StarGate SG1 / Lothwyr Jaffa Horus Guard G



Name: Lothwyr
Jaffa Horus Guard Guardian 7 (E-5)
Init: +7 (+3 Class, +2 Dex, +2 Specialty)
Defense: 16 (+4 Class, +2 Dex)
Speed: 30 ft
WP: 18
VP: 73
Attack: +9 melee, +9 ranged
SQ: Accelerated Healing (1 VP5 /minutes, 3 WP/day), Enforcer (basic, advanced), Macro-Specialty (Radiation Resistance +4 to Fortitude saves, +2 Initiative bonus), Soak 1/session, Toughness (WP+2, VP+4), Unbreakable
SV: Fort +8, Ref +4, Will +7
SZ: M

Abilities: Str: 15, Dex: 14, Con: 16, Int: 12, Wis: 14, Chr: 10

Skills: Balance +3, Climb +3, Concentration +10 (18-20), Escape Artist +3, First Aid +3, Hide +7, Intimidate +14/+12 (18-20), Jump +4, Move Silently +7, Pilot +6, Spot +6, Survival +9, Tumble +7

Feats: Armor Proficiency (light, medium, heavy), Kelno'reem Mastery, Martial Arts, Point Blank Shot, Rapid Healing, Symbiote (Immunity to Disease), Weapon Focus (Staff Weapon), Weapon Group Proficiency (handgun, hurled, melee, rifle)Attacks
Staff Weapon (melee) +11 1d6+3/1d6+3
Staff Weapon +6 6d6
Unarmed +9 1d6+2

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

Background:
Lothwyr is a Jaffa and was a member of the Horus Guard serving Ra.
At the time of implantation around 10 years of age, Lothwyr was "honored" enough and possessed a sufficient community status to be granted the ceremony of the Prim'ta, when a Goa'uld Symbiote was implanted within the young warrior, granting him good health and long life and so becoming a true Jaffa.

He grew up in a society of warriors, strong in the knowledge that if one were weak, one may as well be dead. Lothwyr was trained from an early age to be a warrior as part of his training he was introduced to the ancient Jaffa martial art of Lok'nel.

Word has spread throughout Chulak and beyond. A formidable warrior now leads the Jaffa rebellion. Formerly the First Prime to the late Goa'uld Imhotep, his name is Kytano (or K'tano) and

has hundreds of followers. SG-1 visits Kytano's stronghold on the planet Cal Mah with the aim of securing an alliance. Teal'c is impressed by Kytano's strength of leadership and gladly offers his full support in the forthcoming fight for freedom. But O'Neill soon learns that this strategic partnership may well come at a heavy price and Teal'c's blind faith may be lead him into grave danger.
Kytano (Imhotep) sent Teal'c on a mission to take out Yu's home planet, but Yu captured the Jaffa and spared his life, warning him that one of Yu's motherships was on its way to eliminate the rebellion. Kytano was exposed as working with the System Lords to help expose disloyal Jaffa. Teal'c returned challenged Kytano to jomo'sequ (a challenge for the right of leadership). After learning Imhotep's true identity in the combat, Teal'c killed him.
During Lothwyr's time on the planet Cal Mah he has learned Mastaba the martial art of Imhotep's Jaffa.

Soon after the events on Cal Mah, Lothwyr joined the Tauri and started working with them on their new Alpha Base. Among his personal effects Staff Sergeant Lothwyr still has his Jaffa armor and his Horus Guard helm. His Staff Weapon is stored in the armory and is requisitioned by him for missions.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by K, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.