYBACK

(Approximately 30 to 45 minutes game time)

As the PCs head to the gate, they encounter Jaffa guarding the Stargate which consists of 4 Jaffa Recruits led by 1 Jaffa Guard. If there are 3 PCs, remove 2 Jaffa Recruits, if there are 6 PCs, add two Jaffa Recruits. (see Appendix 1)

During combat Karrasha will pull PCs behind cover and try to render assistance if they fall unconscious but otherwise is of no use in combat.

The PCs must overcome the Jaffa to successfully dial home.

RESOLUTION

- If they finish off the Jaffa, they are able to dial out without issue.
- If they fail to defeat the Jaffa they are recaptured. The guard watch over them and there is no means of escape. The team is tortured for the gate address until such time that they give the correct one. Assuming they do not give it, each are prepared for a Gou'ald implant. GM, please report this on the After Action report. The mission is over for the team.

ENCOUNTER 5B: RACE TO THE FINISH

(Approximately 30 to 45 minutes game time)

The PCs are spotted as they escape and are now being pursued by Wepwawet's guards.

This pursuit is designed as more of a narrative but with core mechanics to get the players involved. You may describe the rapid pursuit with wild blasts of Ma'tok staff weapons. The pursuit should last about 10 rounds or until such time as at least half the players evade the pursuit.

See Chapter 10 page 164: Encounters from the core rulebook for the full Pursuit rules. For simplification purposes the pursuit starts by an initiative check. Karrasha keeps up with the lead PC and

if/ when they escape, she escapes with the first PC.

STARTING POSITIONS

If the group failed the group stealth check by less than 2, the Jaffa pursuit starts in the far band, otherwise they start in trailing range band. The Jaffa guards are represented as two independent groups in the pursuit.

The PC with the highest Initiative is put in the Lead position at the top of the Close range band. Other PCs within 5 of the leader's Initiative is in the Close range band, all other PCs are in the Trailing range band.

OBSTACLE CHECK

Anytime an action calls for an obstacle a DC 10 is used this pursuit. In this instance, obstacles are steep inclines, ravines, getting turned around and just sheer exhaustion. **Athletics, Acrobatics or Survival DC 10** can be used each round or fall back in one range band.

Constitution DC 10: Can be called for at the end of round 3 and 7.

Each round the GM may pick 2 players to make **Acrobatics DC 10** to avoid falling prone from nearby Ma'tok blasts.

Failure causes them to fall back one range band.

Success lets them move up a band, but not out of the pursuit or merely avoid the blast and not fall behind.

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 of 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 versus 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 this action, the leader has Evaded the pursuers.

RESOLUTION

Success: Once half of the PCs escape, the Jaffa split up to head to the gate while the rest head back to base and get Death Gliders to locate the PCs. In either case, the players are able to dial home before the pursuit arrives.

Failure: If one PC is Halted before half of the PCs escape, the rest of the PCs must decide if they will turn and fight or leave that PC behind. *We know what Jack O'Neill would do.* If the PCs turn and fight run **Encounter 5A with 3 Jaffa Recruits and 1 Jaffa Guard.**

If a PC is left behind, the PC is tortured for the gate address until such time that they give the correct one. Assuming they do not give it, each are prepared for a Gou'ald implant. GM, please report this on the After Action report. The mission is over for this PC.

ENCOUNTER 6: THROUGH THE GATE (10 minutes of game time)

Karrasha will follow the PCs through the gate unless tied down or rendered unconscious. If the Tok'ra agent is left on P3X-582, GM please fill this out on the After Action report.

If the Tok'ra agent is brought back, she thanks the PCs and is ushered off for a debriefing. The PCs are asked to check in with their CO and get any necessary medical attention.

CONCLUSION

The agent is either brought back or the intelligence is lost. It is up to the players to decide. Regardless of the outcome, the team returns to the Phoenix Site.

KARRASHA BROUGHT BACK

The team is congratulated on the complete success and informed that surviving the whole ordeal will greatly accelerate the team's qualifications to get more important assignments in the future.

The team is debriefed by Major Ross after thirty minutes upon returning. A fully decorated half sheet

cake depicting the Phoenix logo and the PC names is brought in. Once again, there is a piece missing from the corner.

Over cake the team relays the information that they learned. Major Ross contemplates the information and proudly proclaims that the team have discovered a larger plot involving the artifact.

Major Ross also adds that Karrasha has already provided very valuable intelligence on Wepwawet's force strength, current deployment as well as that she overhead Anubis' description of the artifact. Allies including the Tok'ra are being contacted to gather more details from the description of the artifact and to relay the information provided by Karrasha.

KARRASHA LEFT BEHIND

The team is congratulated on surviving and the information on the artifact does warrant a firm handshake.

The team is debriefed by Major Ross after thirty minutes upon returning.

With the smell of already eaten cake in the air, the team relays the information that they learned. Major Ross contemplates the information and proudly proclaims that the team has discovered a larger plot involving the artifact.

Based on your description he will contact our allies, including the Tok'ra, to gather more details of the artifact.

As you play episodes you gain Mission Points (MPs). Once a character accumulates enough MPs, the character gains a Level.

Players typically gain three MPs per episode unless they do not succeed at a portion of the episode.

- 1 MP is earned for successfully discovering the base camp being raided and making it back through the gate without Phoenix assistance.
- 1 MP is earned for bringing back the Tok'ra agent alive.
- 1 MP is earned for successfully completing the episode.

LIVING SERIES UNLOCKS

In addition to Mission Points the characters also gained access to certain, previously locked items.

- +1 Firing Range
- Climate Protection Clothing

FAVORS

If the PCs calmed down Em'lyn in Act 1 Encounter 3, they have gained the respect of a fellow Phoenix Site member, this could come in handy in the future.

Character rewards will be noted and reported via StargateTheRPG.com After Action Report after play. Notify the player that they must have a registered character via StargateTheRPG.com. This is necessary so that future GMs see that you gained access these items and earned the Mission Points.

REWARDS



AFTER ACTION REPORT

It is critical to the progress of the Phoenix Living RPG Series that you as a GM report the results of your episode. These results are compiled from all instances of this episode. The majority outcomes will be the Phoenix Series official story for the “season.”

GM POINTS

You as a GM can potentially gain notoriety and special unlocks by the accumulation of GM Points. GM Points are earned by reporting After Action Reports. You gain a GM Point for each Player that was run through the episode.

LEGAL PLAYER CHARACTERS

In order for a Player’s Character to be legal for the Phoenix Living Series play they must follow the guidelines as detailed at StargateTheRPG.com/about/SGP.

This includes Registering your Character at StargateTheRPG.com > Play > Characters

Gatmasters, in order to get GM Points it is critical that you ensure your players have legal and registered character for Phoenix Living Series play.

EPISODE RUNS

In order to report your After Action Report, you must have created or had created for you a Episode Run via the StargateTheRPG.com website. This Episode Run will have a unique code that you can give to your players which will be in the form of a QR Code or Web Link.

Provide your players with this code so that they may add their character to the Episode Run.

After the Episode has been run, you as the Gatmaster can go to StargateTheRPG.com > Play > Episodes. Find the Episode you ran and update the After Action Report.

DEADLINE FOR AFTER ACTION REPORTS

If you are unable to report results immediately after the game has been played, please note down the major results and report them at a later time.

You have up to 1 week after the Episode Run has been scheduled to report the After Action Report.

Also, each episode has an amount of time that it can be reported in order to count towards the Phoenix Series storyline. This is typically 6 weeks after the initial release of the episode.

Don’t worry though, even if you report your After Action Report after this canon deadline, you as a GM will still get your GM Points.

EPISODE RESULTS

The Phoenix Living RPG Series canon will be updated via forum post on the StargateTheRPG.com website. This post will be in the Phoenix Site - A Living RPG Series topic and will be listed under the episode title and number.

These results will be written in the form of a narrative that takes into account the majority actions of the player’s characters that played the episode within the episode canon deadline.



APPENDIX 1:

LIFE FORMS / NPC STATS

| Jaffa Recruit [CR 1] | | | | | | |
|---|--------|--------|-------|--------|--------|--|
| Medium Humanoid [Jaffa] | | | | | | |
| Armor Class: 12 | | | | | | |
| Hit Points: 20 | | | | | | |
| Speed: 6m | | | | | | |
| STR | DEX | CON | INT | WIS | CHA | |
| 14(+2) | 12(+1) | 14(+2) | 8(-1) | 10(+0) | 14(+2) | |
| Proficiency Modifier: +2 | | | | | | |
| Skills: Athletics +4, Intimidation +4 | | | | | | |
| Saves: Strength +4, Constitution +4 | | | | | | |
| Symbiote: Jaffa may gain advantage on any physical (Strength, Dexterity, Constitution) save. A Jaffa may use this ability once per Strength modifier (minimum 1) | | | | | | |
| Ma'tok Melee +4 to hit, reach 1m, one target, Hit: 6 (1d8+2) bludgeoning damage. | | | | | | |
| Ma'tok Plasma Blast +3 to hit, range 3m/60m, one target, Hit 10 (3d6) fire damage, Recharge 1, Shockwave 1m | | | | | | |

| Jaffa Guard [CR 3] | | | | | | |
|---|--------|--------|-------|--------|--------|--|
| Medium Humanoid [Jaffa] | | | | | | |
| Armor Class: 13 | | | | | | |
| Hit Points: 30 | | | | | | |
| Speed: 6m | | | | | | |
| STR | DEX | CON | INT | WIS | CHA | |
| 15(+2) | 12(+1) | 15(+2) | 8(-1) | 10(+0) | 14(+2) | |
| Proficiency Modifier: +2 | | | | | | |
| Skills: Athletics +4, Intimidation +4 | | | | | | |
| Saves: Strength +4, Constitution +4 | | | | | | |
| Symbiote: Jaffa may gain advantage on any physical (Strength, Dexterity, Constitution) save. A Jaffa may use this ability once per Strength modifier (minimum 1) | | | | | | |
| Ma'tok Melee +4 to hit, reach 1m, one target, Hit: 6 (1d8+2) bludgeoning damage. | | | | | | |
| Ma'tok Plasma Blast +3 to hit, range 3m/60m, one target, Hit 10 (3d6) fire damage, Recharge 1, Shockwave 1m | | | | | | |

| J'Ta 1st Prime [CR 13] | | | | | | |
|---|--------|--------|-------|--------|--------|--|
| Medium Humanoid [Jaffa] | | | | | | |
| Armor Class: 22 | | | | | | |
| Hit Points: 90 | | | | | | |
| Speed: 6m | | | | | | |
| STR | DEX | CON | INT | WIS | CHA | |
| 18(+4) | 15(+2) | 18(+4) | 8(-1) | 10(+0) | 14(+2) | |
| Proficiency Modifier: +5 | | | | | | |
| Skills: Athletics +9, Intimidation +5 | | | | | | |
| Saves: Strength +9, Constitution +9 | | | | | | |
| Symbiote: Jaffa may gain advantage on any physical (Strength, Dexterity, Constitution) save. A Jaffa may use this ability once per Strength modifier (minimum 1) | | | | | | |
| Ma'tok Melee +9 to hit, reach 1m, one target, Hit: 18 (3d8+4) bludgeoning damage. | | | | | | |
| Ma'tok Plasma Blast +7 to hit, range 3m/60m, one target, Hit 27 (9d6) fire damage, Recharge 1, Shockwave 1m | | | | | | |

CREDITS

Author Jared Fegan

Story By Westley Walker, Lee Alley

Editors Lee Alley, Brad Ellis, Westley Walker

Graphic Design Brad Ellis

Art and Illustrations M. Wayne Miller, Graham Sisk, Westley Walker, Jiroodd O Wen

Publisher Wyvern Gaming

SECURITY CLEARANCE REQUIRED

SECURITY CLEARANCE REQUIRED

SECURITY CLEARANCE REQUIRED

SECURITY CLEARANCE REQUIRED

SECURITY CLEARANCE REQUIRED

SECURITY CLEARANCE REQUIRED



STARGATE SG-1 is a trademark of Metro-Goldwyn-Mayer Studios Inc. © 1997 - 2021 MGM Television Entertainment Inc. and MGM Global Holdings Inc.
STARGATE SG-1 ROLEPLAYING GAME TM & © 2021 Metro-Goldwyn-Mayer Studios Inc. All Rights Reserved.

SECURITY CLEARANCE REQUIRED

SECURITY CLEARANCE REQUIRED