StarGate SG1 / Onuris Tok&#8217,ra Warrior



Name: Onuris
Tok’ra Warrior Pointman 9 Ashrak 1 (E-4)
Init: +9 (+5 Class, +4 Dex)
Defense: 19 (+5 Class, +4 Dex)
Speed: 30 ft
WP: 14
VP: 75
Attack: +9 melee, +11 ranged
SQ: Assistance (1/2 time), Cross-class Ability (keen senses, sneak attack +1d6), Generous, Hand of Shadow, Lead 4/session, Macro-Specialty (Immunity to Disease, Inherited Memory +6 to inspiration checks, Long Life, Radiation Resistance +6 to Fortitude saves, +3 ranged attack bonus with Goa’uld weapons, Shared Body), Slayer, Symbiotic Blending, Tactics 2/session (+2 bonus), Versatility 9 (Concentration, Hide, Intimidate, Move Silently, Pilot, Search, Spot, Surveillance, Survival)
SV: Fort +7, Ref +9, Will +7
SZ: M

Abilities: Str: 14, Dex: 18, Con: 14, Int: 16, Wis: 13, Chr: 10

Skills: Bluff +5, Bureaucracy +4, Climb +8, Concentration +10, Cultures +6, Diplomacy +4, Disguise +5, First Aid +4, Hide +12, Intimidate +10/+8, Knowledge (Goa’uld) +8, Knowledge (Military History) +8, Knowledge (Tactics) +8, Mechanics +7, Move Silently +12, Pilot +8, Search +12, Sense Motive +6, Sleight of Hand +7, Spot +14, Surveillance +8, Survival +6

Feats: Armor Proficiency (light, medium), Naquadah Sense, Point Blank Shot, Speed Trigger, Track, Weapon Focus (Staff Weapon), Weapon Group Proficiency (handgun, hurled, melee, rifle)Attacks
Kinetic Blast +14 2d6 and 2d6 subdual
Staff Weapon (melee) +11 1d6+3/1d6+3
Staff Weapon +11 6d6
Unarmed +9 1d3+2

Gear: SG Team Bundle, Kara Kesh (Ribbon Device), Staff Weapon, other bundles as needed (by mission).

Background:
Onuris was once a loyal follower and warmaster of the Goa’uld System Lord Ra and even fetched Hathor back to him when she fled.
Hathor took the Ha’tak mothership “Ra’s Eye” and under her command, it wiped out an entire race (the people of Ombos) to earn her reputation. Because they were rebelling, Hathor was used by Ra

as a weapon of vengeance.
As the champion of the System Lords, he hunted and slew the enemies of Ra. Onuris was one of the mightiest Goa'ulds on Chulak who was not a System Lord.
Onuris was with Ra when he discovered Earth and what useful hosts the humans would make. Ra brought humans to many worlds, enslaving some and making others hosts, like on Abydos, to mine valuable commodities for the advancement of the Goa'uld.
He was once a highly trained ashrak, hunter and warrior. In combat Onuris prefers to use a Goa'uld staff weapon, though he will use a kara kesh or any other weapon. While leading Ra's soldiers in battle he would often wear Jaffa armor and a Horus Guard helm.
He has been trapped in stasis by an unknown alien species for a few centuries, the planet is now deserted and there is no clue as to what happened to the population.
Onuris' time in the alien stasis device seems to have released him from the more malevolent aspects of being a Goa'uld, though it has also affected his memory, knowledge and skills that he once possessed. While in stasis Onuris has come to terms with his host body and now the two share a symbiotic relationship, though Onuris is usually still more dominant and Shu takes a more passive roll.
While working with the SGA he has the rank of technical sergeant.

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